

Curriculum Overview

Winter Semester

2024/2025

Absolute Beginners

21.10.24 - 01.11.24

04.11.24 - 15.11.24

18.11.24 - 29.11.24

02.12.24 - 13.12.24

06.01.25 - 17.01.25

Interface Design

Gestaltung medialer Umgebungen

Medien-Ereignisse

Experimentelles Radio

Akustische Ökologien und Sound Studies;
Elektroakustische Komposition und Klangkunst

Medienkunst/Mediengestaltung (B.F.A.)

1. Semester

Interface Design

Prof. Martin Hesselmeier

Associates

- Lotta Stöver
- Christian Doeller
- Brian Larson Clark
- Jesús Velázquez

Student assistants

- Mayar Elrouhy
- Frederic Schmidt
- Timo Buhl

WHAT WE DO

We design, develop and implement interfaces and applications that enable and facilitate access to the digital world in interactive, networked and physical environments.

EDUCATION & RESEARCH TOPICS

Spatial Interaction

Physical, Tangible Computing

Architectural Interfaces

2D/3D Prototyping

Printed Electronics

Interactive Art

Location-based & Web Applications

UX/UI/Screen-based Interfaces

Interface Design

Online Course Presentations /
Modulbörse

Thursday, 10 October 2024
2pm–3pm on BigBlueButton

Digitale Ressourcen / Digital Resources

[IFD MediaWiki](#)

Course Information

[BISON](#)

Official university course catalog and
registration platform

Räumlichkeiten / Facilities

Marienstraße 5

Staff Offices, Sekretariat

Marienstraße 7b

Seminar Rooms, Studios

Electronics Lab

Prototyping Lab

Bauhaus Form & Function Lab

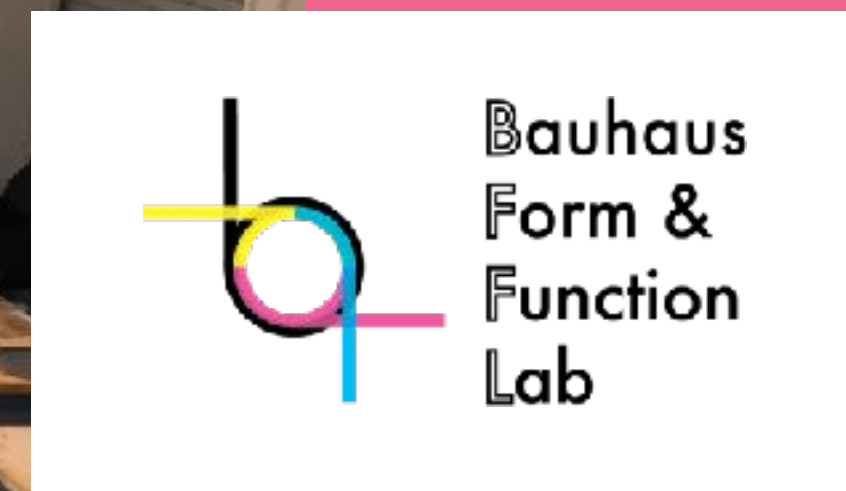
Electronics Lab Prototyping Lab

Research and Production
of Functional Electronic
Prototypes



bffl
Bauhaus
Form & Function
Lab

facilitates the research of
innovative haptic interfaces
and functional prototypes for
digital applications and
services.



