

Curriculum Overview

Summer Semester

2025

Interface Design

Prof. Martin Hesselmeier

Associates

- Lotta Stöver
- 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

Light Art

Mobil, Location-based Applications

Energy Harvesting

Interface Design

Online Course Presentations /
Modulbörse

Wednesday, 2 April 2025
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

3D-Print Lab



Marienstraße 7b

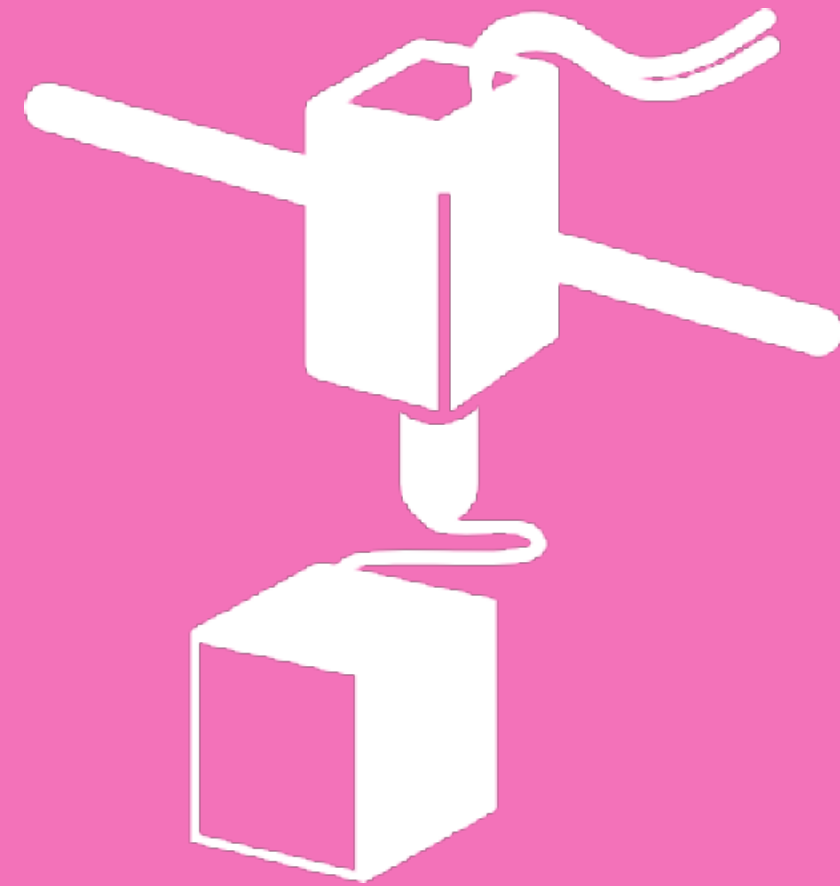
Seminar Rooms, Studios

Electronics Lab

Prototyping Lab

Bauhaus Form & Function Lab

3D-Print Lab



In our 3D-Print Lab, students and researchers work with advanced software to design and prepare models for printing. Using a variety of materials, a 3D printer carefully constructs objects layer by layer, turning digital ideas into tangible prototypes.

The IFD 3D-Print Lab is a collaborative space where individuals can experiment, refine their designs, and learn about the innovative possibilities of additive manufacturing.



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.



