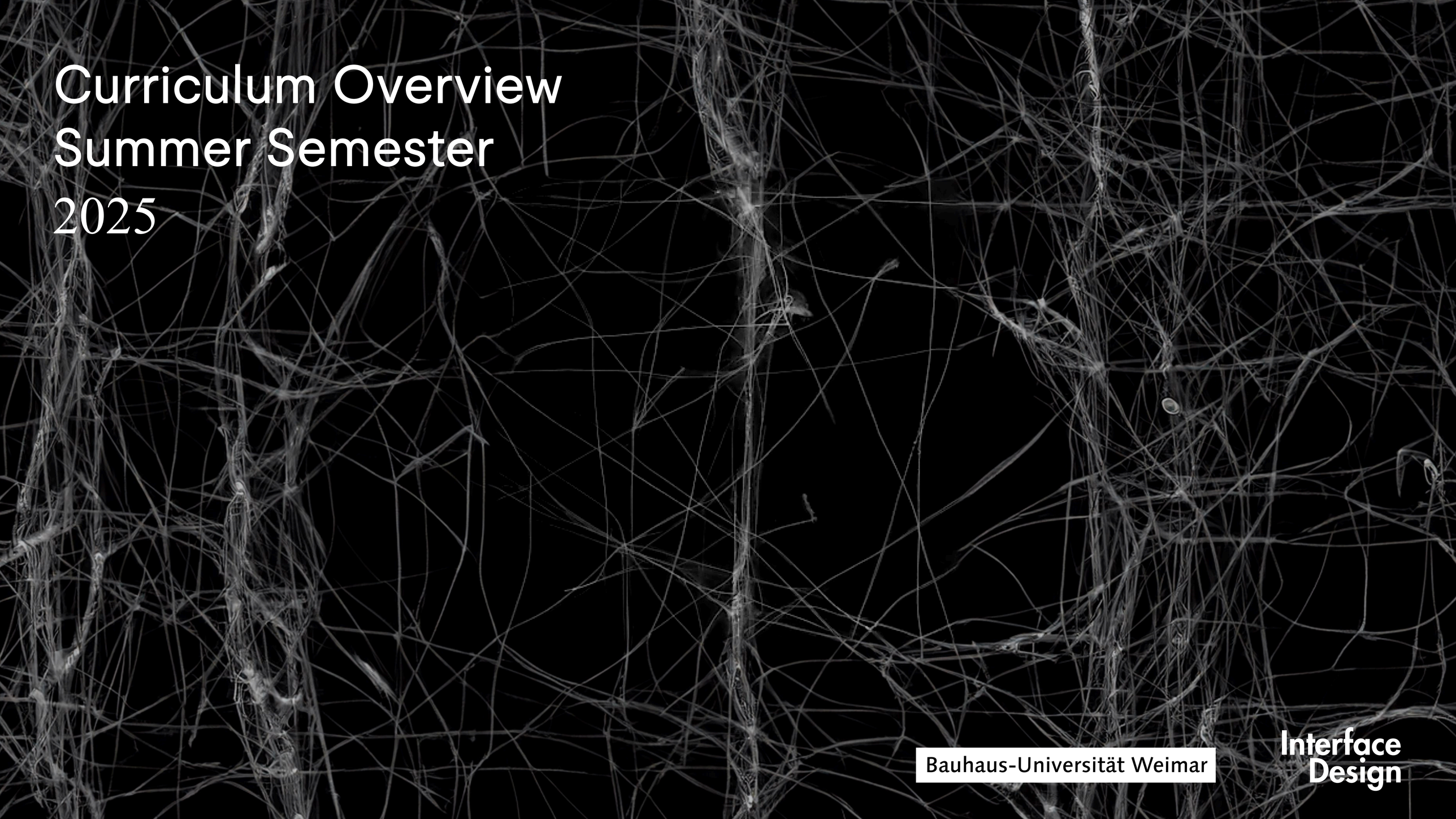
Curriculum Overview
Summer Semester
2025



Bauhaus-Universität Weimar

Interface Design

Interface Design

Prof. Martin Hesselmeier

Mitarbeiter*innen / Associates:
Brian Larson Clark
Jesús Velázquez
Lotta Stöver

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

Räumlichkeiten / Facilities

Marienstraße 5
Staff Offices, Sekretariat
3D-printing Lab

Marienstraße 7b
Seminar Rooms, Studios
Electronics Lab
Prototyping Lab
Bauhaus Form & Function Lab

