»I came to see a museum and **I found a** *school*.«

Lenny Bacich (†)
Professor at the Pratt Institute
in Brooklyn, New York

Department of
Computer Science

Shaping our future is falling more and more into the hands of those who face the challenges and needs of digital media in a networked knowledge and information society: fake news detection, internet security, artificial intelligence, smart clothing. The Computer Science department is an interdisciplinary department concerned with every aspect of information processing within the context of digital media, as well as with the conception and development of interactive digital systems.

Informatik (Informatics)
Bachelor of Science

In Weimar, you are studying at a top centre for informatics research and teaching— you are becoming an expert in a networked information society. In the Informatik Bachelor's degree programme, you will spend the first three semesters learning the scientific fundamentals of mathematics and computer science. In the second half of the programme, you will choose between two areas of specialisation: computer science and media (human-computer interaction and graphic information systems) or security & data science (IT security and data analysis). These two major areas of applied specialisation in state-of-the-art research laboratories and workspaces, plus a wide selection of elective modules, enable you to shape your course of study to suit your own interests.

In addition to mathematical, technological and analytical skills, you will also learn how to react flexibly to changes in a working environment driven by innovation, discover knowledge gaps and close them yourself – which is exactly what the modern professional world is looking for!

And after graduation?
You could gain a permanent position or work as a freelancer in areas such as software development, interface design, web development, IT security, IT consulting and game development.

Student projects are a key part of Master's degree programmes in the Computer Science department. Students work in small groups to develop applied hardware and software solutions, and thus boost their scientific communication and presentation skills as well their ability to express themselves in written form – all of which will prove essential for their future careers.

Computer Science for Digital Media
Master of Science

In the English-taught Master's degree programme in Computer Science for Digital Media, you will be introduced to current computer science research in the field of interactive digital media. The programme covers the following topics: media security, data mining, information retrieval, machine learning, visual analytics, optimisation, mathematical modelling, human-computer interfaces, mobile media, usability, virtual reality, computer graphics, computer vision und visualisation.

And after graduation?
Our graduates work in the research and development departments of companies in the automotive, telecommunications, software, computer gaming and animation industries, as well as at academic institutions in Germany and abroad.

Human-Computer Interaction
Master of Science

In the English-taught Master's degree programme in Human-Computer Interaction, taking both a scientific and a practical perspective, you will tackle current computer science research in the fields of interface design and creating interactive systems, as well as learning the principles of psychology and design theory.

In this Master's degree programme with a technical and design focus, you will also have the opportunity to undertake interdisciplinary projects and classes from other fields such as media art and design, media studies, media management, architecture, product design and visual communications.

And after graduation?
Employees who can combine computer science with design are highly sought-after both at home and abroad. Since the programme combines challenging computer science content with creative, immediately application-oriented questions, there is particular demand from the telecommunications, gaming and entertainment and automotive industries, and from software service departments in industrial, commercial and multimedia companies.

Digital Engineering
Master of Science

The English-taught Master's degree programme in Digital Engineering combines specialist expertise from the fields of civil engineering and media computer science. The course is aimed at graduates who have an initial professional university degree in civil engineering, mechanical engineering or applied computer science and who want further training in another field. Your studies will turn you into an expert in the ongoing digitalisation of design, manufacturing and usage processes used in industry 4.0.

And after graduation?
Graduates of the Digital Engineering programme have a high level of expertise in identifying the opportunities of computer-based engineering technology modelling, and in interpreting complex findings.

You will play a key role in the digitalisation of our society. You can work in a wide range of fields, including computer-aided procedures combining civil engineering, aerospace technology, the automotive industry, systems and mechanical engineering, and the consumer goods sector.