Interface Design Modules 2024/2025



Everything we know, we
know through light

– Peter Weibel, 2018

Project Module MFA,BFA

Enacted photons - exploring light as an artistic medium

Prof. Martin Hesselmeier

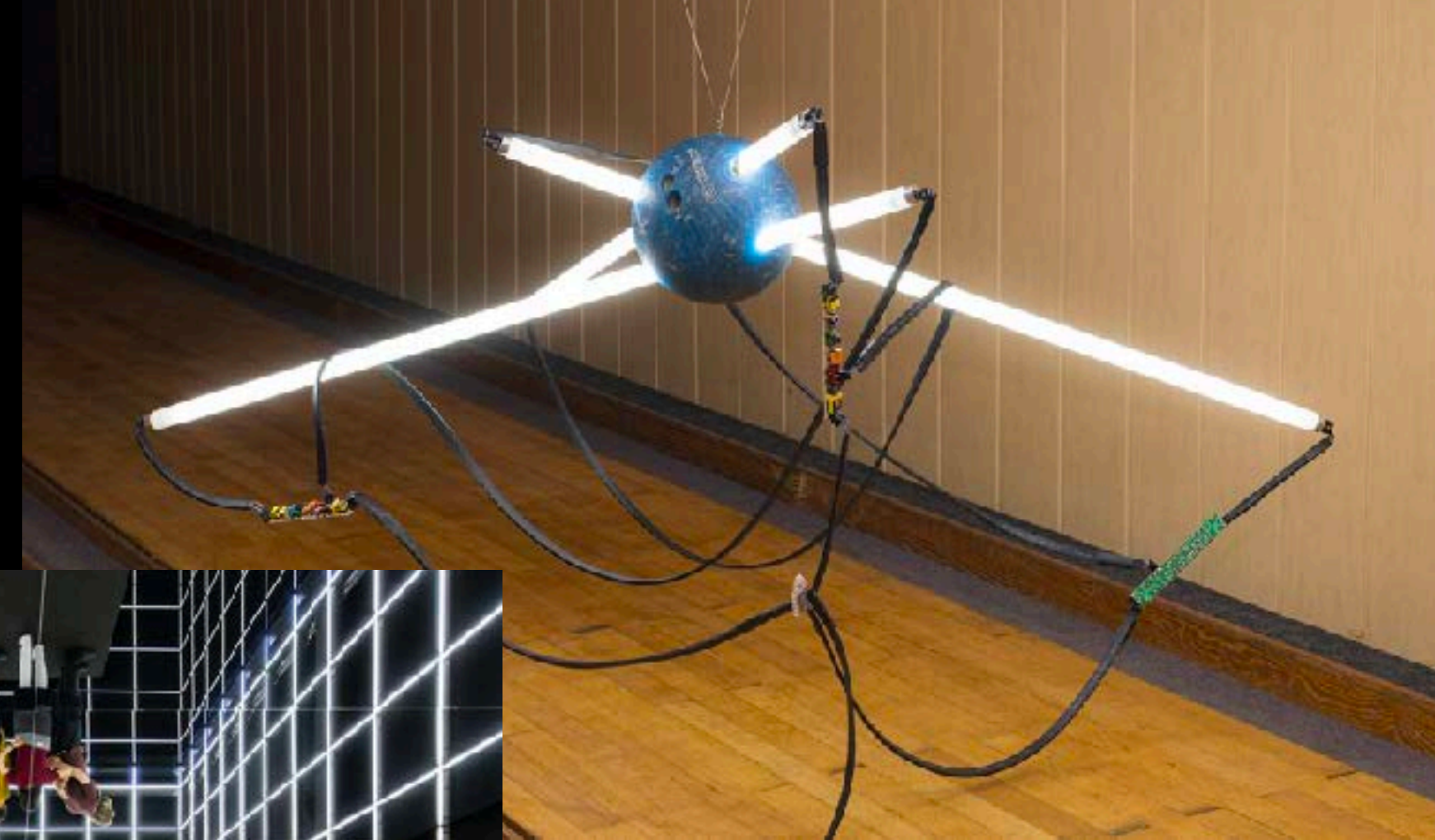
Tuesdays 09:15-12:30

Marienstraße 7 B - Seminarraum 104

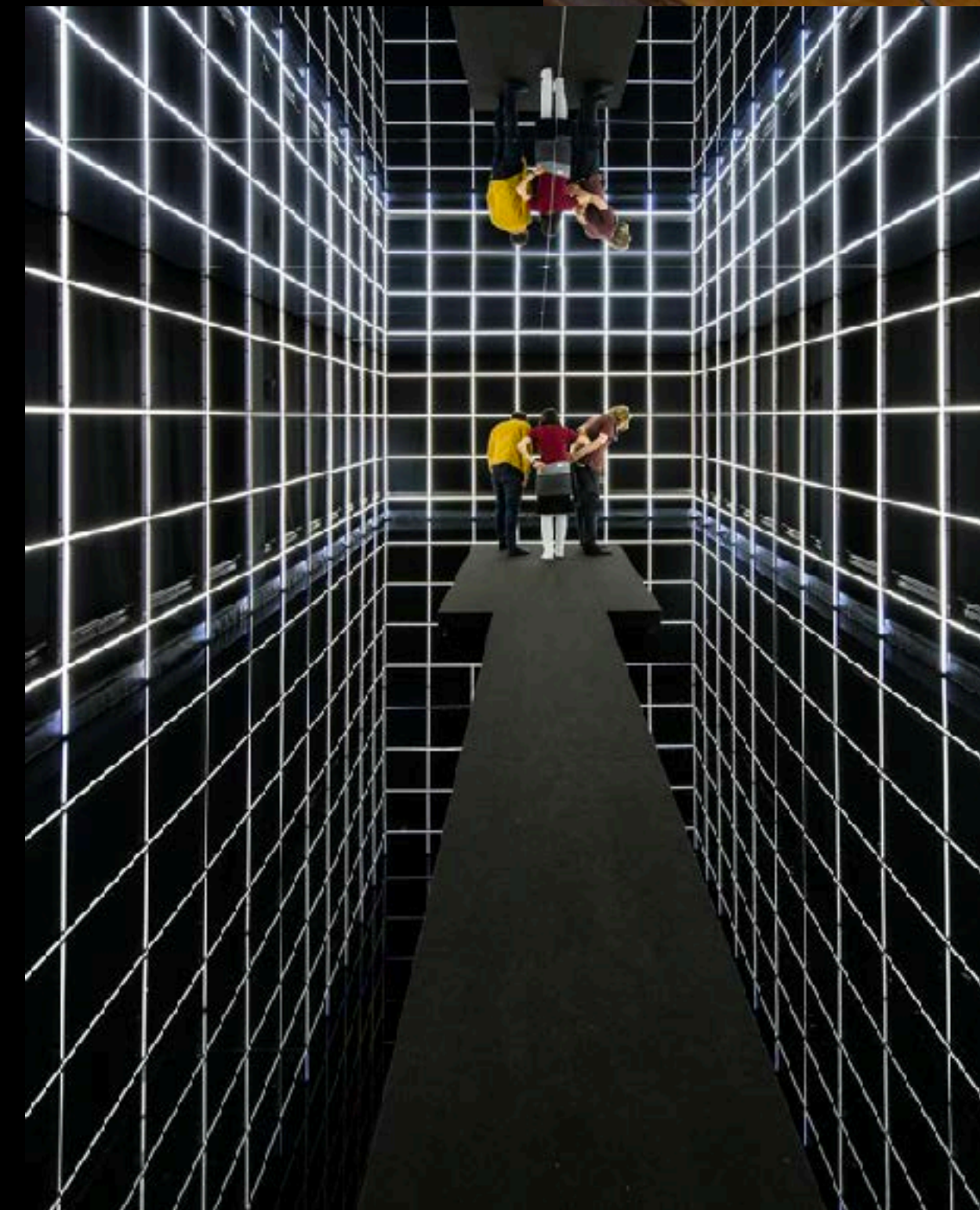
BISON No. 324220023

martin.hesselmeier@uni-weimar.de

Lecture



