**Beispieldaten:**

1. NPCs:

|  |  |
| --- | --- |
| **NPC-Nr.** | **NPC Name** |
| 1 | Darth Schmidter |
| 2 | Winnie the K |
| 3 | Fab Web |
| 4 | Amoebi |
| 5 | J.EthI |
| 6 | Herk |
| 7 | Heidi |
| 8 | Palim Palim |
| 9 | Hubi-Horde |

1. Sonstige NPCs:

|  |  |
| --- | --- |
| **NPC-Nr.** | **Aufgabe** |
| 7 | StEPS-Chefin |
| 8 | Helferlein |
| 9 | Kontrolletis |

1. Dozent\_Innen:

|  |  |
| --- | --- |
| **NPC-Nr.** | **Lieblingsgetränk** |
| 1 | Extraschwarzer Kaffee |
| 2 | Bier |
| 3 | Cappuccino |
| 4 | Grüner Tee |
| 5 | Kaffee mit Milch und 2x Zucker |
| 6 | Hefeweizen |

1. Unterricht:

|  |  |  |
| --- | --- | --- |
| **Veranstaltungsnr.** | **NPC-Nr.** | **Raumnr.** |
| 1 | 2 | 1 |
| 2 | 3 | 1 |
| 3 | 2 | 1 |
| 4 | 1 | 2 |
| 5 | 2 | 2 |
| 6 | 5 | 2 |
| 7 | 1 | 3 |
| 8 | 6 | 3 |
| 9 | 2 | 3 |
| 10 | 1 | 4 |
| 11 | 2 | 4 |
| 12 | 4 | 4 |
| 13 | 6 | 4 |
| 14 | 3 | 4 |

1. Assistenz:

|  |  |
| --- | --- |
| **Veranstaltungsnr.** | **NPC-Nr.** |
| 1 | 1 |
| 2 | 5 |
| 3 | 1 |
| 4 | 4 |
| 10 | 2 |
| 12 | 3 |
| 14 | 4 |

1. Veranstaltungen:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Veranstalt-ungsnr.** | **Veranstaltungsname** | **Kürzel** | **SWS** | **Semester** | **Themen-**  **gebietsnr.** |
| 1 | Betriebssystemwerkzeuge | BSW | 2 | 1 | 1 |
| 2 | Funktionale Programmierung | FP | 8 | 1 | 2 |
| 3 | Grundlagen der Technischen Informatik | RS | 6 | 1 | 3 |
| 4 | Imperative und objektorientierte Programmierung | ALP2 | 7 | 2 | 2 |
| 5 | Rechnerarchitektur | RO | 4 | 2 | 1 |
| 6 | Einführung in die Theoretischen Informatik | EthI | 5 | 2 | 3 |
| 7 | Datenstrukturen und Datenabstraktion | ALP3 | 6 | 3 | 2 |
| 8 | Datenbanksysteme | DBSA | 6 | 3 | 4 |
| 9 | Fachdidaktik Informatik | DDI | 4 | 3 | 5 |
| 10 | Nichtsequentielle und verteilte Programmierung | NSP | 6 | 4 | 2 |
| 11 | Rechnernetze | NET | 6 | 4 | 1 |
| 12 | Unterrichtsbezogenes Softwarepraktikum | SWP | 3 | 4 | 2 |
| 13 | Unterrichtsbezogenes Datenbankpraktikum | DBP | 3 | 4 | 4 |
| 14 | Analyse fachlichen Lernens | AfL | 3 | 4 | 5 |

1. Themengebiete:

|  |  |
| --- | --- |
| **Themengebietsnr.** | **Themengebietsname** |
| 1 | Rechnerarchitektur, Betriebs- und Kommunikationssysteme |
| 2 | Programmierung |
| 3 | Theoretische und technische Informatik |
| 4 | Datenbanken |
| 5 | Didaktik |

1. Minigames:

|  |  |  |
| --- | --- | --- |
| **Gamenr.** | **Gamename** | **Veranstaltungsnr.** |
| 1 | Muster-Spiel | 2 |
| 2 | Bauelemente-Spiel | 3 |
| 3 | Vaderobi-Game | 4 |
| 4 | Getränkeautomaten-Spiel | 6 |
| 5 | SQL-Quest | 8 |
| 6 | FachJargon | 9 |
| 7 | Food-Moorhuhn | 10 |
| 8 | theNETgame | 11 |
| 9 | BugAttack | 12 |

