

- 1 - //////////////////////////////////////
- 2 - ////////// Media::Engineering //////////
- 3 - //////////////////////////////////////
- 4 -
- 5 - **AbschlussPräsentation**
- 6 -
- 7 -
- 8 - **OHMinteractive(BB.209)**
- 9 - {Projection Mapping zur Blauen Nacht}
- 10 -
- 11 - **Georg Simon Ohms RenderFarm(BB.210)**
- 12 - {generic distributed computernetwork}
- 13 -
- 14 - **Lode Runner Reloaded(BB.211)**
- 15 - {Community basiertes Browserspiel}
- 16 -
- 17 - **Roomr(BB.211)**
- 18 - {Die App zur Hochschulkommunikation}
- 19 -
- 20 - **Physics Craft(BB.204)**
- 21 - {minecraft inspiriertes Sandboxspiel physik}
- 22 -
- 23 - **mySprint(BB.202)**
- 24 - {the dynamic scrum tool designed for you}
- 25 -
- 26 - **hops(BB.202)**
- 27 - {Die Projektmanagement-Plattform}
- 28 -

//*****\\
// Im Anschluss \\
// DefiLÉ 2014 \\
// EFI: Wassertorstraße 10, 16:00Uhr in (WD.001) \\
//*****\\



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24-JUL-14

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