3D-printing Lab

to be opened soon

Bauhaus-Universität Weimar

Interface Design

Electronics Lab
Prototyping Lab

Research and Production
of Functional Electronic
Prototypes

Bauhaus-Universität Weimar

Interface
Design

bffl
Bauhaus
Form & Function
Lab

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

Bauhaus
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Interface
Design

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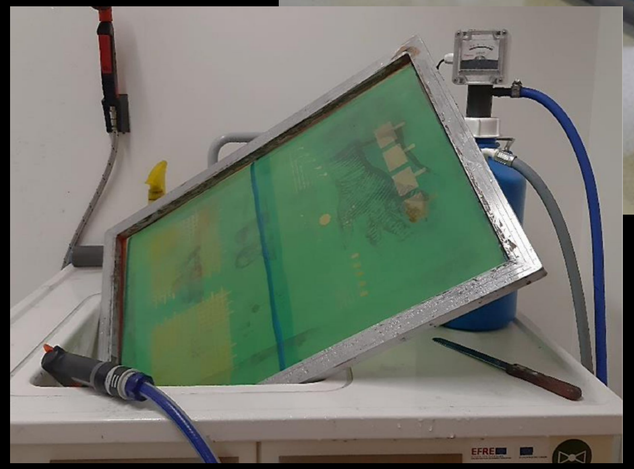
Screen printing and LPKF laser for printed- and 3D electronics prototyping.



Bauhaus Form & Function Lab

Bauhaus-Universität Weimar

Interface Design

Talks + Excursion

will be announced soon

Bauhaus-Universität Weimar

Interface Design

Interface Design Modules 2025

Bauhaus-Universität Weimar

Interface Design

Talk to me –
Connected Things and Objects

Projektmodul
16 SWS
Prof. Martin Hesselmeier

In the project module – Talk to me – Connected Things and Objects, we would like to search for mysterious, playful, imaginative and ecological ways of dealing with things and objects that can create and translate possible tensions, expectations and disappointments on different levels. The focus is on discourse, questioning and discovering different forms of communication from a creative and artistic perspective. In the course of the project module, we will research, design and develop objects and things that communicate and exchange information in any form and relate to each other.

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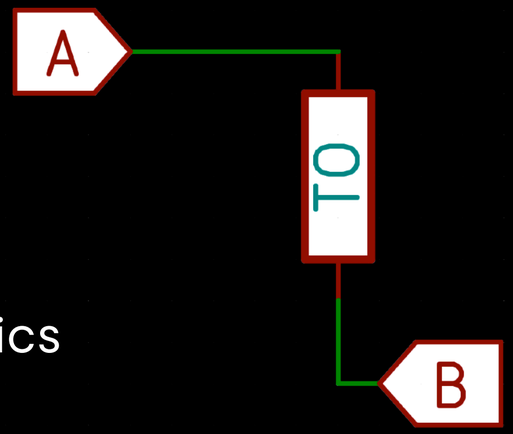
Interface Design

Physical Computing: Help!
My Fridge is Smarter Than Me

Fachmodul
4 SWS
Brian Larson Clark

This course focuses on topics related to the development of functional prototypes of networked objects. It will focus on practical concepts for designing, constructing, and programming objects. Moving beyond the interface paradigm of the screen, keyboard, and mouse, this course will ponder alternate models for interaction with (and through) computational devices that afford more subtle and complex relations between a range of human and non-human actors.

KiCAD Workshop:
How the Electron goes from



Fachmodul
2 SWS
Lotta Stöver

We will learn a popular open source process for
designing printed circuit boards for custom electronics
in our art + design projects

This block seminar will introduce some basics in KiCAD:
symbols, schematic drawing conventions, footprints, etc.

Suitable for beginners with little or no prior PCB design experience,
but some basic electronics knowledge is helpful to follow this seminar

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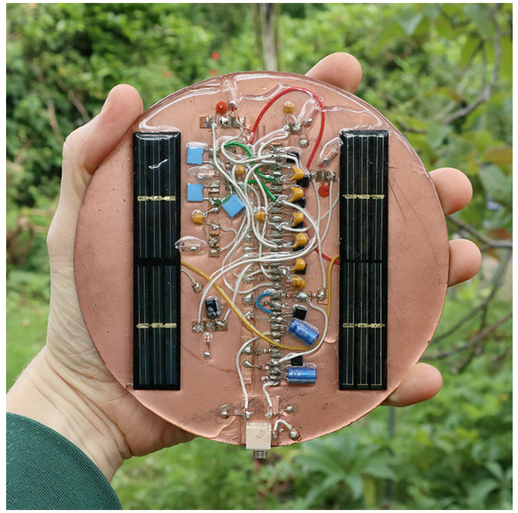
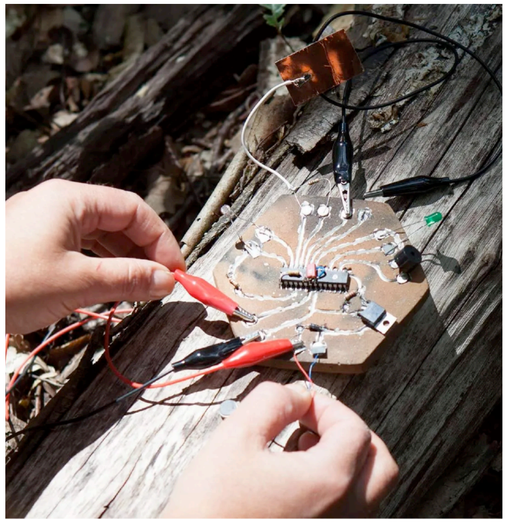
Interface Design





Consultation