Labs

During your Infomatik degree programme, you will have access to the following laboratories at the Faculty of Media:
> Electrical engineering laboratory
> Virtual reality laboratory
> Networked media laboratory
> Computer vision laboratory
> Web technology laboratory
> HCI laboratory
> Usability laboratory
> Mobile media laboratory
> Computer graphics laboratory
> Media security laboratory
> WinuX pool
> LiNT pool

Department of
Media Studies

Weimar's Media Studies department is one of Germany's leading locations for media research, providing key momentum for international research activities. Our researchers examine how media techniques and practices affect cultural and social processes and vice versa. In addition to traditional and mass media, such as film, television, visual arts and literature, our focus is on media interrelationships and networks of such things as infrastructures, archives, techno-ecologies, and exhibitions.

Medienkultur (Media Culture)
Bachelor of Arts

The Medienkultur programme in Weimar offers particularly broad access to its subject matter: as well as traditional mass and communication media, we examine medial transitions and interfaces, including work with other academic fields such as sociology, philosophy, the history of science, and cultural technologies research. You can extensively shape your programme yourself thanks to the three specialisms of media studies, cultural studies and media economics. The Faculty provides you with the freedom to pursue your own interests and research projects as part of the course.

And after graduation?
Depending on the focus taken by your Bachelor's degree, you could complete a Master's degree programme in the fields of media studies, cultural studies or media management. This is not a media practice or artistic programme, and therefore does not provide training for a specific professional field. It focuses on providing skills for challenging professional fields requiring creative and reflective ways of thinking, such as cultural management, PR, publishing, film production, distribution and promotion, decision management or (corporate) consulting for mass media and the entertainment industry, programming, and editing for radio, print, TV or online. The programme includes a mandatory internship.

Studienprogramm Europäische Medienkultur (European Media Culture), Bachelor of Arts, Licence en Information-Communication

The Europäische Medienkultur programme is a binational dual degree course at two renowned European universities: the Bauhaus-Universität Weimar and the Université Lumière Lyon 2. The aim of the programme of study is to build awareness of media-related issues on a European scale. You will learn how to describe, analyse and critically reflect on the development of European culture and its media processes.

You will spend three semesters at each university and receive two degrees at the end of six semesters: the German Bachelor of Arts and the French Licence en Information-Communication.

The programme is funded by the Franco-German University.

And after graduation?
Once you have completed the dual Bachelor's degree programme in Europäische Medienkultur, we recommend a Master's degree programme in the humanities and/or social sciences in Germany or France.

Medienwissenschaft (Media Studies)
Master of Arts

In Weimar, we are interested in the cultural and societal design processes that not only occur with and in media, but are also only made possible by media. The Master's degree programme in Medienwissenschaft therefore expands and deepens your scientific skills and helps you to develop your own critical and analytical research profile.

The Medienwissenschaft Master's degree programme specialises in:
The principles of media studies (media theory, media history), film and media philosophy, media worlds, the history and theory of cultural technologies, image theory, media sociology and archive research.

And after graduation?
This is not a media practice or artistic programme, and therefore does not provide training for a specific professional field. It focuses on providing skills for challenging professional fields requiring creative and reflective ways of thinking, such as media and communications consulting, programme and product line design for the entertainment industry, in the museum and exhibition sectors, or academic activities in research and teaching.

Department of
Media Management

The Media Management Department is geared toward the challenges of an increasingly diverse labour market, as well as the increasingly specific and interdisciplinary requirements of media economics research. With its focus in the field of economics, the programme creates cross-references to Media Studies and promotes interdisciplinary and innovative action.

Medienmanagement (Media Management)
Master of Arts

The Medienmanagement degree at the Bauhaus-Universität Weimar offers further insight into media dynamics: analysing monopoly situations, developing digital marketing strategies, researching innovations. All of this forms part of a Master's degree programme in Weimar. We examine traditional and digital media products, media companies, media consumption and media markets from an economic, business, societal and cultural perspective. In doing so we draw on theory-based and empirical research methods and case studies. As a result, our graduates are able to keep pace with profound changes in the digital media sector and fast-moving working environments.

And after graduation?
Economic qualifications in the context of media and digitalisation are highly sought-after in both theory and practice.

Our graduates primarily work in the following fields: management positions in media companies and start-ups, e.g. in strategic management, project and product management, business development and digital business development, the marketing and communication departments of consumer and industrial goods companies, communications, advertising and digital agencies, corporate consulting, brand and opinion research, science and research.