Bauhaus-Universität Weimar

Interface
Design

Interface Design Modules 2025

Project Module MFA,BFA, 16SWS

Talk to me – Connected Things and Objects

Prof. Martin Hesselmeier

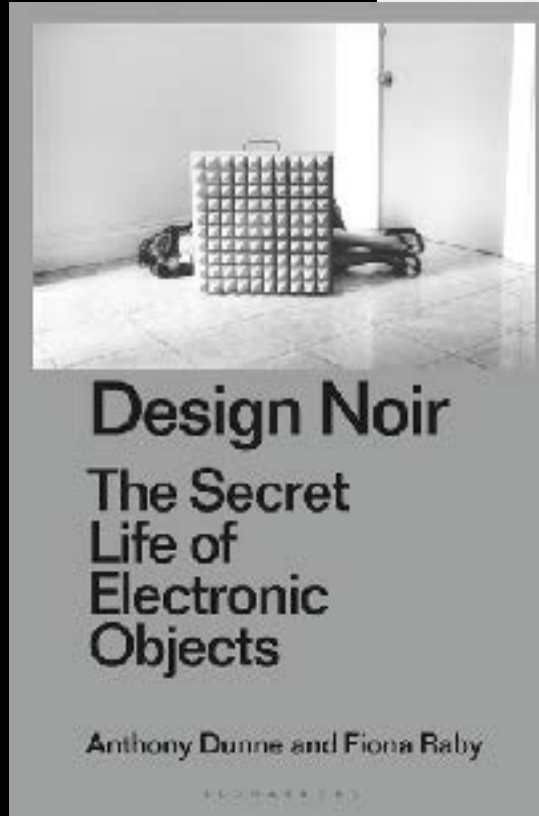
Tuesdays 09:15-12:30

Marienstraße 7 B - Seminarraum 104

BISON No. 325120034

martin.hesselmeier@uni-weimar.de

Lecture



Olaf Val
display



Good Night Lamp
Alexandra Deschamps-Sonsino



Andreas Muxel
connect

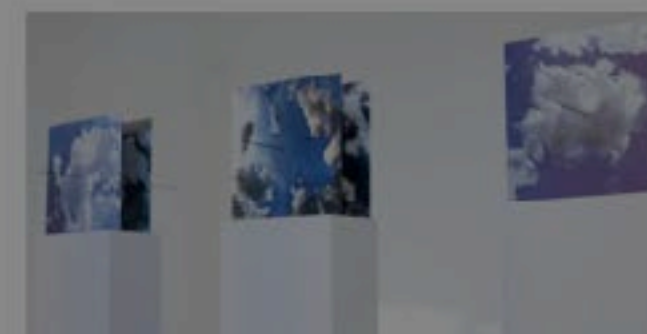
Artist Talk

Lyoudmila Milanova

13.05.2025



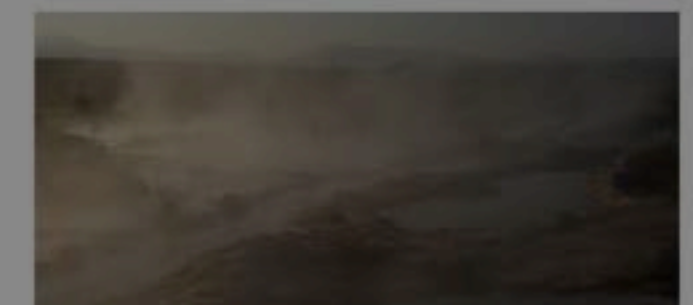
Seeing clouds from both sides, 2022 — installation view: Museum Villa Rot



HAR (Edition), 2023 — Human hair, messing pointer, pencil lead 50 x 70cm, framed
Edition: 7 A self-made hygograph, a device which measured the humidity of the air



We have to learn to walk in a circle, 2021 — kinetic installation, diameter 3m Water
which evaporates and water which becomes ice, along with a kinetic mirror that reflects
left back and moves it into the...



UNSTABLE INTERIOR, 2024 — kinetic installation, water
electronics, router Asak in room consisting of white walls
above the floor...

