

# <Title of the Work>

<Subtitle>

## Bachelor Thesis

Bachelor Course on Media Technology  
at St. Pölten University of Applied Sciences

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# Declaration

I hereby declare that

- I have written the work at hand on my own without help from others and I have used no other resources and tools than the ones acknowledged.
- I have complied with the Standards of Good Scientific Practice in accordance with the St. Pölten UAS' Guidelines for Scientific Work when writing this work.
- I have neither published nor submitted the work at hand to another higher education institution for assessment or in any other form as examination work.

Regarding the use of generative artificial intelligence tools such as chatbots, image generators, programming applications, paraphrasing and translation tools, I declare that

- I have used generative artificial intelligence tools to proof-read this work.
- I have used generative artificial intelligence tools to create parts of the content of this work. I certify that I have cited the original source of any generated content. The generative artificial intelligence tools that I used are acknowledged at the respective positions in the text.
- no generative artificial intelligence tools were used in the course of this work.

Having read and understood the St. Pölten UAS' Guidelines for Scientific Work, I am aware of the consequences of a dishonest declaration.

Date: \_\_\_\_\_ Signature: \_\_\_\_\_

# **Abstract**

Introduction: Warum behandeln wir das Thema

Purpose: Welches Problem soll gelöst werden

Method: Wie wurde die Problemlösung gemacht

Product: Was war das Ergebnis

Conclusion: Was sind die Folgerungen / Schlussfolgerungen aus den gewonnenen Erkenntnissen

keine Referenzen und Zitate

# **Kurzfassung**

Das Abstract auf deutsch.

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# 1 Example

!!! Please delete this chapter after finishing your work !!!

## 1.1 Settings

To add your name and the title of your work, please use the “Settings.tex” file! Additionally, switch there between German and English version.

## 1.2 How to Make Sections and Subsections

Use section and subsection commands to organize your document. L<sup>A</sup>T<sub>E</sub>X handles all the formatting and numbering automatically. Use ref and label commands for cross-references.

### 1.2.1 How to Make Lists

You can make lists with automatic numbering ...

1. Like this,
2. and like this.

... or bullet points ...

- Like this,
- and like this.

... or with words and descriptions ...

**Word** Definition

**Concept** Explanation

**Idea** Text

### 1.3 Section

You have to write text between each headline.

### 1.4 Citation

This part describes the three types of citations which are possible:

#### 1.5 Direct Citation

The maximum for a direct citation is a 1/2 page.

Overview first, zoom and filter, then details-on-demand (Shneiderman, 1996)  
(Xiong & Donath, 1999)

#### 1.6 Floating Text Citation

Shneiderman (1996) defined the Visual Information Seeking Mantra as “Overview first, zoom and filter, then details-on-demand”.

#### 1.7 Indirect Citation

Some text which summarizes a paper or a book chapter. This could take several lines.  
Find attached a citation of a website (Kaley, 2018).

## 1.8 Figures

To place a figure use the following code example

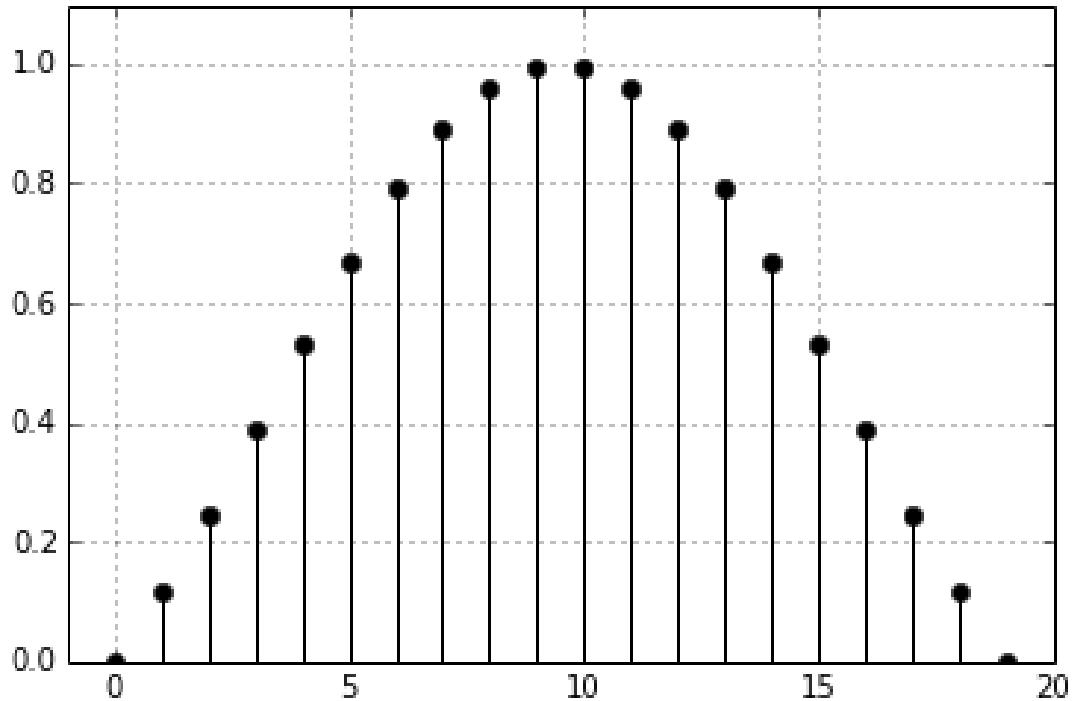
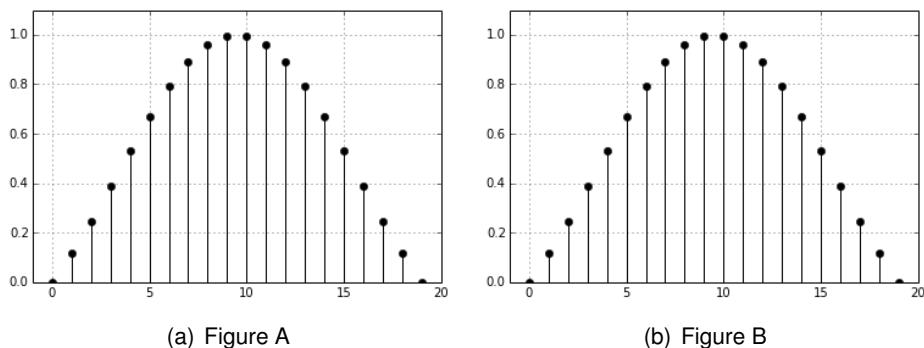


