Curriculum Overview
Winter Semester
2023



Source: https://de.wikipedia.org/wiki/Prisma_%28Optik%29

Bauhaus-Universität Weimar

Interface Design

Absolute Beginners

Medienkunst/Mediengestaltung (B.F.A.)

1. Semester

16.10. – 20.10.23	Immersive Medien
23.10. – 03.11.23	Medien-Ereignisse
06.11. – 17.11.23	Gestaltung medialer Umgebungen
20.11. – 01.12.23	Interface Design
04.12. – 15.12.23	Experimentelles Radio
08.01. – 19.01.24	Akustische Ökologien und Sound Studies; Elektroakustische Komposition und Klangkunst

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Interface Design

Interface Design

Prof. Martin Hesselmeier

Mitarbeiter / Associates:
Brian Larson Clark
Jesús Velázquez
Clemens Wegener
Dr. Max Neupert

& Special Guests

Bauhaus-Universität Weimar

Interface Design

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

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Interface Design

Interface Design

Online Course Presentations / Modulbörse	Thursday, 5 October 2023 2pm–3pm on BigBlueButton
Online Semester Consultations	Friday, 6 October 2023 10am–11am on BigBlueButton

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Interface Design

Digitale Ressourcen / Digital Resources

IFD MediaWiki
Up-to-date Course Information

BISON
Official university course catalog and registration platform

Moodle
Official university courseware 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





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Interface
Design

bffl
Bauhaus
Form & Function
Lab

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





Bauhaus
Form &
Function
Lab

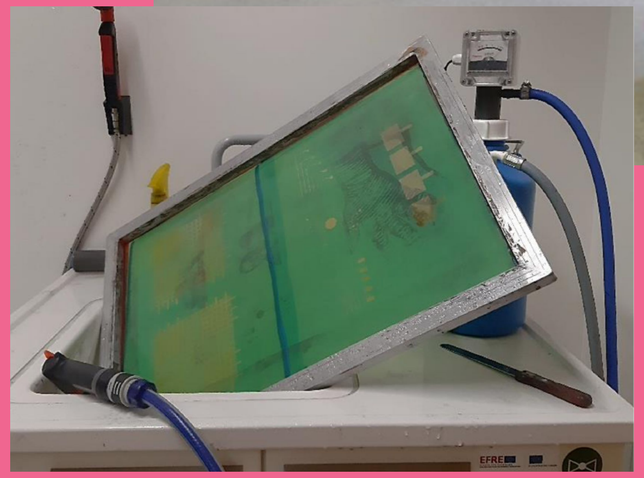
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Interface
Design

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





Bauhaus
Form &
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Lab

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Interface
Design

Interface Design Modules

2023

Bauhaus-Universität Weimar

Interface Design

Project Module (MFA,BFA)

Enlightening Narratives
artistic approach to light, sound, perception and interaction

BISON NO. TBA
martin.hesselmeier@uni-weimar.de

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Interface Design

light enables us to see

Enlightening Narratives
artistic approach to light, sound, perception and interaction