Workshop Christoph Noe 21.-22.05.2025



- <https://on-guitars.com/>
- <https://www.shapertools.com/en-gb/>

Workshop Christoph Noe 21.-22.05.2025

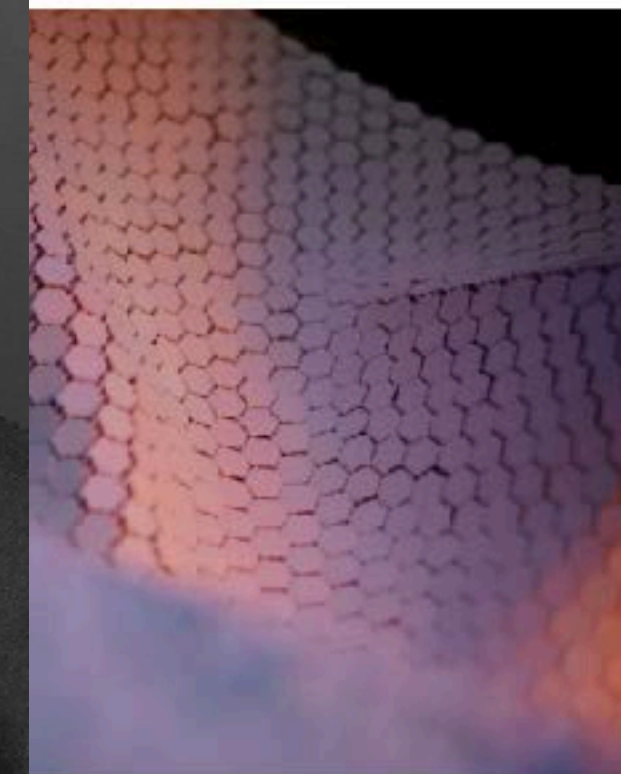


- <https://on-guitars.com/>
- <https://www.shapertools.com/en-gb/>

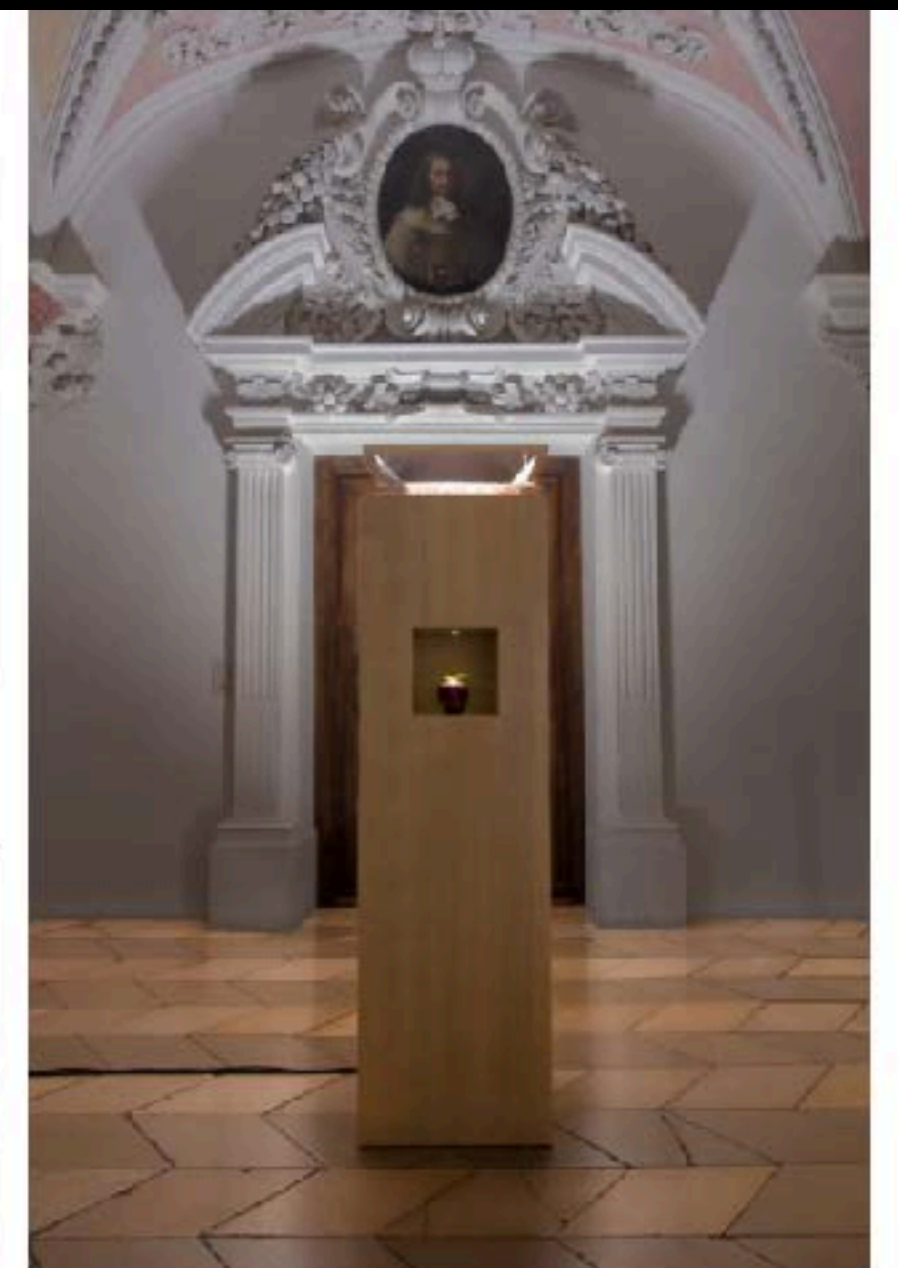
Guest critic Prof. Andreas Muxel 03.06.2025