Ioannis Oriwol



Light High
Jacqueline Hen



Scanner Room
Karolina Halatek



Untitled
Helmut Smits



Flicker Chamber
Alexandre Saunier

FLY, 2011
random-international

Artist Talk Jacqueline Hen

- <http://jacquelinehen.de/>

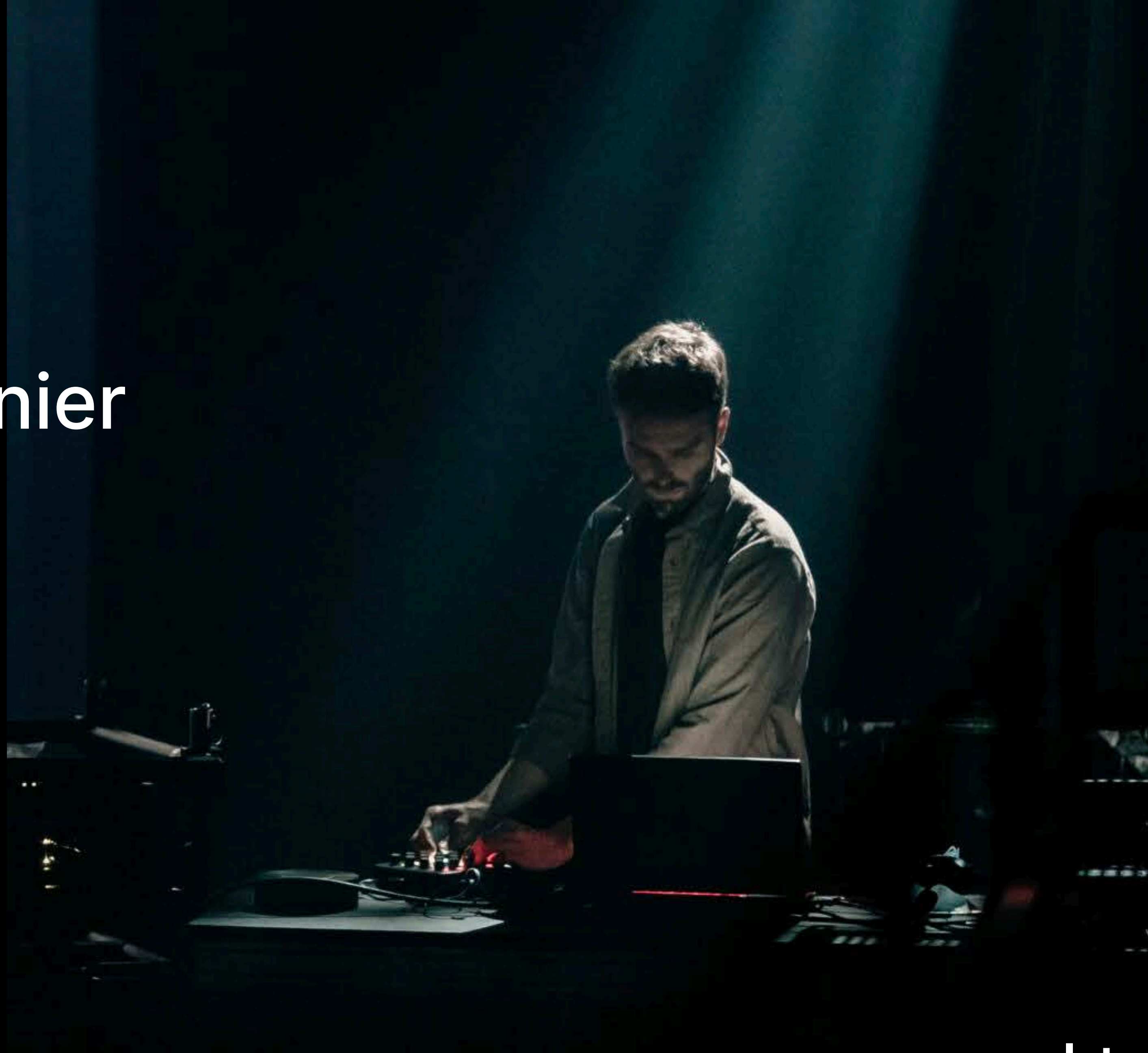


Bauhaus-Universität Weimar

**Interface
Design**

Artist Talk

Alexandre Saunier



- <https://www.alexandresaunier.com/>

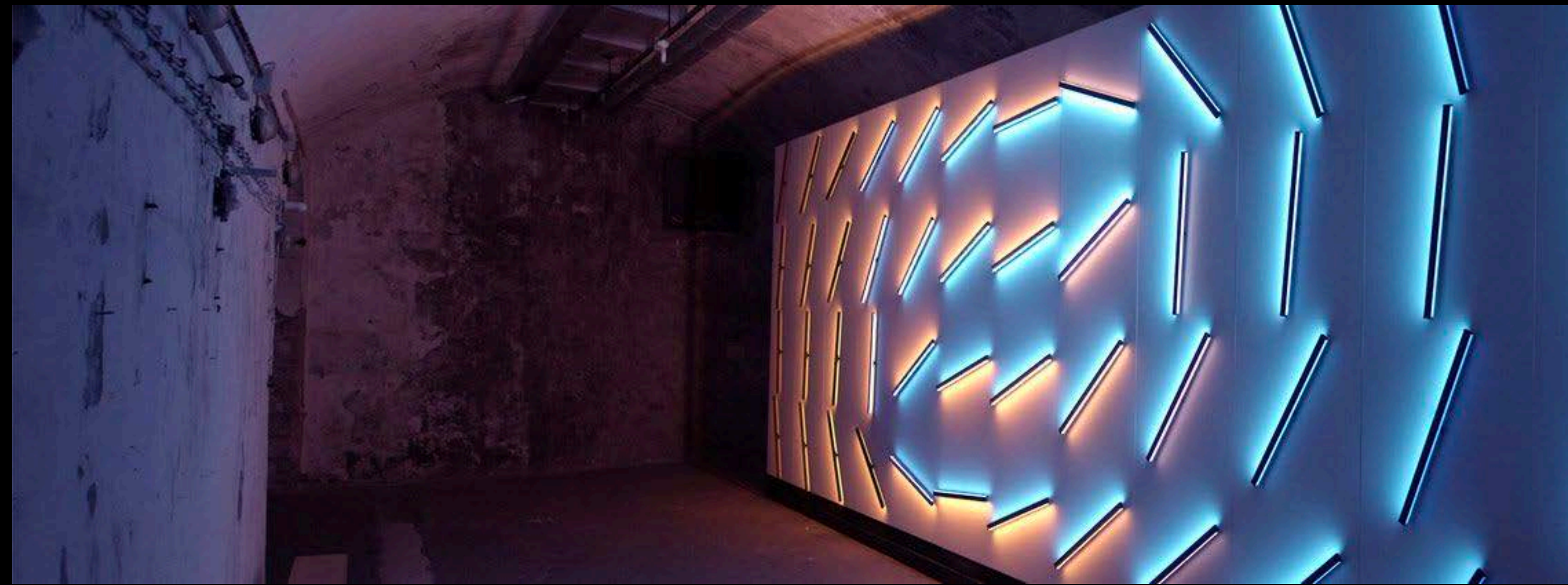