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Interface Design

Lecture



Untitled
Helmut Smits

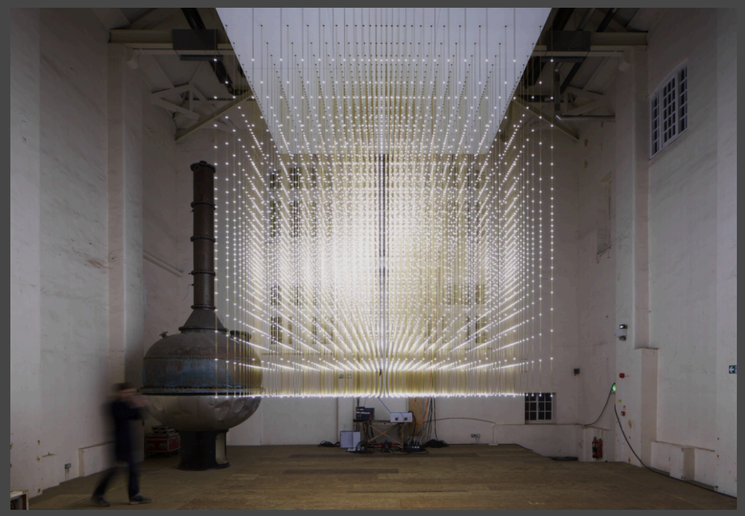


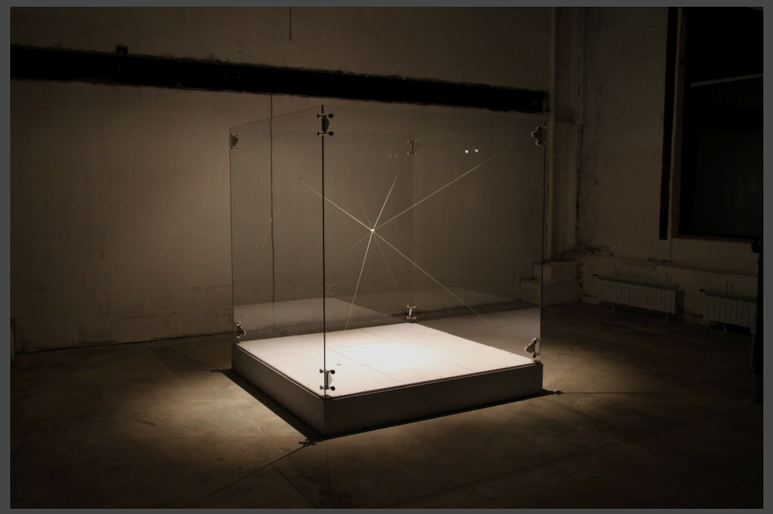
Terminal
Karolina Halatek



Rise
Karolina Halatek

SWARM STUDY / VI
random-international





FLY,2011
random-international

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Interface Design



Workshop

07. – 09.November 2023

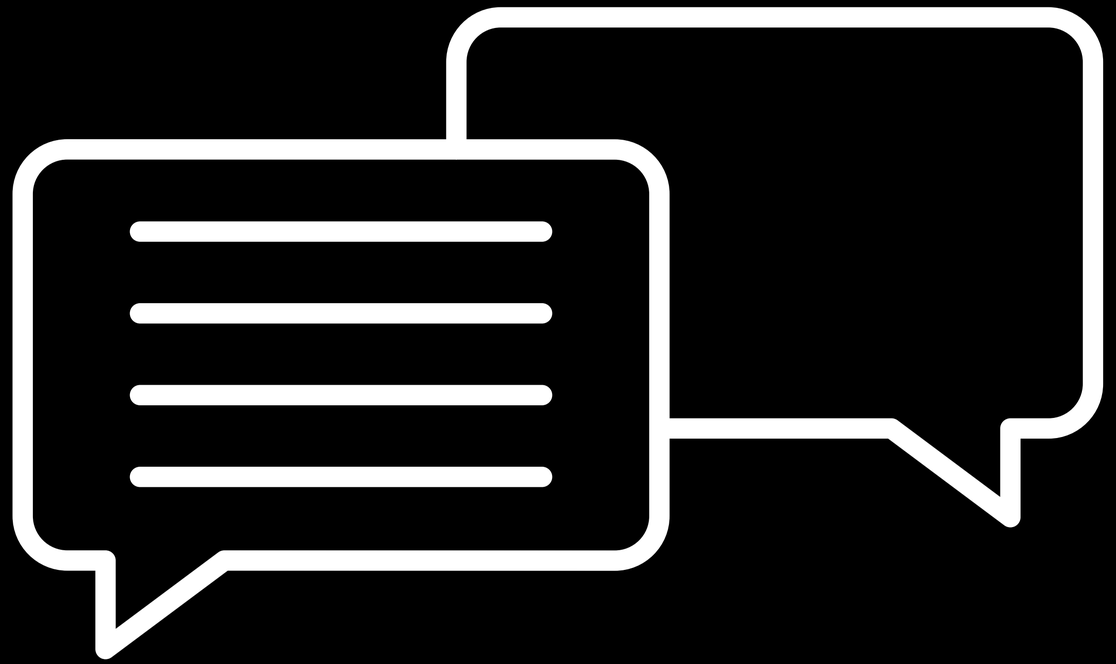
“KommunikationsProthesen“
portable instruments, wearable perception and communication amplifiers

