

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

Peck, Jonathan

WE02

lecturer-in-charge

wyffels, Francis

TW06

co-lecturer

Offered in the following programmes in 2025-2026

[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