

Vorlesungsverzeichnis

M.Sc. MediaArchitecture (PO 2020)

Winter 2022/23

Stand 23.03.2023

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M.Sc. MediaArchitecture (PO 2020)

Info-Veranstaltung 3.+5. Kernmodul Bachelor A/ Projektmodule Master Architektur/ MediaArchitecture

N. Wichmann-Sperl

Informationsveranstaltung

Di, Einzel, 14:00 - 17:30, Steubenstraße 6, Haus F - Hörsaal K20, 04.10.2022 - 04.10.2022

Semesterkonferenz Architektur/ MediaArchitecture

Kolloquium

Mo, Einzel, 14:00 - 17:00, Geschwister-Scholl-Str.8A - Oberlichtsaal 213, 13.02.2023 - 13.02.2023

Projekt-Modul

118222404 Computational Methods for User-Centered Architectural Design

S. Schneider, E. Fuchkina

Veranst. SWS: 2

Seminar

Di, wöch., 11:00 - 12:30, Belvederer Allee 1a - Allg. Medienpool 003, 18.10.2022 - 31.01.2023

Beschreibung

The creation of spaces lies at the heart of architectural design. To understand how people are affected by the configuration of space, is essential in order to create human-friendly, and thus in the long run, sustainable environments. In this course you will learn different methods for evaluating the 'usability' of buildings. Therefore, we will firstly look at, what 'building usability' actually means and how it can be enhanced (e.g. how does a spatial configuration promote wayfinding, social interaction, spatial experience). Secondly, you will learn computational methods for quantifying spatial configurations for evaluating design proposals (e.g. visibility, accessibility and daylight). Thirdly, we will introduce a VR-based toolbox for conducting pre-occupancy evaluations of building designs.

The seminar is mandatory for students of the project „Let's Try Again!“.

Voraussetzungen

Studiengänge: Master Architektur, Master MediaArchitecture

122222401 IN A PARALLEL REALITY – What if you have designed the „Mensa am Park“

S. Schneider, O. Kammler, E. Fuchkina, G. Bailey

Veranst. SWS: 8

Projektmodul

Do, wöch., 09:15 - 16:45, Belvederer Allee 1a - Allg. Medienpool 003, 13.10.2022 - 02.02.2023

Do, Einzel, 09:15 - 16:45, Belvederer Allee 1a - Allg. Medienpool 003, 09.02.2023 - 09.02.2023

Beschreibung

Buildings are made for humans. So, the design of buildings requires architects to anticipate how humans will experience and behave in the planned environment. However, this is not an easy task due to the vast amount of influencing factors coming from the physical environment (such as geometry, light, color) and from the users themselves (different social backgrounds, abilities, expectations, age, etc.). This challenges the design of buildings

and results in the fact that even architecturally remarkable buildings, are sometimes hard to understand for building users. We might ask, can't science support designers here?

The role of science in design can be seen in identifying regularities in natural phenomena that can be used in the definition of building parameters. Whereas physical sciences found their way into the design of buildings (such as structural and thermal behaviour), sciences dealing with human behaviour and emotions (e.g. environmental psychology) are widely lacking such an integration.

In this project we will try to bridge the gap between architectural design and environmental psychology. Therefore, we first will learn how to evaluate built environments in terms of human-centred aspects such as wayfinding, social interaction and spatial experience. Second we will develop a design strategy that anticipates the 'human-perspective' in the creation of spaces. As a case we will use the reconstruction of the 'Mensa am Park'. This building was recently reconstructed, however, seems to not fully address the requirements for a contemporary university canteen. So, we ask: "What if we could try again and create a better version of the building?"

Therefore, we will first conduct a user study in the existing building and systematically identify strengths and weaknesses in relation to user experience. Second, we will develop ideas for improving the building. Third and finally, the designs are modelled in 3D and tested using computational spatial analyses and a Virtual Reality based User Study.

The project is accompanied by two seminars: "Computational Methods for User-Centered Architectural Design" and "Parametric Building Information Modeling", which are mandatory for this project.

322220008 Konstruktion - Destruktion

U. Damm, Projektbörse Fak. KuG

Veranst. SWS: 16

Projektmodul

Di, wöch., 09:15 - 12:30, Bauhausstraße 9a - Gestalterisches Zentrum 001, Präsenztermine: alternierend, nach Ansage Moodle/BBB-Termine: verwende Zoom + Wiki in eigener Regie, ab 18.10.2022

Beschreibung

Konstruktion Destruktion

Auf- und Abbauprozesse sind in allen Handlungsräumen zu beobachten. Beide stehen in einem Wechselverhältnis. Sie zeigen die beschränkte Verfügbarkeit von Raum und Zeit an, die Notwendigkeit, in Zyklen zu denken. In ihren Kontexten entwickeln sie Bedeutung, Moral, Gewalt, Hoffnung.