by RaumZeitPiraten

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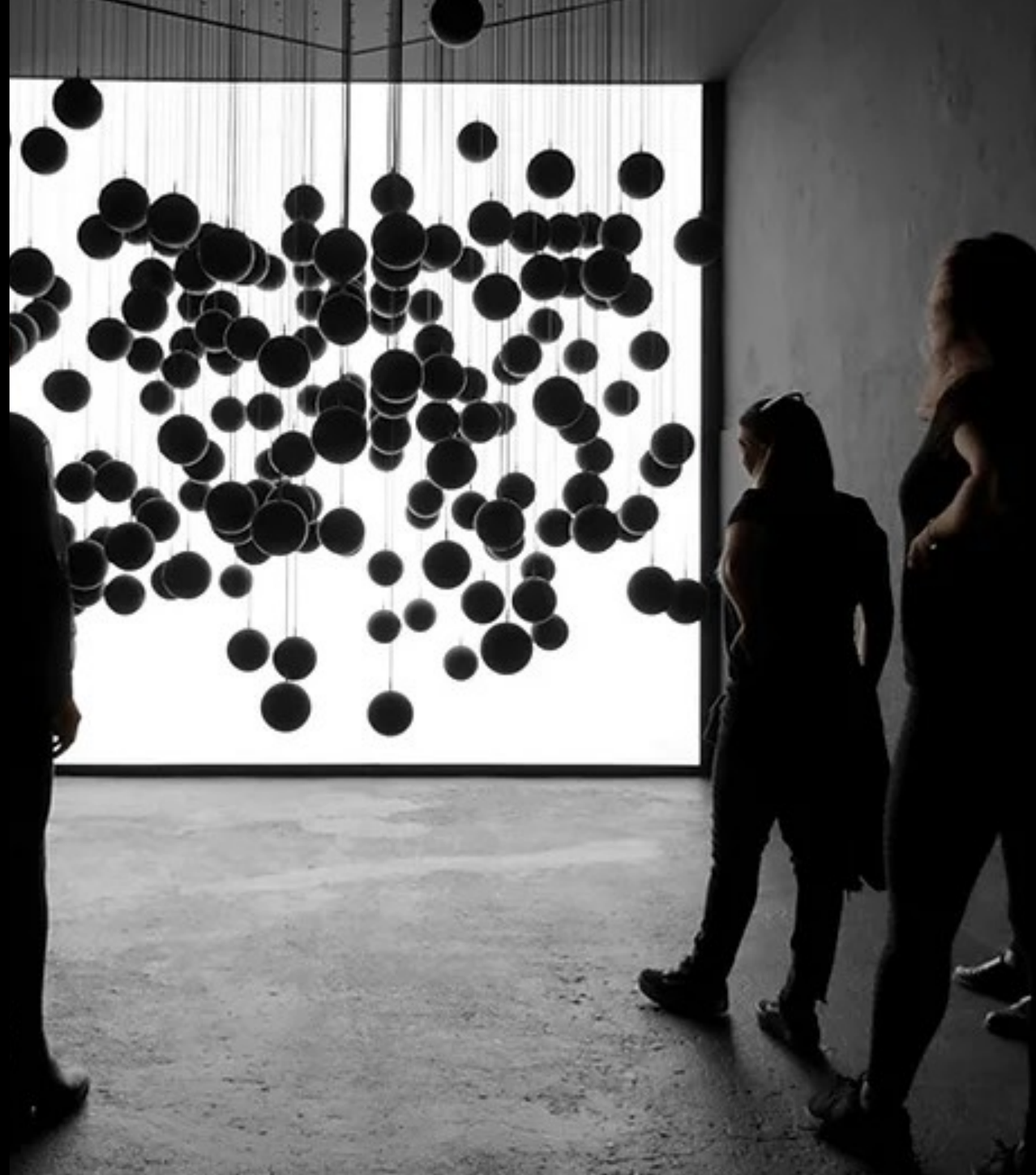
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Consultation