Bauhaus-Universität Weimar

**Interface
Design**

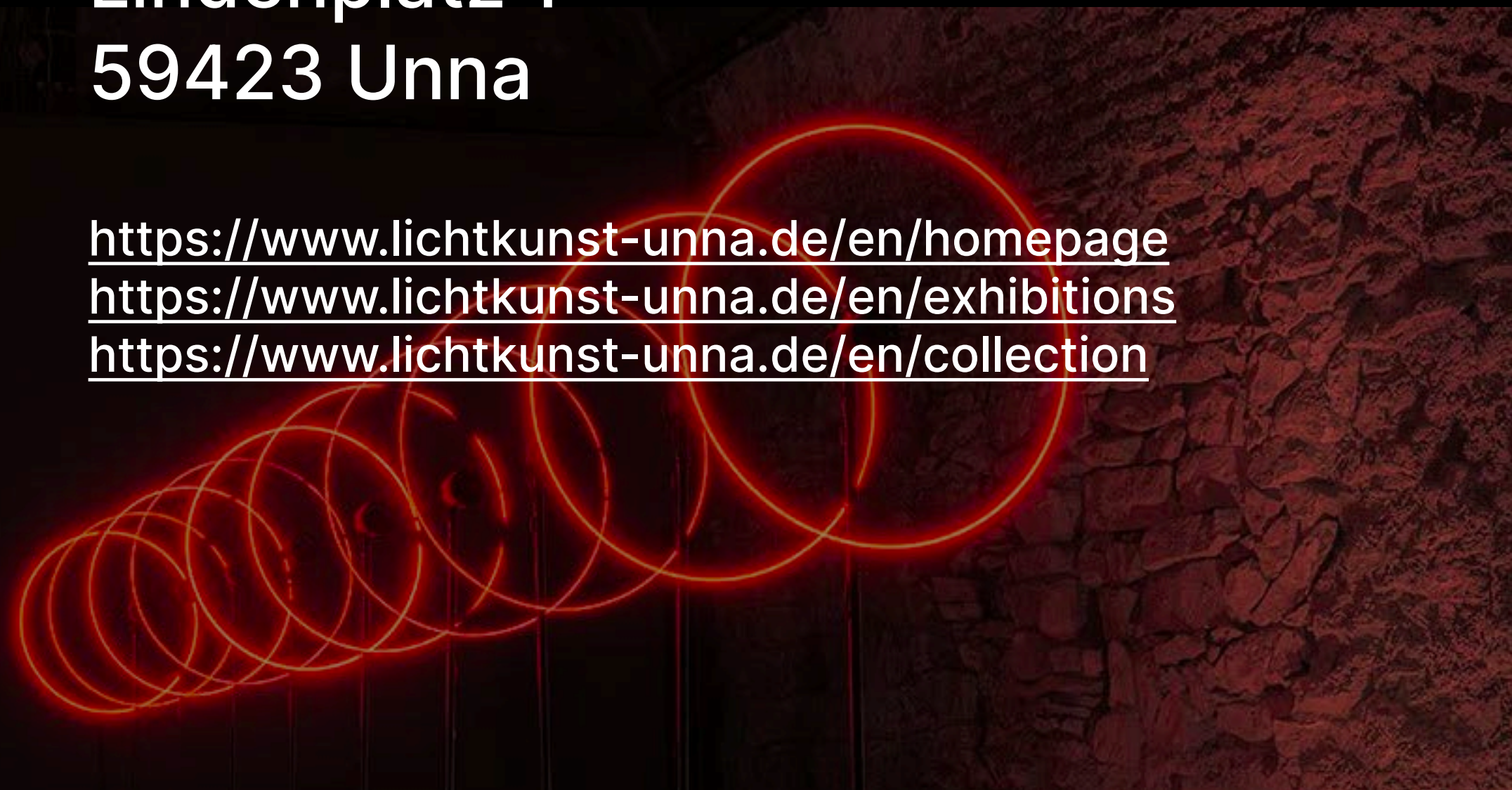
Exhibition visit 23.10.2024

CENTRE FOR INTERNATIONAL LIGHT ART
Lindenplatz 1
59423 Unna

<https://www.lichtkunst-unna.de/en/homepage>
<https://www.lichtkunst-unna.de/en/exhibitions>
<https://www.lichtkunst-unna.de/en/collection>



Signes, 2023
Playmodes Studio



ROW, 2023
Tundra (International Multimedia Artist Collective)

