

Titel der Arbeit

Masterarbeit zur Erlangung des akademischen Grades

Master of Science

Autor*in: Vorname Nachname

Vorgelegt am FH-Masterstudiengang MultiMediaTechnology, Fachhochschule Salzburg

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Salzburg, Österreich, dd.mm.yyyy

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Die Arbeit wurde bisher in gleicher oder ähnlicher Form keiner anderen Prüfungskommission weder im In- noch im Ausland vorgelegt und auch nicht veröffentlicht.

Datum

Unterschrift

Vorname *Nachname*

Kurzfassung

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Schlüsselwörter: wort1, wort2, wort3

Abstract

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Keywords: word1, word2, word3

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Abkürzungsverzeichnis

AR Augmented Reality

ML Machine Learning

1 Introduction

This template is used for seminar papers, bachelor and master theses at MultiMediaTechnology of the Salzburg University of Applied Sciences.

The structure of the template fits many theses works. Seminar papers often require their own structure as it is a literature review on a specific topic and does not present your own work.

Outline the research field and lead towards your research question. How is the investigated issue resolved in related work? What are limitations of these solutions? What is your contribution to find a solution?

2 Related Work

Introduce why this specific related work is important for your own work. Which areas do you cover and why? What do you take as inspiration and what do you do differently/improve upon?

3 System Overview

Provide a high level overview of your system, approach, etc. Describe features, user interfaces, provide screenshots. What does a user do with your application/system/interaction method?

4 Implementation

Provide implementation details such as the used software and our software architecture, highlight your own solutions to encountered difficulties. Describe relevant iterations of your implementation.

5 Evaluation

Describe your methodology. How did you evaluate your work? Why did you choose this methodology? Present results of your evaluation here.

6 Discussion

Discuss your results to answer your research question. Does your data support you hypotheses? Put your results into perspective by situating it in the research field/related work.

7 Conclusion and Future Work

Summarize your work, outline limitations and future work.

Appendices

A AI Methodology

Document in this section, how AI was utilized to support the creation of this seminar paper or thesis. Which tools were used? Which steps of the thesis creation were supported (e.g., brainstorming, literature search, quality analysis of papers, text generation, text summaries, paraphrasing, ...). If chat bots were utilized (e.g., ChatGPT), also provide key text prompts that influenced the thesis.

B git-Repository

According to the respective guidelines.

The repository must be uploaded to the MMT/HCI git server gitlab.mediacube.at

<https://gitlab.mediacube.at/fhs123456/Abschlussarbeiten-Max-Muster>

C Vorlagen für Studienmaterial

Study material if applicable.

D Archived Websites

http://web.archive.org/web/20160526143921/http://www.gamedev.net/page/resources/_/technical/game-programming/understanding-component-entity-systems-r3013, letzter Zugriff 1.1.2016

http://web.archive.org/web/20160526144551/http://scottbilas.com/files/2002/gdc_san_jose/game_objects_slides_with_notes.pdf, letzter Zugriff 1.1.2016

This work has the following word count (counted by texcount):