Admissions and applications

Computer Science department
The Informatik Bachelor's degree programme does not require admission, meaning that you can apply via our online portal before the deadline and then matriculate straight away. The examination committee will examine the application documents you submit and decide if you meet the formal and subject-specific requirements of a Master's degree programme in the Computer Science department.

Media Studies department
The Medienkultur Bachelor's degree programme does not require admission, meaning that you can apply via our online portal before the deadline and then matriculate straight away. The Europäische Medienkultur programme of study requires French skills, and there is a selection process for candidates. The examination committee will examine the application documents you submit and decide if you meet the formal and subject-specific requirements of a Master's degree programme in the Media Studies department.

Media Management department
The examination committee will examine the application documents you submit and decide if you meet the formal and subject-specific requirements of a Master's degree programme in the Media Management department.

The relevant application and admission methods and deadlines for individual degree programmes can be found at www.uni-weimar.de/studies.

ARE **Y**OU B**A**U**HA**US?

Bauhaus-Universität Weimar

Architecture and Urbanism, Civil Engineering, Art and Design, and Media – the Bauhaus-Universität Weimar's four faculties give it a profile that is unique in Germany. We shape the future, transcending the boundaries of individual disciplines. The term ›Bauhaus‹ stands for openness, creativity and a drive to experiment. This self-image shines through in research, art and teaching as well as in 200 collaborations with partner universities all over the world. Its story began in 1860 as the Grand Ducal Art School.

Studying at the place where Bauhaus was born

In 1919, what is now the university's Main Building was the birthplace of the Staatliches Bauhaus, the most influential design school of the 20th century. Prominent figures from a variety of disciplines and countries revolutionised education together with their students.

The Bauhaus-Universität Weimar has been building on this history in its name since 1996. It is an international university, very at home in the cultural city of Weimar. Inspired by this great role model, more than 4,000 students across 40 degree programmes and courses of study use modern methods to find answers to the central questions of society, technology, science, and art and culture.

Welcome to the Faculty of Media

Creativity, research excellence, strong performance and commitment are the building blocks of the Faculty of Media's success. This is a success story that has now continued for more than 20 years. Since it was founded in 1996, the Faculty has stayed true to the university's philosophy: using its interdisciplinary nature to create synergies between the theoretical and scientific world and the artistic and experimental one – and always in the context of the media.

3 departments	**2** Bachelor degree programmes	**1** Binational Bachelor's degree programme	**2** German-taught Master's degree programmes
3 English-taught Master's degree programmes	**16** Professorships	**5** Junior professorships	**2** Lecturers
650 Currently enrolled students	**35** Countries		

Teaching activities focus on research-oriented and interdisciplinary project studies, i.e. close and concentrated group work on challenging projects with accompanying team spirit and independent action. In addition, our well-equipped laboratories, workshops and seminar rooms are the perfect place to implement personal ideas and successfully complete a course of study.

Excellent supervisory relationships and autonomous project-based courses of study create a working atmosphere to train innovative and scholarly media professionals. Our graduates have professional opportunities in the media, cultural, computing and communications sectors, as well as in research and teaching.

Follow your experimentation dream and bring your scientific curiosity to life with us. We offer you intellectual freedom and creative development opportunities in an international environment. Welcome to the Faculty of Media!

Detailed information about studying at the Faculty of Media is available
www.uni-weimar.de/en/media.

Our study programmes

With its departments of Computer Science, Media Studies and Media Management, the Faculty of Media is tackling three different research traditions. These build synergies regarding the pressing questions of our time, and undertake interdisciplinary research on current topics such as computational humanities, digital cultures or digital economies.