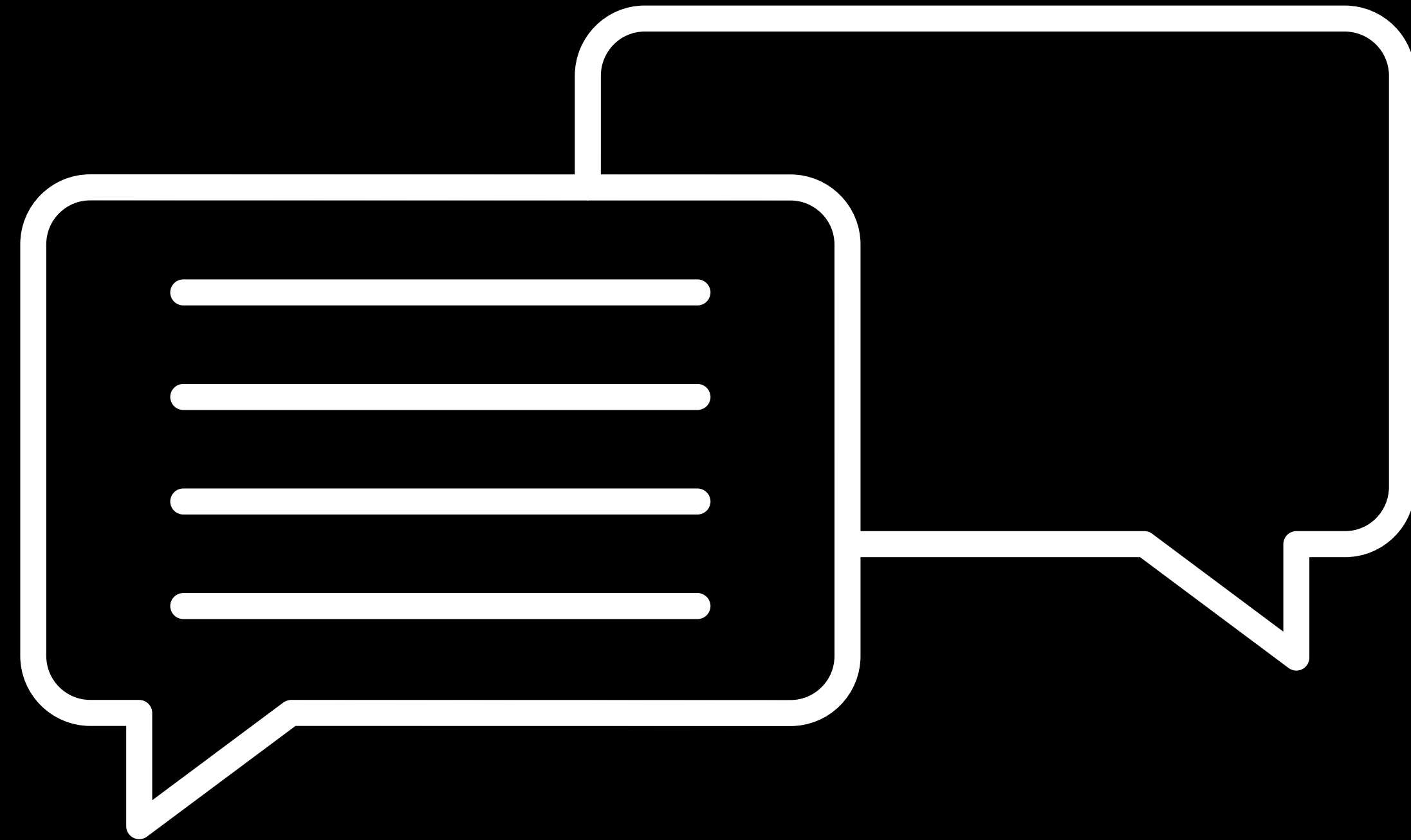


ANIMA, 2014
Nick Verstand

Bauhaus-Universität Weimar

Interface
Design

Consultation



Project Module MFA,BFA

Enacted photons - exploring light as an artistic medium

Prof. Martin Hesselmeier

Tuesdays 09:15-12:30

Marienstraße 7 B - Seminarraum 104

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Fachmodul BFA/MFA - 4SWS / 6ECTS

Machines in White Cubes Redux

Jesús Velázquez MFA, Dipl. Künstler

Mondays 15:30-18:30

Marienstraße 7 B - Seminarraum 104

BISON No. 324210028

jesus.velazquez.rodriguez@uni-weimar.de



Machines in White Cubes Redux

Exploring exhibition design strategies for bridging tangible, virtual and immersive interactions in the art space.

Students will focus on designing, improving and developing user and participant interactions with a view towards immersive experiences that support expanded forms for perceiving and engaging with new media narratives in an exhibition context.

Successful candidates are expected to develop the concept, design and realisation of artworks, installations and/or exhibitions, centred on an interactive component employing contemporary methods such as, but not limited to photogrammetry, physical computing, rapid-prototyping and web technologies.