Konkret begegnen sie uns in nicht-endenden Wachstumsversprechen des Kapitalismus, dem Verlust an Natur durch den Klimawandel oder massive Zerstörung von Kriegen. Mit den Phänomenen Konstruktion und Destruktion sind wir permanent konfrontiert und haben allen Grund, sie zu reflektieren. In der Kunst haben Gustav Metzger in seiner autodestruktiven Kunst oder Mierle Ladermann-Ukeles in ihrer „Maintenance Kunst“ sich dazu positioniert. Auch „Politiken der Sorge“ denken in einer anderen Form in die Zukunft. Wo stehen wir? Wie gehen wir mit Konstruktion, Destruktion, Poiesis oder Zerfall um? Welche Prozesse verwenden wir für unsere persönlichen Recherchen? Das Projekt schlägt einen praktischen Zugang zum Thema vor und bietet Gelegenheit, mit den verschiedenen Formen des Konstruierens oder Zerstörens zu experimentieren und ihre Wirkungsmechanismen sowie ihre Auswirkungen auf ihr Umfeld zu thematisieren.

Voraussetzungen

Belegung von Werk- und Fachmodulen der Professur, Bewerbung mit Portfolio -> ursula.damm@uni-weimar.de

Leistungsnachweis

Abgabe von PDF, Video, Text und Bild, mögl. Präsentation als Ausstellung

422210005 A touch of data. Designing haptic data physicalisations of personal data.

E. Hornecker, R. Koningsbruggen, H. Waldschütz
Projekt

Veranst. SWS: 10

Beschreibung

Since the beginning of times, people have been generating data. From cave-paintings and books, to our current smart devices, data play and have played a quintessential role in our everyday lives. Similarly, people have been creating physical data representations –called data physicalisations– for thousands of years. Yet, despite the long and rich history of our data, we have a very one-dimensional view of what counts as data (mostly numerical values) and how to portray them (in easy-to-understand visualisations). However, does this focus on the quantitative and easy-to-understand suit our personal data?

In this project we will be exploring the personal data in our lives and how to represent them through data physicalisation. We especially focus on data physicalisations which need to be touched or interacted with, in order to 'get' the data (haptic data physicalisation). Using this type of data representation, we will be exploring the qualitative aspects of data and the user experience of interacting with them.

Following a Research through Design (RtD) approach, this project will challenge you to explore the haptic qualities of personal data. To do so, this project starts with Data Diaries, a series of hands-on exercises in which you have to collect personal data and represent them. From the Data Diaries, you will be challenged to create a haptic data physicalisation of personal data and develop this within a small team. This means conceptualising, designing, and building a physical prototype.

This course is perfect for students who would like to be challenged to find problems, who enjoy individual and (multi-disciplinary) group-work, and to come up with their own concepts. Students will focus on research topics such as "qualitative data representations", "data physicalisations", "data feminism", "affordances", "shape-changing interfaces", and "ambient/peripheral interfaces". We encourage students to participate that have a high interest in prototyping with hardware (e.g., Arduino), working with materials (e.g., wood or silicone), or using traditional fabrication techniques (e.g., origami-folding). The project is most suited for students who want 18 ECTS.

Bemerkung

time and place to be announced at the project fair.

Voraussetzungen

All participants should enjoy working in an interdisciplinary group, want to be creative, build prototypes, and be able to converse in English.

Students of Product Design, Media Architecture and Media Art and Design: Please apply until 10.10.2022 11h a.m. by sending an email to eva.hornecker@uni-weimar.de, hannes.waldschuetz@uni-weimar.de, and rosa.donna.van.koningsbruggen@uni-weimar.de (please include a description of your prior experience in relevant areas or a portfolio). We'll let you know until Tuesday 11, if you can attend the project.

Leistungsnachweis

Active participation and interim presentations, practical problem-based work (both individual and in groups), and a project-based report.

**Info-Veranstaltung 3.+5. Kernmodul Bachelor A/ Projektmodule Master Architektur/
MediaArchitecture**

N. Wichmann-Sperl

Informationsveranstaltung

Di, Einzel, 14:00 - 17:30, Steubenstraße 6, Haus F - Hörsaal K20, 04.10.2022 - 04.10.2022

Ontologies for Spatial Interactions

J. Reizner, Projektbörse Fak. KuG

Veranst. SWS: 16

Projektmodul

Di, wöch., 13:30 - 17:00, Marienstraße 7 B - Projektraum 003, ab 18.10.2022

Beschreibung

"A deep relationship with places is as necessary, and perhaps as unavoidable, as close relationships with people; without such relationships human existence, while possible, is bereft of much of its significance."

– Edward Relph, Place and Placelessness, 1976

At the convergence between deep learning, synthetic media, ambient computing and mixed realities, approaches to structuring and implementing physical interactions in platform environments require not only an attention to opaque probabilistic computational processes, but also the ability to identify, articulate and process relational, semantic and epistemological linkages between people, objects, place and space.