Interfaces: Creative Robotics



ve Spaces



Chronovisor
2024



- <https://hybridthings.tha.de/>

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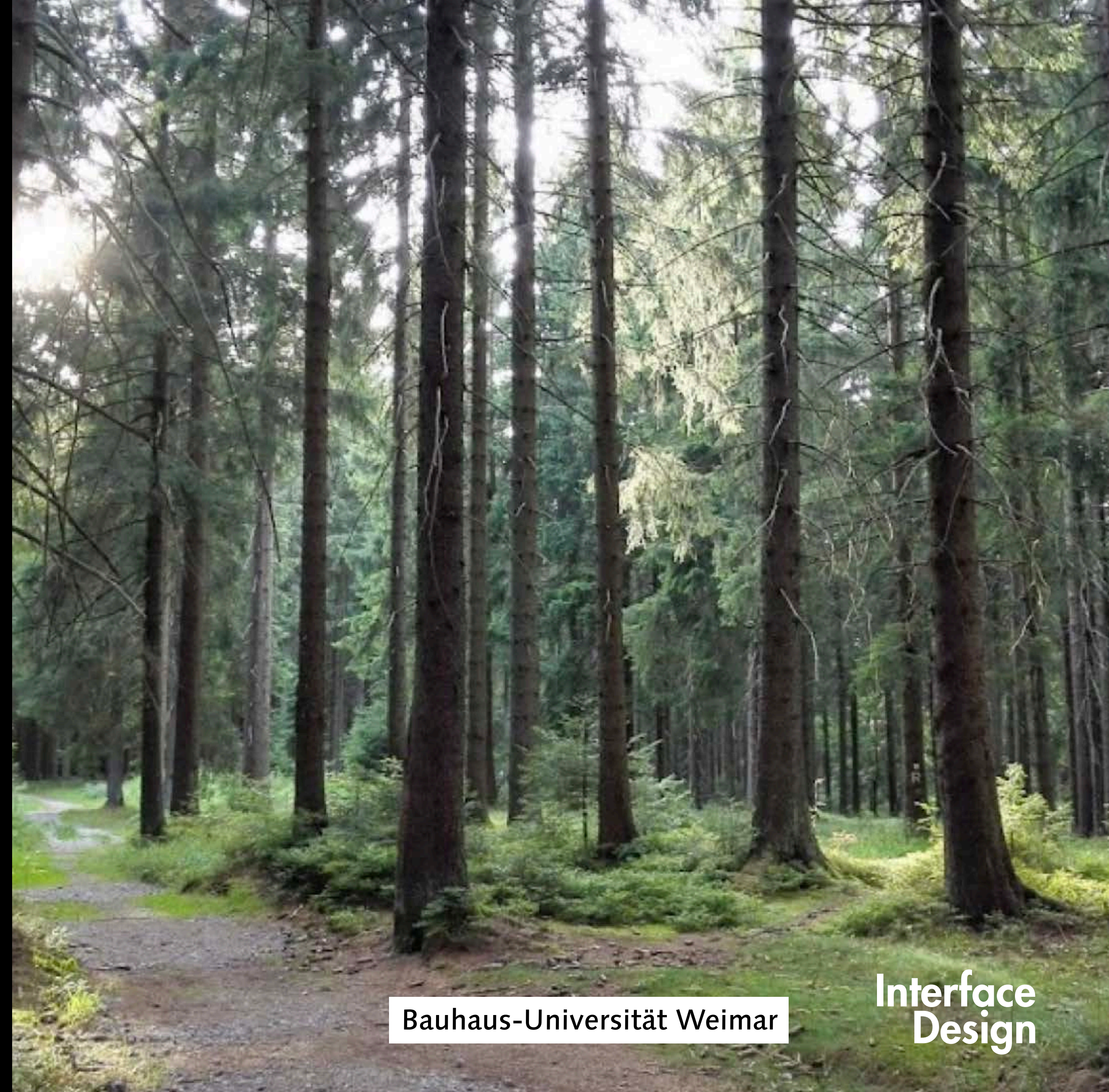
Interface
Design