Computer Science

Informatik ⟶ Bachelor of Science
Computer Science for Digital Media ⟶ Master of Science
Human-Computer Interaction ⟶ Master of Science
Digital Engineering ⟶ Master of Science
(with the Faculty of Civil Engineering)

Media Studies

Medienkultur ⟶ Bachelor of Arts
Studienprogramm Europäische Medienkultur ⟶ Bachelor of Arts,
Licence en Information-Communication
Medienwissenschaft ⟶ Master of Arts

Media Management

Medienmanagement ⟶ Master of Arts
Kreativmanagement und Marketing ⟶ Master of Arts (berufsbegleitend)

Information about the Bauhaus-Universität Weimar's professional degree programmes is available online at **www.uni-weimar.de/professionals.**

Contact and General Academic Advising

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Information and Office Hours
www.uni-weimar.de/studienberatung

Students present their work
www.uni-weimar.de/experiment-bauhaus

100 Bauhaus Weimar 1919 / 2019

www.uni-weimar.de   www.uni-weimar.de/bauhaus100

University Town of Weimar

Despite its small size and story book charm, Weimar is not just a sleepy provincial nest. Whether you are looking for art and culture, a thriving food scene, or exciting night life – Weimar has more to offer than just Goethe, Schiller, and the Bauhaus. All this and more can be found in Weimar's city centre, where nothing is more than a ten-minute walk away. The more than 20 museums, four cinemas, the German National Theatre, numerous cabaret stages, in addition to students clubs and concert venues speak for themselves.
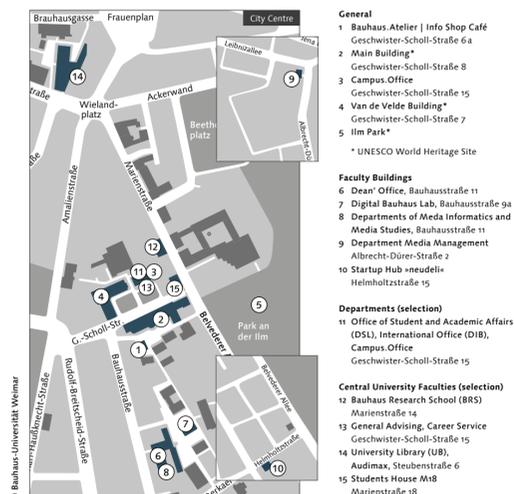
General
1 Bauhaus.Atelier | Info Shop Café
  Geschwister-Scholl-Straße 6 a
2 Main Building*
  Geschwister-Scholl-Straße 8
3 Campus.Office
  Geschwister-Scholl-Straße 15
4 Van de Velde Building*
  Geschwister-Scholl-Straße 7
5 Ilm Park*

* UNESCO World Heritage Site

Faculty Buildings
6 Dean' Office, Bauhausstraße 11
7 Digital Bauhaus Lab, Bauhausstraße 9a
8 Departments of Meda Informatics and
  Media Studies, Bauhausstraße 11
9 Department Media Management
  Albrecht-Dürer-Straße 2
10 Startup Hub ›neudeli‹
  Helmholtzstraße 15

Departments (selection)
11 Office of Student and Academic Affairs
  (DSL), International Office (DIB),
  Campus.Office
  Geschwister-Scholl-Straße 15

Central University Faculties (selection)
12 Bauhaus Research School (BRS)
  Marienstraße 14
13 General Advising, Career Service
  Geschwister-Scholl-Straße 15
14 University Library (UB),
  Audimax, Steubenstraße 6
15 Students House M18
  Marienstraße 18

EINBLICK. Bauhaus

uni-weimar.de/ orientierungsabend	**Orientation evening for prospective students and their parents** Learn all about course offerings, housing and financial options, and other important factors right on site.
Early March uni-weimar.de/ hit	**Hochschulinformationstag (Open Campus Day) for Bachelor and Master study programmes** Learn about our university, its workshops, lecture halls, and labs. Get answers to your questions about individual study programmes, study organization, and the social aspects of studying here.
Second weekend in July uni-weimar.de/ summaery	**summaery – The annual exhibition at the Bauhaus-Universität Weimar** Our annual exhibition shows off student projects and transforms the city of Weimar into a living stage for four days.
uni-weimar.de/ schnupperstudium	**Schnupperstudium (Course Sampler) – Test out studying** How do things work at the university? What can I study? How much does it cost? Where can I live? There are so many questions at the beginning. Our recommendation? Come and sample it!
Mid May uni-weimar.de/ insightmaster	**In.Sight Master** Try out the Master's programme. Experience our »In.Sight Master« programme and see what student and campus life are really like. Discover the topics hidden behind course titles.
bauhausbotschafter.com	**Bauhaus.Botschafter** Students from various disciplines provide answers to questions about their own study programmes, offer guided tours, workshops, and publish news about studying in Weimar via Facebook and blogspot.