Exhibition Visit

DarkMatter
Berlin

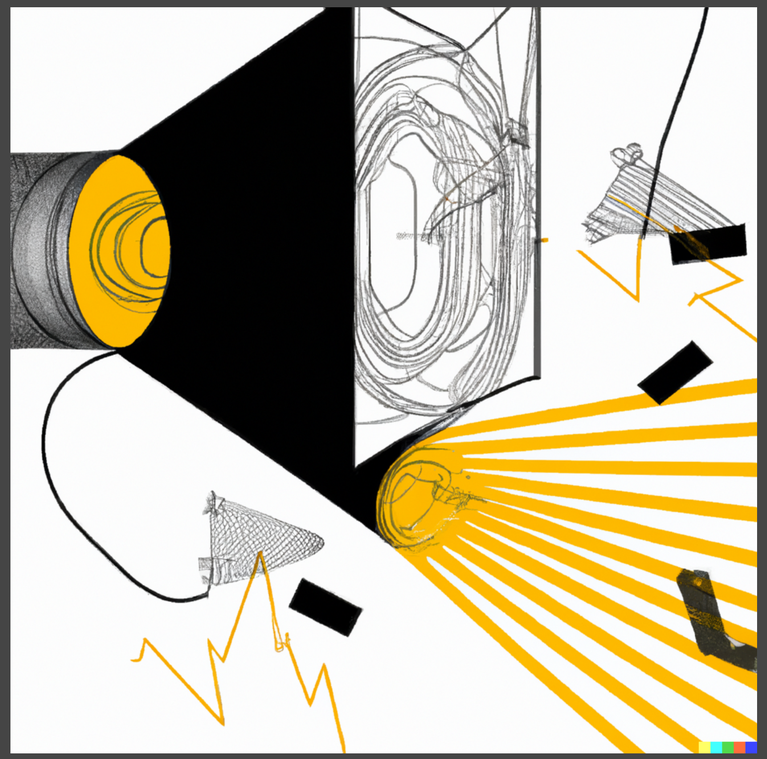


Fachmodul BFA/MFA

Sound Source - Light Sink

Clemens Wegener
Tuesdays 15:15-18:30
Marienstraße 7 B - Seminarraum 104

BISON No. 323210064
clemens.wegener@uni-weimar.de

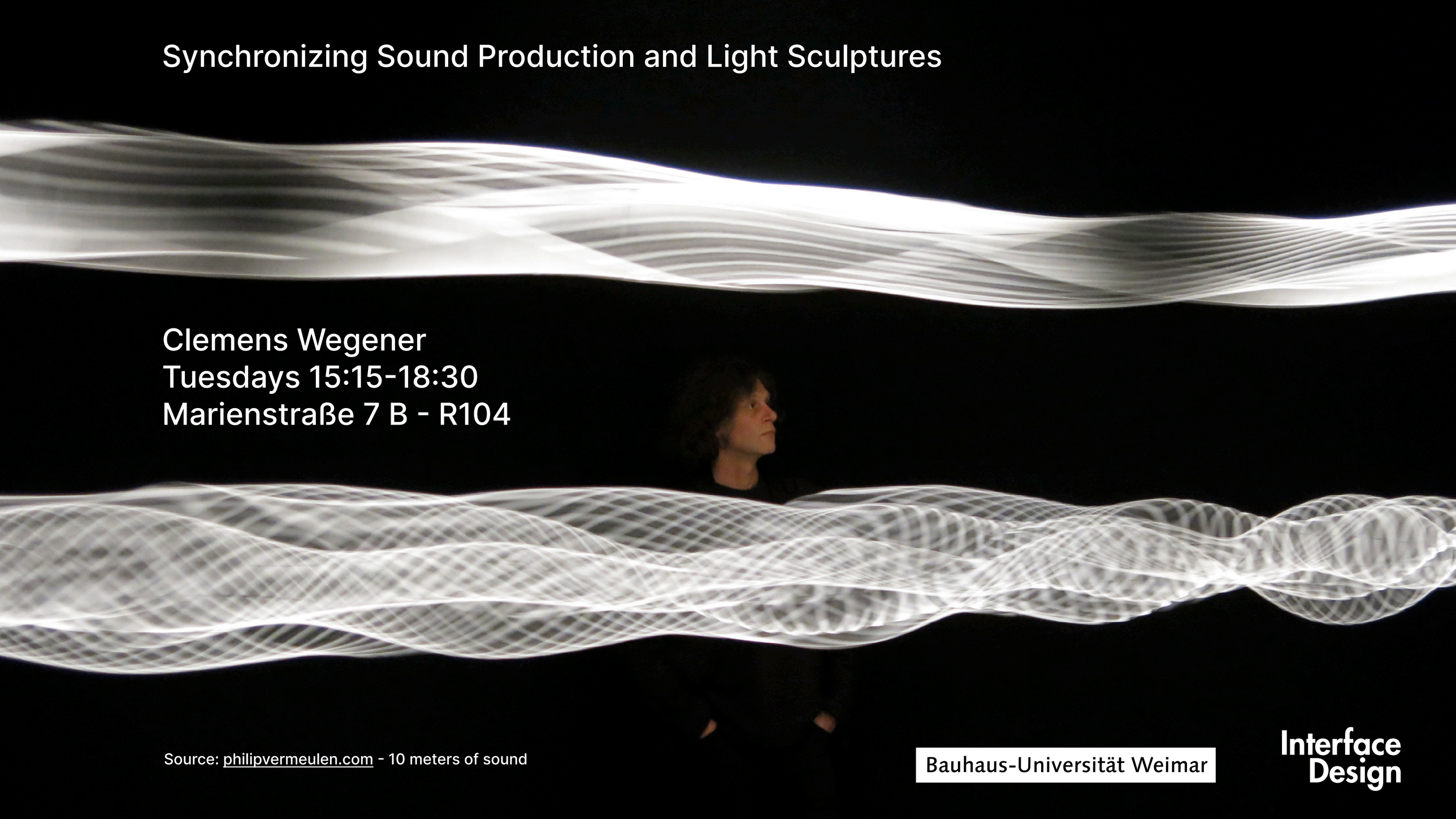


Source: „An exploded assembly drawing of a small loud speaker sending acoustic waves to a led light with a yellow light cone.“ DALL-E

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Synchronizing Sound Production and Light Sculptures



Clemens Wegener
Tuesdays 15:15-18:30
Marienstraße 7 B - R104

Source: philipvermeulen.com - 10 meters of sound

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Workshop BFA/MFA

Synthesizer soldering workshop

Dr. Max Neupert
11.11.2023
9:00h – 16:45h
Elektroniklabor Marienstraße 5
Raum 101