Excursion

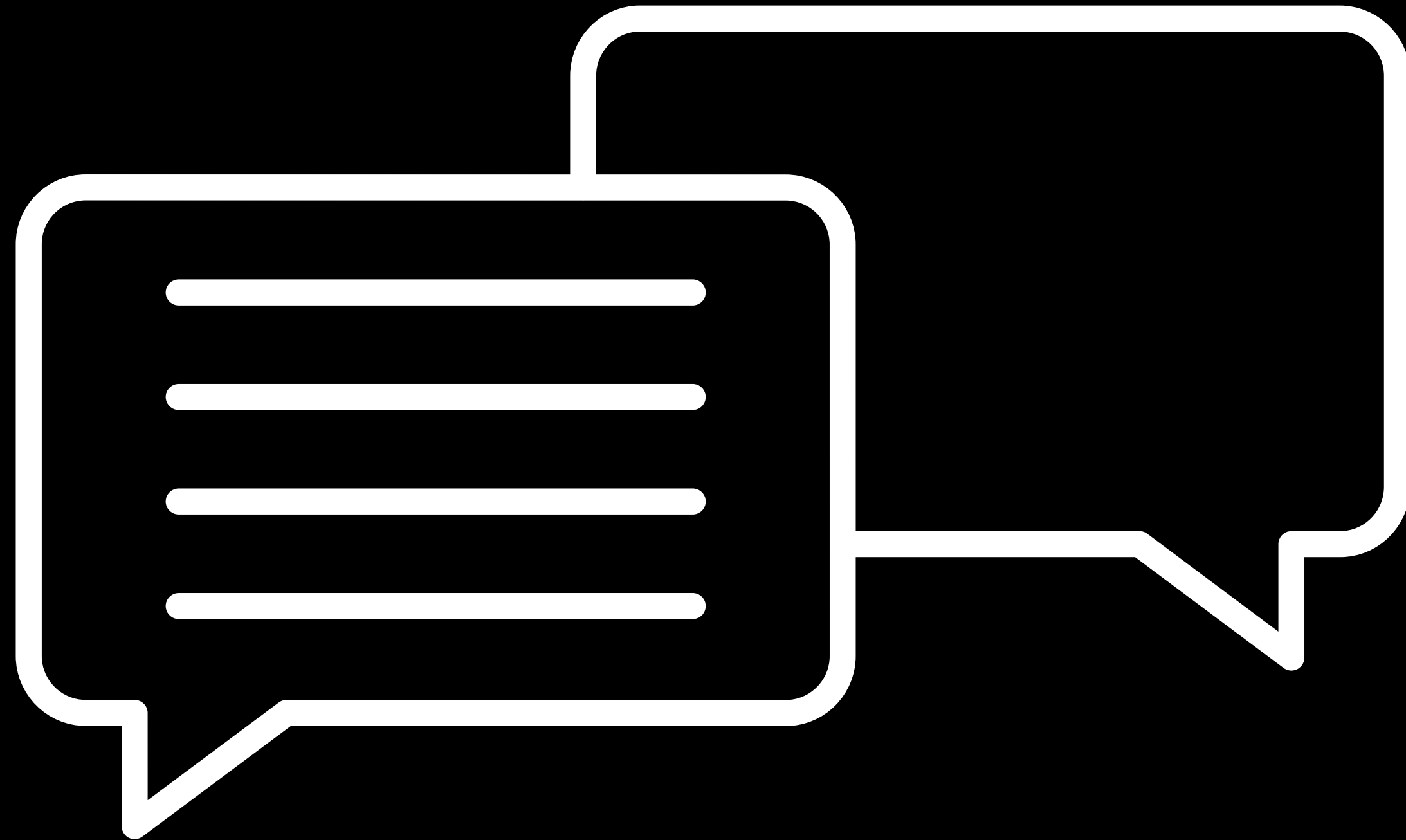
11.06.-13.06.2024
Haus Rosenbaum

Hiftenberg 3
98724 Neuhaus am Rennweg
(OT Siegmundsburg)

<https://www.haus-rosenbaum.de/>



Consultation



Fachmodul, 4 SWS

Physical Computing: The Secret Lives of Networked Objects

Brian Larson Clark

Tuesdays 13:30-16:45

Marienstraße 7 B - Seminarraum 002

BISON No. tba

brian.larson.clark@uni-weimar.de

Fachmodul, 4 SWS

Physical Computing: The Secret Lives of Networked Objects

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.

