Title of The Master's Thesis

Master's thesis in partial fulfilment of the requirements for the degree of

"Master of Science"

Author: FirstName LastName

Submitted to the Joint Master Programme on Human-Computer Interaction
Salzburg University of Applied Sciences
Paris-Lodron-University Salzburg

Advisor: Title FirstName LastName

Salzburg, Austria, dd.mm.yyyy

Declaration on Oath

I, **FirstName LastName** , born on **dd.mm.yyyy** in **Birthplace** , hereby certify that I have adhered to the principles of scientific work to the best of my knowledge and belief and that this Master's thesis was written by me independently. I have not used any sources and aids other than those indicated. I affirm that I have not previously submitted the Master's thesis as an examination thesis in any form, either in Austria or abroad, and that this thesis is consistent with the thesis submitted to the assessors.

Salzburg, on **dd.mm.yyyy**

FirstName LastName

$PersonalIdentificationNumber$

Zusammenfassung

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Schlüsselwörter: wort1, wort2, wort3

Abstract

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Keywords: word1, word2, word3

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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   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

B   Study Material

Study material if applicable.

C   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):