Figure 1.1. Interactive data exploration with multiple devices.

$$\int a, b$$



(a) Figure A

(b) Figure B

Figure 1.2. Wearables worn for experiments 1, 2, and 3.

Refer to a figure in the following forms:

If you take a look at Figure 1.1 ...

... text text (see Figure 1.1) ...

## 1.9 Listings

*Listing 1.1.* A bit of source code.

```
1 if( true == questions )
2 {
3     std::cout << "Let_me_google_it_for_you";
4 }
5 else
6 {
7     std::cout << "Great";
8 }
```

Now lets take a look at Listing 1.1.

## 1.10 Table

*Table 1.1.* My caption with a very useful description. die kann auch etwas länger sein und über mehrere Zeilen gehen und so weiter.

Item		
Animal	Description	Price (\$)
Gnat	per gram	13.65
	each	0.01
Gnu	stuffed	92.50
Emu	stuffed	33.33
Armadillo	frozen	8.99

For the fast generation of tables from Excel use <http://www.heise.de/download/excel2latex.html>

## 1.11 Equations

$\text{\LaTeX}$  is great at typesetting equations. Let  $X_1, X_2, \dots, X_n$  be a sequence of independent and identically distributed random variables with  $E[X_i] = \mu$  and  $\text{Var}[X_i] = \sigma^2 < \infty$ , and let

$$S_n = \frac{X_1 + X_2 + \cdots + X_n}{n}$$

This was a equation without a label.

## 1 Example

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$$S_n = \frac{1}{n} \sum_i^n X_i \quad (1.1)$$

This is the reference to equation 1.1.

denote their mean. Then as  $n$  approaches infinity, the random variables  $\sqrt{n}(S_n - \mu)$  converge in distribution to a normal  $\mathcal{N}(0, \sigma^2)$ .

## **2 Introduction / Einleitung**

Führt in die Thematik, Problem- und Aufgabenstellung ein

Vorstellung der Forschungsfrage

Enthält Grundlagenwissen

Gibt Überblick über die Arbeit

Darstellung der Related Work - sofern bereits ähnliche Arbeiten zu diesem Themengebiet existieren; In aller Kürze: Was gibt es? Was sind die Ergebnisse? Ist etwas offen geblieben? Fehlt etwas?

### **3 Method / Methode**

Wie wurde Literatur gefunden?

Welche Journals, Conferences, Libraries, Search engines... wurden genutzt?

Nach welchen Keywords wurde gesucht, wie viele Treffer gab es?

Nach welchen Kriterien wurde selektiert und warum?

# **4 Results / Ergebnisse**

Presenting found literature in a useful way

## **4.1 First Section**

Ich bin Text, Text, Text<sup>1</sup>

### **4.1.1 First Subsection**

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<sup>1</sup><http://mfg.fhstp.ac.at>

## **5 Discussion / Diskussion**

Comparison of presented technologies/methods/projects

Kritische Diskussion / Vergleich der Ansätze

Welche Methoden werden zumeist genutzt, warum?

Überblick / Zusammenfassung der gefundenen Literatur in einer sinnvollen Kategorisierung  
/ Charakterisierung

## **6 Conclusion / Fazit**

Was kann man daraus lernen?

Was fehlt?

Ideen für zukünftige Forschung

# Bibliography

- Kaley, A. (2018). *Match Between System and Real World: 2nd Usability Heuristic Explained*. Retrieved March 24, 2019, from <https://www.nngroup.com/articles/match-system-real-world/>
- Shneiderman, B. (1996). The eyes have it: A task by data type taxonomy for information visualizations. *IEEE Symposium on Visual Languages, 1996. Proceedings*, 336–343. <https://doi.org/10.1109/VL.1996.545307>
- Xiong, R., & Donath, J. (1999). PeopleGarden: Creating Data Portraits for Users. *Proc. of UIST*, 37–44. <https://doi.org/10.1145/320719.322581>

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# Listings

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# Appendices

## A Appendix

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## B Appendix

LoHrem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. LoHrem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. LoHrem