Fachmodul, 4 SWS

The Printed Circuit Board as an Artist Publication

Lotta Stöver

Mondays 11:00–15:00

Marienstraße 7 B - Seminarraum 103

BISON No. tba

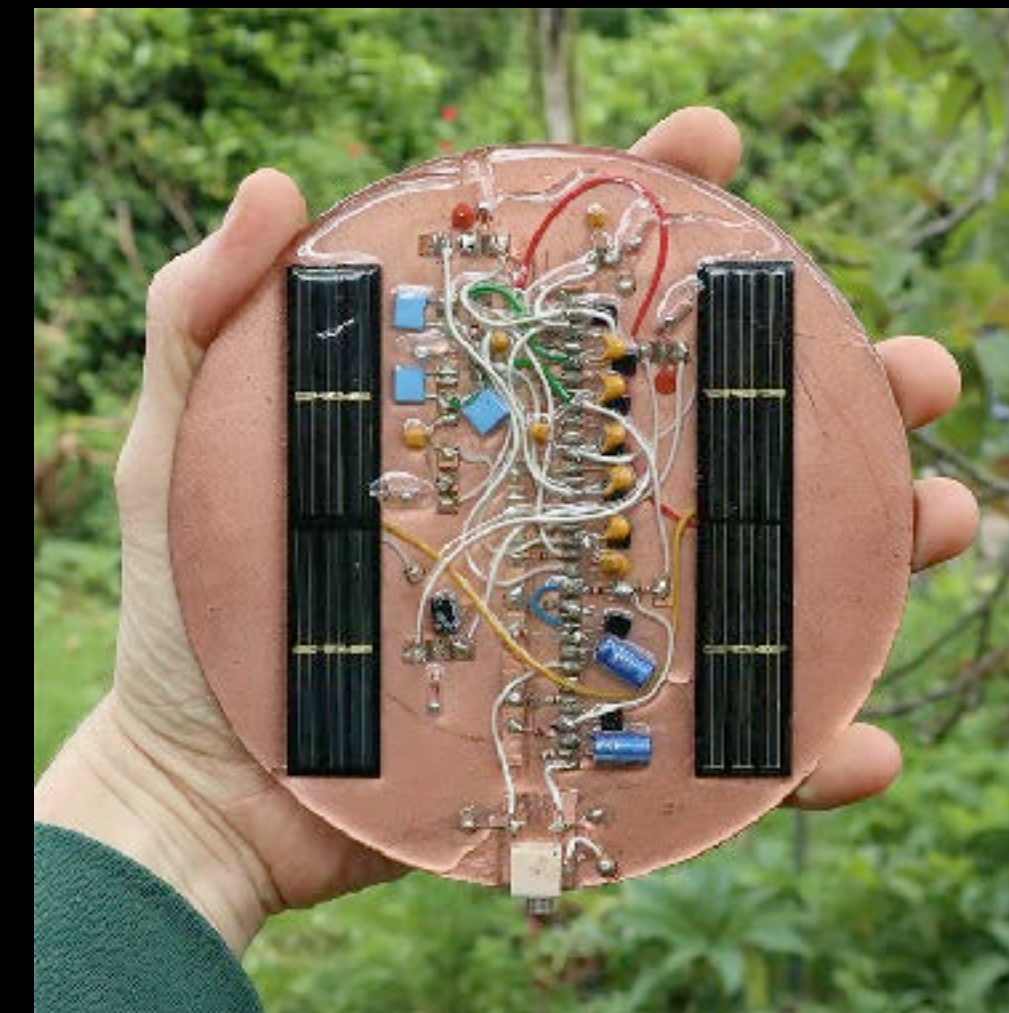
lotta.stoever@uni-weimar.de

Fachmodul, 4 SWS

The Printed Circuit Board as an Artist Publication

Aesthetic, dys/functional, hacking, experimental investigations of schematics and electric circuits: Artistic explorations of what a printed circuit board can be - or become