Fachmodul BFA/MFA

Embedded + Embodied. Interfacing within Networks on Earth

Lotta Stöver

Mondays 11:00-15:00

Marienstraße 7 B - Seminarraum 104

BISON No. 324210020

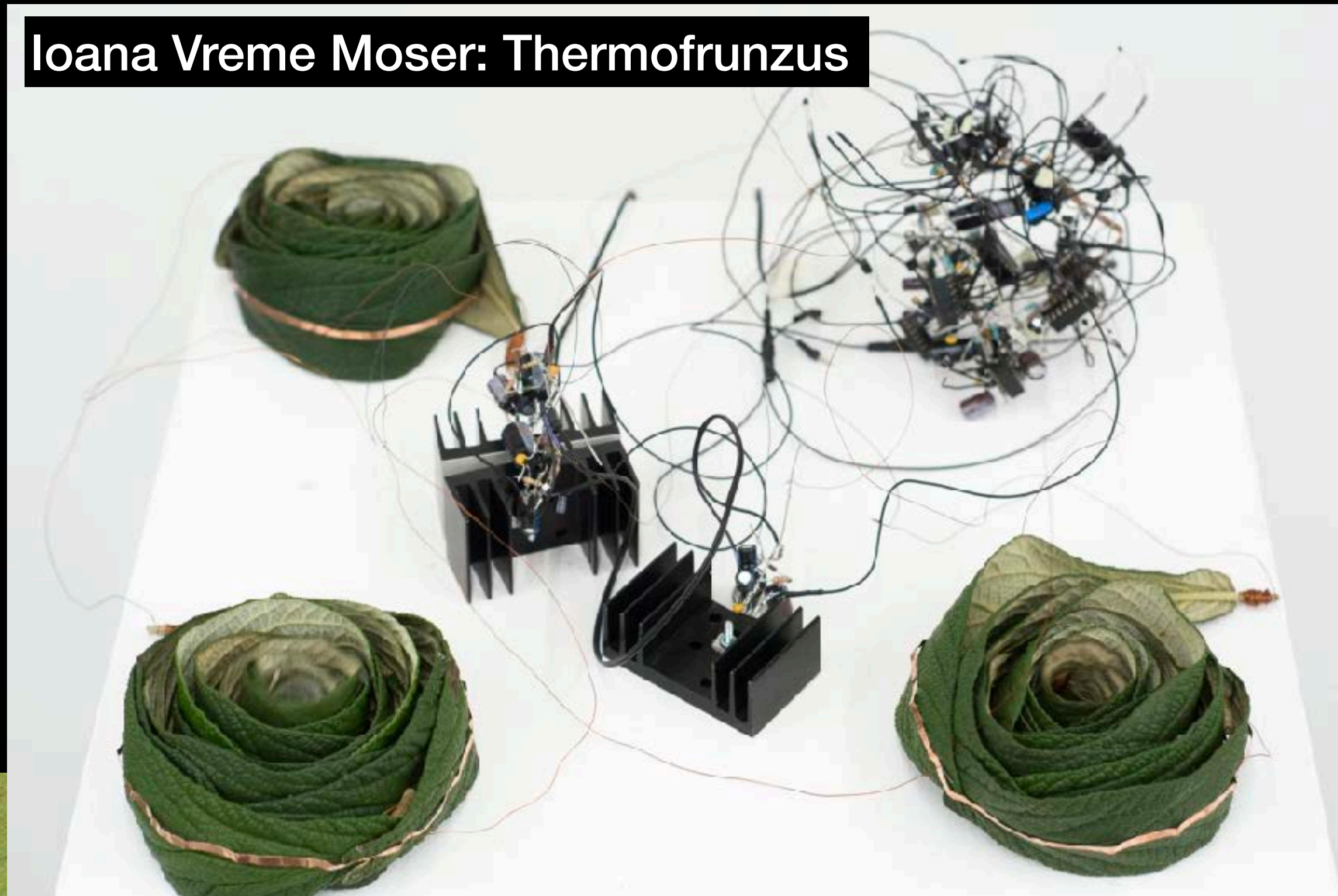
lotta.stoever@uni-weimar.de

Embedded + Embodied. Interfacing within Networks on Earth

In this seminar we will develop a sensitivity to the complex entanglements and complications of what we consider as natural, cultural, material and technological and how these permeate each other. As observers from within, we can experience, imagine, speculate, program and build interfaces that diffract, compute, critique and participate in these networks.

Through a series of hands-on workshops, reading + movie sessions, and field/body research trips, we will develop skills and tools to find our own answers to the research questions that accompany this seminar.

