

## 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 2024-2025**

A (semester 2)

Dutch

Gent

group work

lecture

**Lecturers in academic year 2024-2025**

Van Gassen, Sofie

WE02

lecturer-in-charge

wyffels, Francis

TW06

co-lecturer

**Offered in the following programmes in 2024-2025**

[Master of Science in Teaching in Science and Technology\(main subject Computer Science\)](#)

**crdts**

6

**offering**

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**