This seminar mostly invites the students to expand on the repertoire of design methods to develop unconventional ways of producing analog, digital or non-sensical physical electric/electronic objects that might possibly double as **artist publications**



Zonneliedje Ice
Gijs Gieskes



Clay PCB
Patrícia Reis,
Stefanie Wuschitz

Fachmodul, 2 SWS

KiCAD Workshop: How the Electron goes from

Lotta Stöver

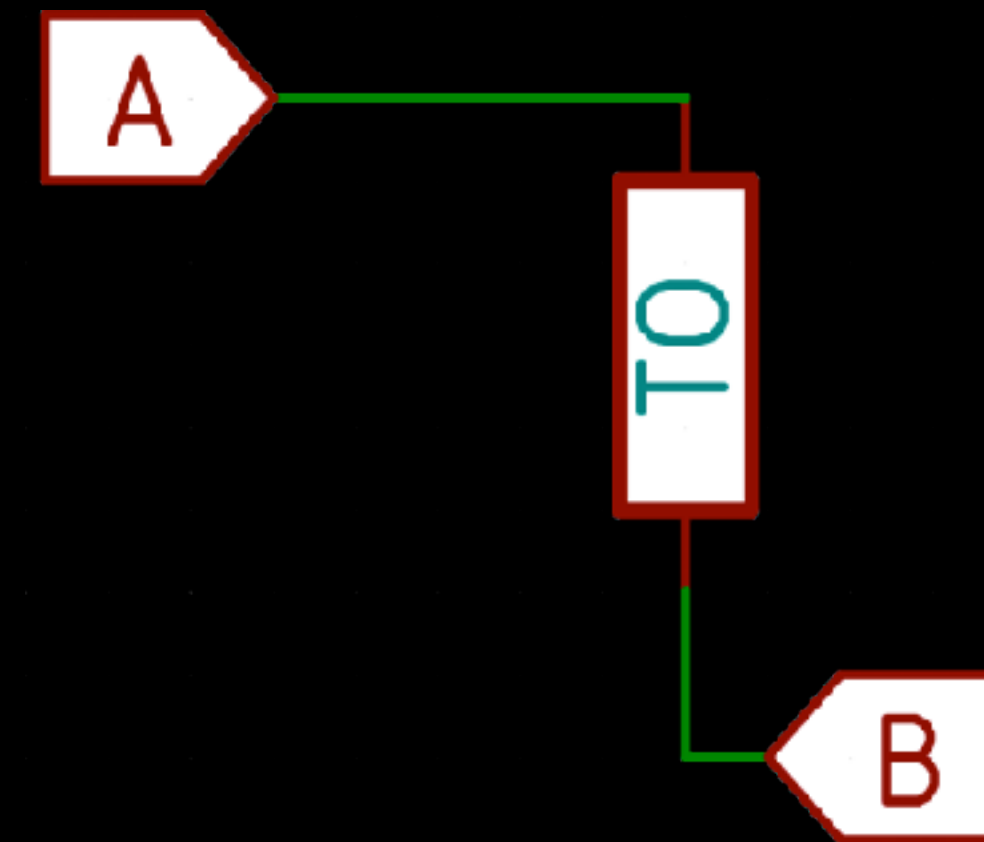
Thursdays 10:00–16:00

Fridays 10:00–16:00

Marienstraße 7 B - Seminarraum 002

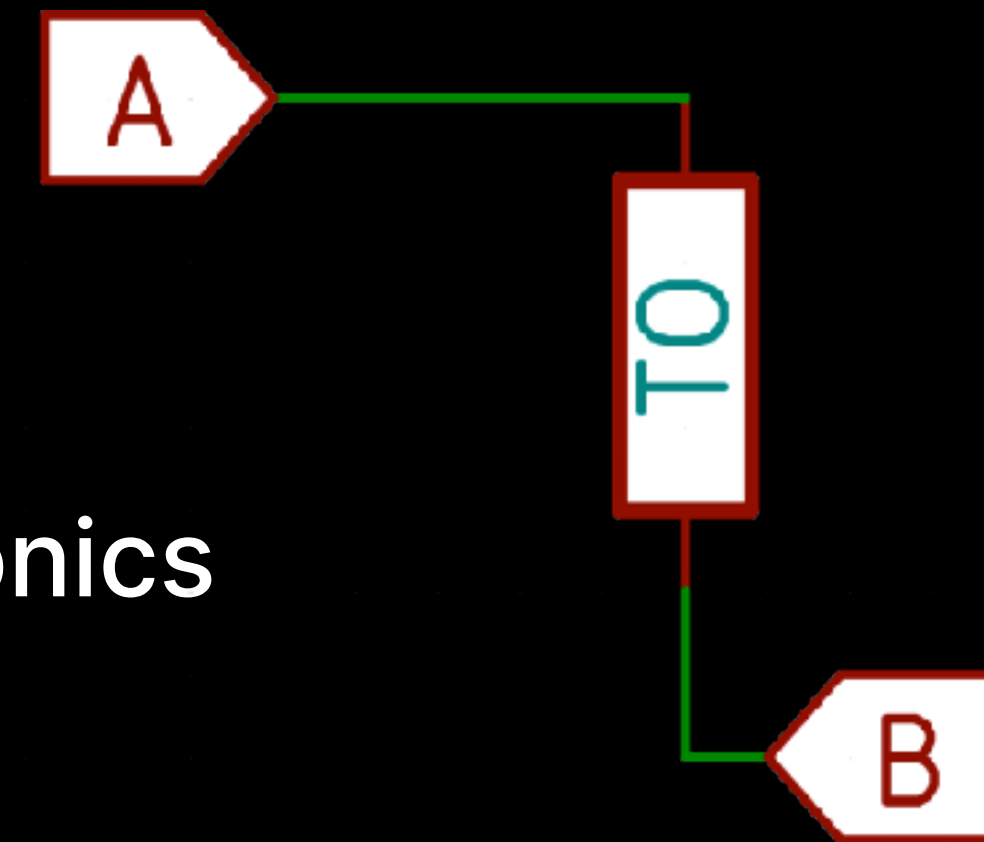
BISON No. 325110026

lotta.stoever@uni-weimar.de



Fachmodul, 2 SWS

KiCAD Workshop: How the Electron goes from



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

Fachmodul als Blockmodul, 4 SWS

Tools, materials and approaches for FDM Rapid Prototyping

Jesús Velázquez

Mondays 15:30-20:30

Marienstraße 7 B - Seminarraum 105

BISON No. tba

jesus.velazquez.rodriguez@uni-weimar.de

Fachmodul als Blockmodul, 4 SWS

Tools, materials and approaches for FDM Rapid Prototyping

- A mandatory theoretical and practical introduction for users of the new Interface Design 3DPrintLab.
- This Blockmodul will give participants an insight into 3D printing, from modeling with different prototyping tools to prepare objects for printing, evaluating and selecting appropriate materials.
