

B.Sc. Information Engineering Aptitude Assessment

Conversion formulas

The conversion of different grading scales into points on a scale from 0 to 100 is done according to the regulations 1. to 3. 100 points correspond to the best possible evaluation and 40 points to a performance just rated as passed in the respective initial grading system.

1. German grading system

with 1 as best and 6 as worst possible grades

$$\text{Points} = 120 - 20 * \text{grade.}$$

The grades 1, 2, ..., 5 and 6 correspond to 100, 80, ..., 20 and 0 points. Grade 4 corresponds to 40 points.

Since university entrance qualification grades are given to one decimal place in German certificates, no rounding to whole numbers is required when applying the formula of No. 1.

2. German scoring system (for example: Kollegstufe)

with 15 as the best and 0 as the worst score.

$$\text{Points} = 10 + 6 * \text{score.}$$

3. Arbitrary numeric grading systems

with grade G, where G_{opt} is the best grade and G_{pass} is just enough to pass.

$$\text{Points} = 100 - 60 * (G_{opt} - G) / (G_{opt} - G_{pass}).$$

If the score calculated according to the given formula is not an integer, it is rounded up to the nearest whole number.

For example, in the Bulgarian grading system: $G_{opt} = 6$, $G_{pass} = 3$ and 1 the worst possible grade. The given formula is simplified to: $\text{Points} = 100 - 20 * (6 - N)$.

4. Additional points for extracurricular qualifications or additional qualifications relevant to the program

Points are awarded for the extracurricular qualifications and additional qualifications shown in the overview, which can be added together. A maximum of 6 points can be included in the calculation. The commission decides on the recognition of the specified qualifications.

Type of qualification	Duration				
	Full-time (35 hours/week or more)			Part-time	
	1-5 months	6-12 months	> 1 year	> 1 year	> 3 years
Professional education	0	3	6	3	6
Internship	1	2	3	2	3
MINT program at TUM	2				
Competition pursuant to Section 5 (1) No. 3 Sentence 1	2				