Software Engineering Lab 3 (C004072)

Course size *(nominal values; actual values may depend on programme)*

Credits 6.0   **Study time 180 h**

Course offerings and teaching methods in academic year 2025-2026

| A (semester 2) | Dutch | Gent | group work |
| | | | lecture |

Lecturers in academic year 2025-2026

| Van Gassen, Sofie | WE02 | lecturer-in-charge |
| wyffels, Francis | TW06 | co-lecturer |

Offered in the following programmes in 2025-2026	**crdts**	**offering**
Master of Science in Teaching in Science and Technology(main subject Computer Science)	6	A
Master of Science in Computer Science	6	A

Teaching languages

Dutch

Keywords

Position of the course

Contents

Initial competences

Final competences

1 Knowledge of reinforcement learning techniques.
2 Knowledge of the basic components of robot simulation
3 To be able to build a research project gradually, starting from a simplified
version to a more realistic design.
4 To be able to work in a team on a software project, in which each member of the
team takes up their responsibilities.

Conditions for credit contract

Access to this course unit via a credit contract is determined after successful competences assessment

Conditions for exam contract

This course unit cannot be taken via an exam contract

Teaching methods

Group work, Lecture

Study material

Type: Slides

Name: Slides'
Indicative price: Free or paid by faculty
Optional: no

References

Course content-related study coaching

Assessment moments

continuous assessment

Examination methods in case of periodic assessment during the first examination period

Examination methods in case of periodic assessment during the second examination period

Examination methods in case of permanent assessment

Participation, Peer and/or self assessment, Assignment

Possibilities of retake in case of permanent assessment

examination during the second examination period is not possible

Calculation of the examination mark