BISON No. 323210065
max.neupert@uni-weimar.de

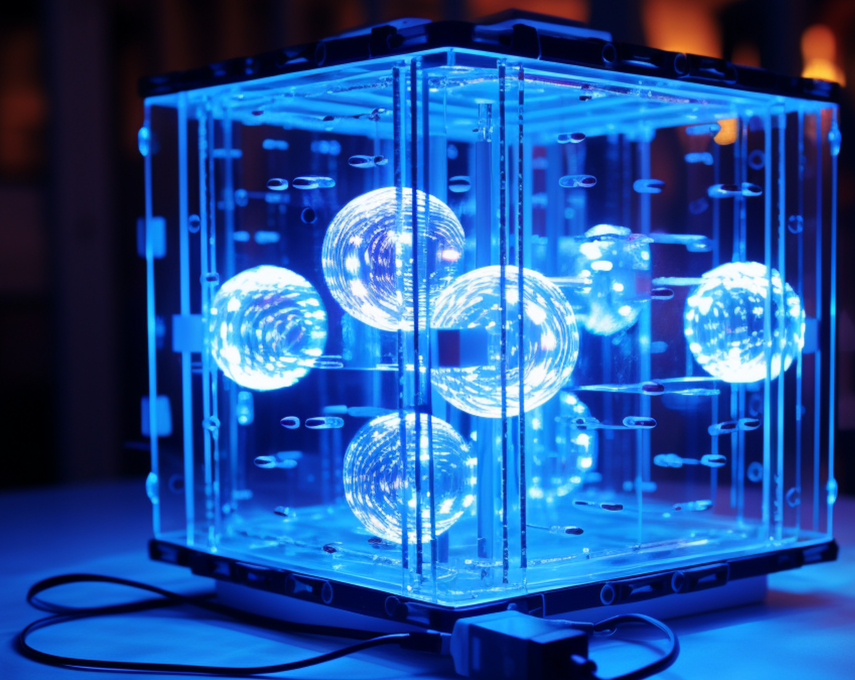


Fachmodul BFA/MFA

Physical Computing: Designing Bright Ideas

Brian Larson Clark
Mondays 17:00-20:30
Marienstraße 7 B - Seminarraum 104

BISON No. 323210059
brian.larson.clark@uni-weimar.de



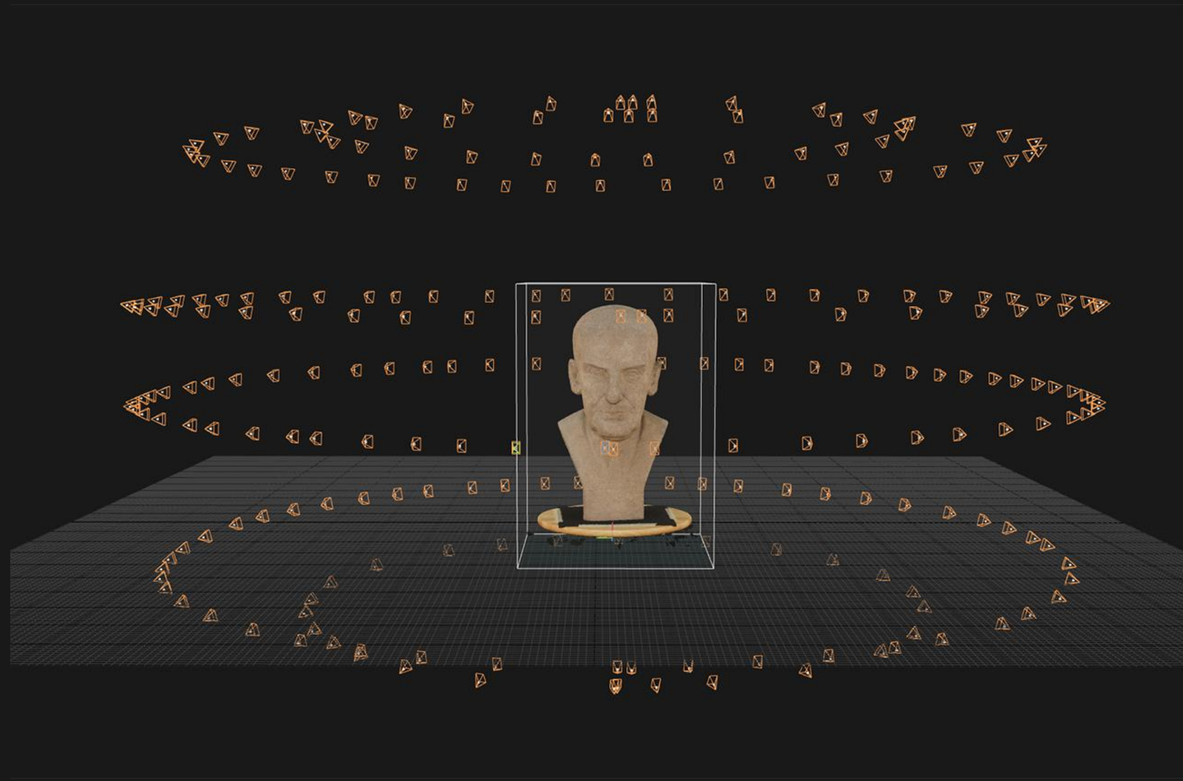
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image generated by Midjourne