1. Spieler\_Innen:

|  |  |  |  |
| --- | --- | --- | --- |
| **Spieler\_Innen Nr.** | **Spieler\_Innen Name** | **Schlüsselanzahl** | **Raumnr.** |
| 1 | Cyra | 1 | 0 |
| 2 | Maddi | 1 | 0 |
| 3 | Ben | 1 | 0 |
| 4 | Phil | 1 | 0 |
| 5 | Klocki | 1 | 0 |
| 6 | Bob | 1 | 0 |
| 7 | LWB-Master | 1 | 0 |
| 8 | Nerd42 | 1 | 0 |

1. Räume:

|  |  |  |  |
| --- | --- | --- | --- |
| **Raumnr.** | **Raumname** | **Ort** | **Funktion** |
| 0 | Main Floor | LWB-World | Start-Raum |
| 1 | 1. Semester | FU Berlin | Kursraum 1 |
| 2 | 2. Semester | Home Office | Kursraum 2 |
| 3 | 3. Semester | FU Berlin | Kursraum 3 |
| 4 | 4. Semester | StEPS | Kursraum 4 |
| 5 | Nichtzeugnis-Verleihung | schöner Ort | Schluss-Raum |

1. Spielstände:

|  |  |  |  |
| --- | --- | --- | --- |
| **Gamenr.** | **Spieler\_Innen-Nr.** | **Note** | **Punkte** |
| 1 | 1 | 1.7 | 1333 |
| 1 | 2 | 1.3 | 1456 |
| 1 | 3 | 1.0 | 1800 |
| 1 | 4 | 2.3 | 999 |
| 1 | 5 | 2.0 | 1210 |
| 1 | 6 | 4.0 | 400 |
| 1 | 7 | 1.0 | 2000 |
| 1 | 8 | 3.0 | 789 |
| 2 | 1 | 1.3 | 29 |
| 2 | 2 | 1.0 | 33 |
| 2 | 3 | 1.3 | 29 |
| 2 | 4 | 1.7 | 27 |
| 2 | 5 | 2.0 | 25 |
| 2 | 6 | 3.7 | 17 |
| 2 | 7 | 1.0 | 33 |
| 2 | 8 | 2.7 | 22 |
| 3 | 1 | 1.0 | 630 |
| 3 | 2 | 2.3 | 432 |
| 3 | 3 | 1.3 | 555 |
| 3 | 4 | 1.7 | 512 |
| 3 | 5 | 2.0 | 487 |
| 3 | 6 | 3.3 | 333 |
| 3 | 7 | 1.0 | 650 |
| 3 | 8 | 1.0 | 600 |
| 4 | 1 | 1.3 | 5 |
| 4 | 2 | 1.0 | 6 |
| 4 | 3 | 1.7 | 4 |
| 4 | 4 | 1.3 | 5 |
| 4 | 5 | 2.0 | 3 |
| 4 | 6 | 3.0 | 2 |
| 4 | 7 | 1.0 | 6 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Gamenr.** | **Spieler\_Innen-Nr.** | **Note** | **Punkte** |
| 5 | 1 | 1.0 | 100 |
| 5 | 2 | 1.7 | 88 |
| 5 | 3 | 1.3 | 96 |
| 5 | 4 | 2.0 | 79 |
| 5 | 6 | 6.0 | 44 |
| 5 | 7 | 1.0 | 100 |
| 5 | 8 | 2.3 | 73 |
| 6 | 1 | 2.3 | 71 |
| 6 | 2 | 2.0 | 76 |
| 6 | 3 | 1.7 | 83 |
| 6 | 4 | 1.0 | 99 |
| 6 | 7 | 1.0 | 100 |
| 7 | 1 | 1.7 | 456 |
| 7 | 2 | 2.3 | 369 |
| 7 | 3 | 1.0 | 555 |
| 7 | 4 | 1.3 | 512 |
| 7 | 7 | 1.0 | 600 |
| 8 | 1 | 1.3 | 140 |
| 8 | 2 | 1.0 | 150 |
| 8 | 3 | 1.7 | 128 |
| 8 | 4 | 1.3 | 138 |
| 8 | 7 | 1.0 | 160 |
| 9 | 1 | 3.0 | 3210 |
| 9 | 2 | 2.0 | 3775 |
| 9 | 3 | 1.3 | 4252 |
| 9 | 4 | 1.0 | 4999 |
| 9 | 7 | 1.0 | 5000 |

1. Aufenthaltsorte:

|  |  |
| --- | --- |
| **NPC-Nr.** | **Raumnr.** |
| 7 | 0 |
| 7 | 4 |
| 7 | 5 |
| 8 | 0 |
| 9 | 0 |
| 9 | 4 |