Bauhaus-Universität Weimar

MEDIA

Medieninformatik
Medienwissenschaft
Medienmanagement

Research training group Media Anthropology

In April 2020, the international Media Anthropology research training group was established at the Faculty of Media with four million euros of funding from the German Research Foundation (DFG). This will promote young research talent over a period of four and a half years. Within a structured research programme, 12 doctoral candidates and two postdocs will be undertaking research combining cultural technology and media philosophy with media anthropology issues. The group members' research projects are supervised by eight professors at the Bauhaus-Universität Weimar and the Academy of Fine Arts in Munich, under the leadership of Prof. Christiane Voss.

Research programme

The revolutionary development of media technology in the modern world has been marked by an increasing interleaving of nature and technology, biology and artefact, the human and the non-human. This in turn results in numerous combinations of media (technologies) and modes of human existence. The research training group will examine the following issues: how can we understand human experiences and existence in light of these pervasive changes, and where do they begin and end? How can we tackle conventional differences in life direction – such as between men and women, local and foreign, human and non-human, origins and future – given these technical, environmental and media uncertainties? And also: how can and should we handle previous scientific answers to these questions?

Further information is available on the research training group's website at **www.uni-weimar.de/gkma.**

Startup Hub neudeli

The Startup Hub ›neudeli‹ at the Bauhaus-Universität Weimar has been the central contact point for students, alumni and employees of all four faculties since 2001. It provides lateral thinkers with an attractive, innovative environment for beginning self-employment. True to the tradition of Bauhaus, neudeli is a central testing ground for experimentation and trying things out.

The neudeli team provides critical feedback on business ideas and offers support with creating a sustainable business model via individual consulting and coaching processes as well as startup-related workshops. The university's many workshops and exceptional technical equipment with a 3D printer and modern computer pools offer excellent opportunities and creative scope for design development and prototype construction. Pure startup consulting has since grown into internal teaching and research activities that have been incorporated into numerous collaborations.

This focuses on prototyping as part of the innovation process, as well as on new critical approaches to management research in the field of creative management. In addition, the neudeli team works closely with the Media Management department at the Bauhaus-Universität Weimar on the topics of marketing management, innovation and creative management, and organisational and management sciences for knowledge-intensive and informational economics.

Further information about neudeli events and services is available at:
www.uni-weimar.de/neudeli.

Digital Bauhaus Lab

The Digital Bauhaus Lab is an interdisciplinary research centre where artists and computer science and civil engineering researchers can address the challenges of an information society. The research building has technologically advanced large-scale equipment such as interactive displays, a computer cluster and an interface development laboratory.

For example, the Digital Bauhaus Lab focuses on hardware and software development for modern user interfaces. The interface development laboratory and a high-resolution visual analytics display provide the perfect symbiosis for this field of research.

On the ground floor, the focus is on social interaction and humans as the object of investigation. Two computer clusters in the building's basement enable competitive research in the field of big data analytics and high performance computing for engineering simulations.

One technical highlight is a multiuser 3D display – the only of its kind in the world. It is particularly useful for visualising complex spatial situations. Engineers and computer sciences can thus work together on a ›virtual construction site‹.

The Digital Bauhaus Lab offers approx. 300 m² of laboratory space for research and final projects, including
› User interface development laboratory
› Human-computer interaction laboratory
› Computer vision laboratory
› Computer graphics laboratory
› Virtual reality laboratory
› Multi-user 3D display
› Visual analytics display

Further information is available at:
www.digital-bauhaus-lab.de.