

Master's Examination Certificate

awarded by Kempten University of Applied Sciences

Mr Philipp Herbert Vidal

d.o.b. 12/24/1995 in Garmisch-Partenkirchen

has studied in accordance with the regulations governing the Master's examination

for the degree programme in **Game Engineering and Visual Computing**

completing and attaining the overall assessment **with distinction** constituting a pass.

This degree programme has been accredited by order of the German Accreditation Council.

Grade bands with numerical marks (-) for the final grades:	The overall assessment corresponds with the following numerical marks:	Grade bands with numerical marks (-) for the final grades:	The overall assessment corresponds with the following numerical marks:
1 = excellent 2 = good 3 = satisfactory	passed with distinction excellent pass good pass satisfactory pass	for an examination grade up to 1.2 1.3 to 1.5 1.6 to 2.5 2.6 to 3.5	4 = sufficient 5 = insufficient pass 3.6 to 4.0 (fail if overall examination grade exceeds 4.0)
Final grades achieved by counting examination performance are marked with an asterisk (*).			

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Kempten University of Applied Sciences awards

Mr Philipp Herbert Vidal

d.o.b. 12/24/1995 in Garmisch-Partenkirchen

having on 10/27/2022

for the degree programme in **Game Engineering and Visual Computing**

passed the Master's examination, the academic degree of

Master of Science (M.Sc.)

Kempten (Allgäu), 10/27/2022

President



Prof. Dr. Wolfgang Hauke



Dean



Prof. Dr. Stefan Rieck



MODULES	Module grades (numerical marks)	Credits (ECTS)
Algorithms for Real Time Rendering Algorithms for Real Time Rendering	very good (1,0)	5
Simulation and Data Visualization Simulation and Data Visualization	very good (1,0)	5
Computer Vision Computer Vision	very good (1,3)	5
Advanced Game Engineering Advanced Game Engineering	very good (1,0)	5
Augmented Reality Augmented Reality	good (1,7)	5
Scientific Elaboration of a Project Scientific Elaboration of a Project	very good (1,0)	5
Project Developing a Serious Game	very good (1,0)	10
Elective		
Deep Learning	very good (1,0)	5
Deep Learning – Practice	passed	0
Physically Based Rendering	very good (1,0)	5
Cryptography	good (1,7)	5
Procedural Modelling	very good (1,0)	5
Topic of the Master Thesis Vermeidung von Motion Sickness in interaktiven VR Umgebungen	very good (1,0)	30
DEGREE CLASSIFICATION	with distinction (1,0)	90

Kempten (Allgäu), 10/27/2022

President

Wolfgang Hauke

Prof. Dr. Wolfgang Hauke



Chair of the Examinations
Committee

Ulrich Göhner

Prof. Dr. Ulrich Göhner