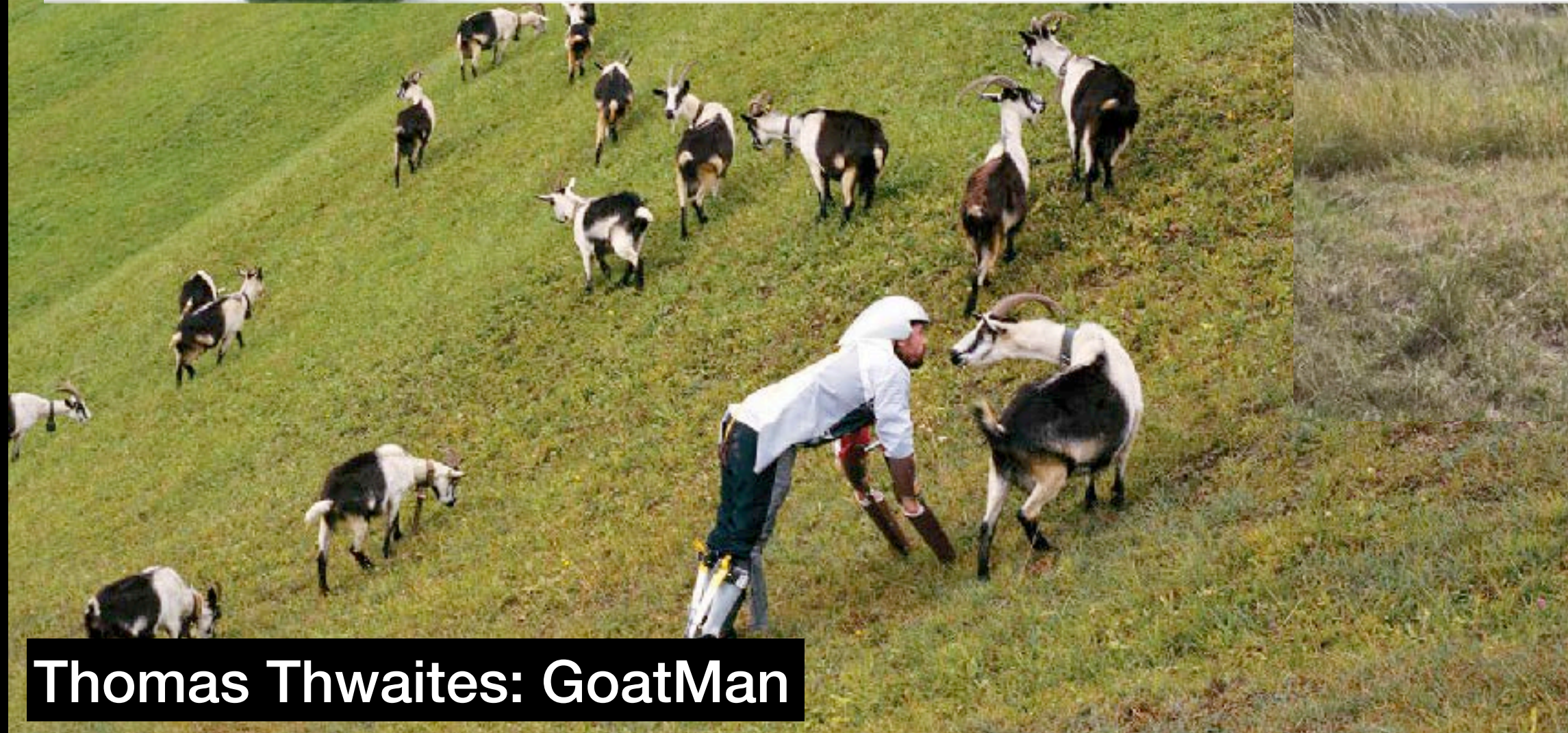
Ioana Vreme Moser: Thermofrunzus



Ana Mendieta: Imágen de Yágul



Richard Vijgen: Wifi Impressionist



Thomas Thwaites: GoatMan

Fachmodul BFA/MFA

Soft Engineering Mechanical Parts

Lotta Stöver

Mo 2025-02-17 — Fr 2025-02-21 (10 - 16 Uhr)

