

# Teaching

We specifically **promote studying Games Engineering** - at the Bachelor's and the Master's level!

We always work on improving the **students' infrastructure** and **labs**.

We are involved in the **operational management** and long-term **strategic development** of our programs.

We are spearheading the initiative **Game Lab Würzburg**, connecting institutes, labs, and professors from JMU and THWS to benefit research and teaching on, with, and for games.

We have been working in various **committees** in Franconia, Bavaria and Germany to support the work of new and established Game Studios.

We are seeking **collaborations with industry** to foster research transfer, to inspire our students, and to bring them in touch with their future employers.

We promote and support **studies abroad**, with strong links to research groups all over the world.

We offer modules **in all programs** of the Institute of Computer Science.

For the **Games Engineering, B.Sc.** program, we teach Game Lab II, Game Lab III, Asset Development: Modeling & Animation, and the Seminar: Current Trends in Games Engineering.

Our seminar is also offered to all **Master's students**. In addition, we supervise Game Research Labs and offer opportunities for scientific internships.

All our group members supervise Bachelor and Master **theses** in their respective areas of interest.

Depending on opportunities and capacities, we also offer **interdisciplinary courses**, e.g. with colleagues from the sciences, media & design, or the humanities.