Fachmodul BFA/MFA

Photogrammetry for Art and Digital Heritage



Jesús Velázquez MFA, Dipl. Künstler
Mondays 13:30-16:45
Marienstraße 7 B - Seminarraum 105

BISON No. 323210014
jesus.velazquez@uni-weimar.de

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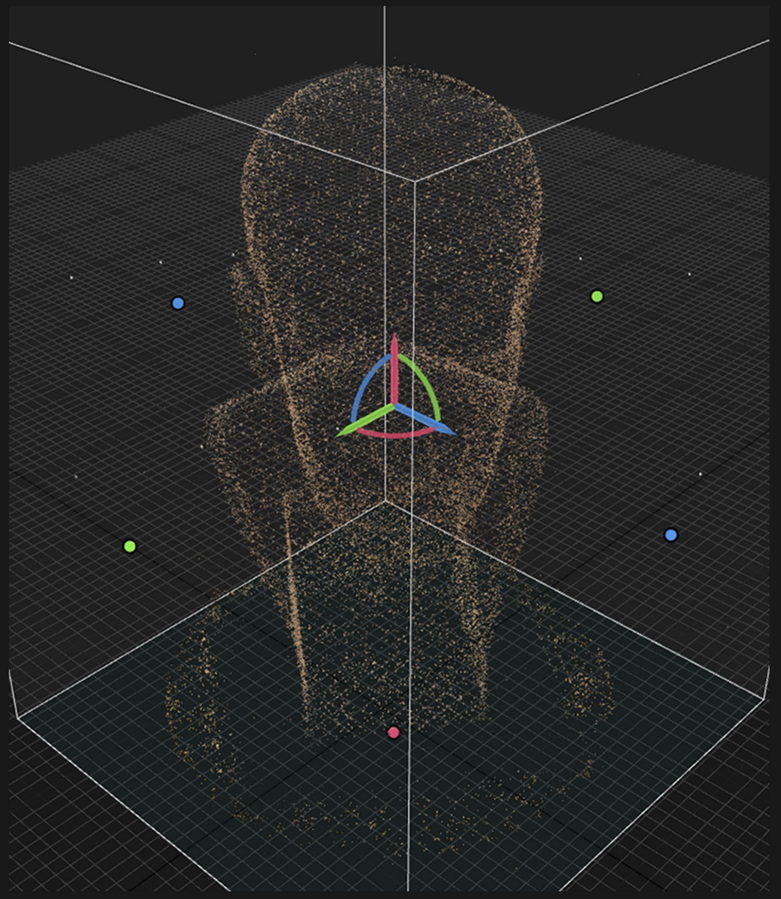
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Photogrammetry for Art and Digital Heritage

In this hands-on course students will learn the basics of photogrammetry workflows as a basis for bridging the transition from the physical world to digital 2D and 3D environments.

Participants will work with photogrammetric equipment (namely digital cameras) and specific processes to retrieve accurate geometry and position data in order to recreate objects/scenarios in a virtual three-dimensional space.

Closing the loop, output possibilities will be explored through the experimentation with rapid prototyping technologies and/or applications in virtual environments.



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Interface Design

Kolloquium BFA/MFA

Prof. Martin Hesselmeier
Brian Larson Clark
Jesús Velázquez
Clemens Wegener

Wednesdays, Time and Dates TBA

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Thank you
for listening