Marienstraße 7 B - Seminarraum 104

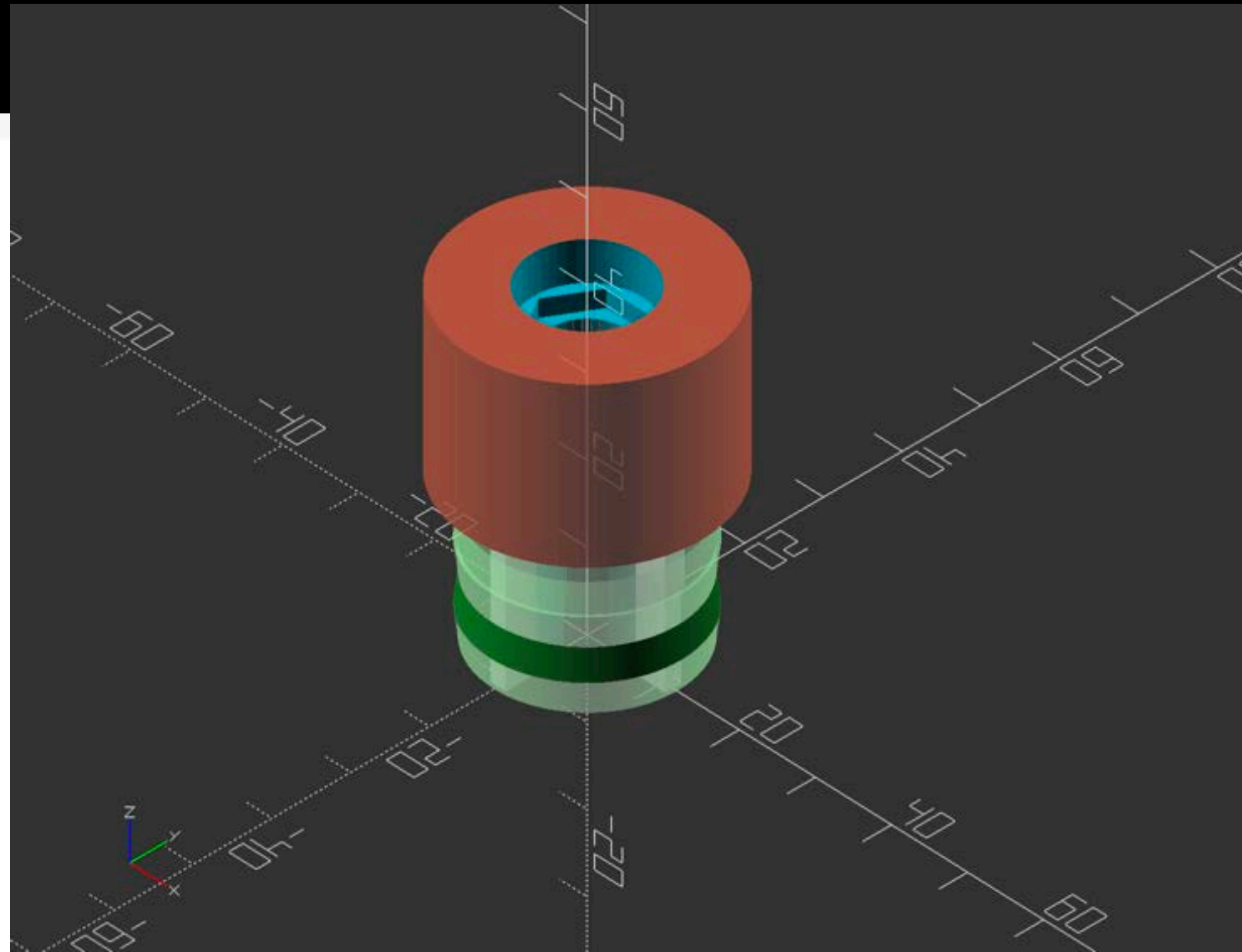
BISON No. 324210036

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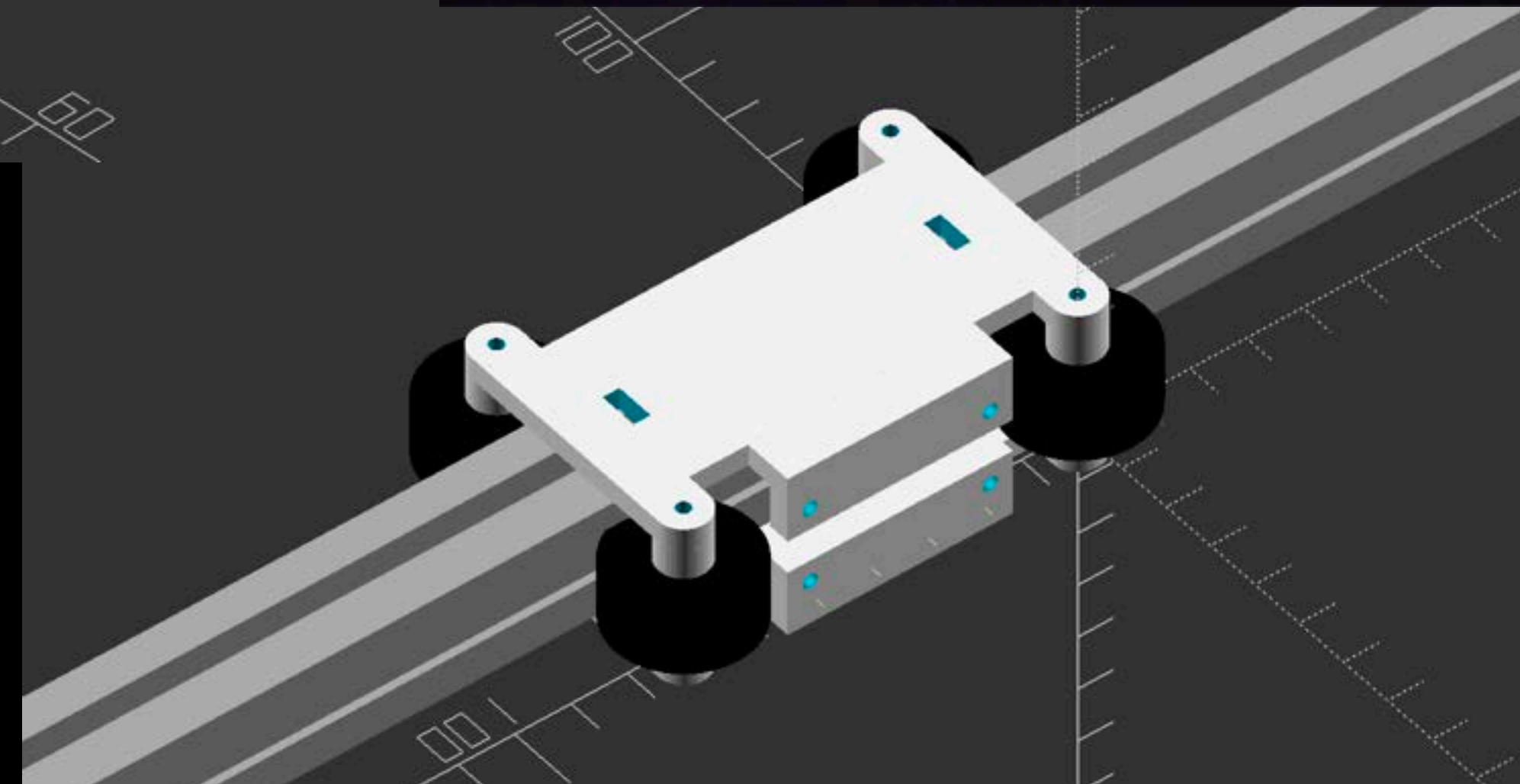
```

1
2
3 //tolerance
4 tol = 1 /2;
5
6 //acryl tube
7 atbInner = 24.65 /2;
8 atbOuter = 30 /2;
9
10 //alu tube
11 aluInner = 9 /2;
12 aluOuter = 10 /2;
13
14 //adapter adpt
15 adptThickness = 4 /2;
16 adptHeight = 25;
17
18 //adapter inner alu tube stopper
19 aluTubeStopHeight = adptHeight / 2;
20
21 //cable holes
22 cblhOffset = -2;
23 cblhHeightScale = 1.5;
24
25 //adapter outer base (riffles)
26 adptOuterBaseOffset = 10;
27
28 //top plate
29 tpOffset = -15;
30 tpHeight = adptThickness*3 +15;
31
32 //screwHole
33 scrwWidth = 2.7 / 2;
34
35
36 //EVERYTHING WITHOUT CABLE HOLES + WITHOUT SCREW HOLES
37
38 module adpt() {
39
40 //TOP PLATE
41 color([0.6,0.2,0.1,0.8])
42 difference() {
43 translate([0,0,adptHeight-tpHeight -tpOffset])
44 cylinder(tpHeight, atbOuter, atbOuter, $fn=100);
45 translate([0,0,adptHeight-tpHeight*2 -tpOffset])
46 cylinder(adptHeight*2, aluOuter-tol, aluOuter-tol, $fn=100);
47 }
48
49
50 //ADAPTER INNER

```



Ben Haworth: Soft Motion and Liquids



Fachmodul MFA - 4SWS / 6ECTS

Physical Computing: Lighting the Way

Brian Larson Clark, MFA

Tuesdays 13:30-16:45

Marienstraße 7 B - Seminarraum 104

BISON No. 324210032

brian.larson.clark@uni-weimar.de

Physical Computing: Lighting the Way

Stemming from a practical exploration of designing and constructing interactive systems that can sense and respond to their physical surroundings, this course delves into the captivating realm of light and its role in electronic artworks. As we extend computing beyond the paradigm of the screen, keyboard, and mouse, we will learn how to connect sensors and actuators to create devices that can interact directly with their environment.

We will cover fundamental technical skills in electronics and embedded programming while gaining a deeper understanding of light-centered interactions and how to design interfaces for non-screen-based devices.

This is a student-driven course. Topics will be determined by the interests/needs of the class.

No prior experience in electronics or programming is required.

Colloquium BFA/MFA

Prof. Martin Hesselmeier

Lotta Stöver

Brian Larson Clark

Jesús Velázquez

Wednesdays, Time and Dates : BISON

Marienstraße 7 B - Seminarraum 102

martin.hesselmeier@uni-weimar.de

Bauhaus-Universität Weimar

**Interface
Design**

Thank you
for listening