- Digital and physical workflows.

Fachmodul als Blockmodul, 4 SWS

ML-based, Generative and Volumetric Imaging

Jesús Velázquez

Mondays 15:30-20:30

Marienstraße 7 B - Seminarraum 105 and 002

BISON No. tba

jesus.velazquez.rodriguez@uni-weimar.de

- In this hands-on course, students will delve into the fundamentals of photogrammetry workflows as a foundational step in transitioning from the physical realm to digital 2D and 3D environments. This course emphasizes practical skills in working with photogrammetric equipment, primarily digital cameras, and mastering specific processes to extract precise geometry and positional data. The acquired knowledge and skills will empower participants to recreate real-world objects and scenarios within a virtual three-dimensional space.
- This block seminar will introduce the basics of volumetric and temporal rendering and imaging with such techniques as Neural Radiance Fields and Gaussian Splatting.
- Introduction to specific photographic acquisition methodology.

Colloquium BFA/MFA

Prof. Martin Hesselmeier

Lotta Stöver

Brian Larson Clark

Jesús Velázquez

Wednesdays, Time and Dates : BISON

First Colloquium: 23.04.2025, 9.15h

Marienstraße 7 B - Seminarraum TBA

jesus.velazquez.rodriguez@uni-weimar.de

Bauhaus-Universität Weimar

**Interface
Design**

Thank you
for listening