Building on discourse from disciplines including environmental social science, geomatics, information science and knowledge engineering, this project module will explore the spectrum between phenomenology and applied ontologies as an extension of human-machine interaction paradigms. Through a series of lectures, workshops, readings and targeted discussions, participants will address topics including human and artificial intelligence, agent-based systems, detection and prediction methods, spatial interfaces, platform urbanism and smart citizenry, with a view towards creating and documenting a speculative prototype or interactive proof-of-concept.

Voraussetzungen

Application with CV and Statement of Motivation to [jason.reizner \[ät\] uni-weimar.de](mailto:jason.reizner@uni-weimar.de)

Leistungsnachweis

Successful completion of the course is dependent on regular attendance, active participation, completion of assignments, del

Theoriemodule

Architekturtheorie

122223001 Buildings as Issues and stories: The work of South Asian architect Minette De Silva (Ma)

D. Perera

Veranst. SWS: 2

Seminar

Mo, wöch., 11:00 - 12:30, Geschwister-Scholl-Str.8A - Seminarraum 002, 17.10.2022 - 30.01.2023

Beschreibung

When a building is a negotiation of issues resulting from competing values belonging to multiple stakeholders and the story of a building is not one but multiple, how can we learn about such building histories? How may the possibilities of existing digital technologies be used within this endeavour? This semester we will look into the less known work of Sri Lankan architect Minette De Silva to collectively experiment with ways of learning global building histories through storytelling.

De Silva was the first South Asian female architect to become an associate of the RIBA and participate in the CIAM meetings. De Silva studied architecture in Bombay, briefly worked in India for German architect Otto Koenigsberger, completed her architectural studies at the Architectural Association (London), established her regional practice in Kandy (Sri Lanka) in 1947 and later taught in Hong Kong. Working globally, she engaged in a lifelong quest to negotiate the complex questions of 'difference' as it appears in post-colonial Sri Lankan architecture, riddled with contradictions related to the latent colonial mentality that valorized progressive modernity and the nation's desire to reclaim a pre-modern tradition. While her work occupies a place in the many narratives of post-colonialism, tropical modernism, and gender, what is most interesting about her practice, is her way of negotiating between different stories and value systems that were in friction. As we explore her buildings as multiple stories, we will immerse ourselves in the building histories, learn about complex forms of causal relations, and discover the role and importance of agency and choice.

By participating in this seminar, you will get an opportunity to:

- Gain a better idea of South Asian architect Minette De Silva, the history of post-colonialism in South Asia, and the entanglements of these stories in the European history of modernism.
- Become a part of the first project to translate some of De Silva's ideas to a German-speaking audience.
- Work as a team to develop a new learning prototype together and discuss your ideas with experts and peers from other contexts (Sri Lanka).
- Explore the relationship between buildings and stories and connect these reflections to questions of architectural practice

You can enrol in the seminar via Bison; if you have difficulties registering online or have questions about this seminar, contact dulmini.perera@uni-weimar.de

Course format and assignments:

The project will consist of seminar sessions to explore the theoretical framework and more hands-on activities to translate these ideas into a set of story-based interactive systems. The projects developed in the seminar will be graded by the end of the semester.

Readings:

A list of readings and other media sources will be available on Moodle

Leistungsnachweis

wird im Seminar bekannt gegeben

1520030 Theorie der Architektur

J. Cepl

Vorlesung

Mi, wöch., 11:00 - 12:30, Steubenstraße 6, Haus F - Hörsaal K20, 12.10.2022 - 01.02.2023

Veranst. SWS: 2

Beschreibung

»Die neue Zeit ist eine Tatsache; sie existiert ganz unabhängig davon, ob wir ›ja‹ oder ›nein‹ zu ihr sagen.« — Ludwig Mies van der Rohe, 1930

Die Geschichte wiederholt sich. Wir stehen erneut vor einer Aufgabe, die uns nicht fragt, ob wir uns mit ihr beschäftigen wollen oder nicht. Es ist eine andere »neue Zeit« und nicht die, von der Mies spricht. Aber sie drängt sich uns so auf wie sich die Frage nach dem Leben im Industrie-Zeitalter für Mies und seine Zeitgenossen aufgedrängt hatte. Unsere »neue Zeit« ist die des Klimawandels und des Digitalen. Und wieder gilt, was Mies für seine »neue Zeit« als Lösung ausgegeben hatte: »Entscheidend wird allein sein, wie wir uns in diesen Gegebenheiten zur Geltung bringen.«

Deshalb stellen wir die Vorlesungsreihe unter die Überschrift »Nachhaltigkeit als Formproblem«. Wir wollen fragen, wie wir, als Architekten und Architektinnen, etwas beitragen können — zu der Nachhaltigkeit, auf die es nun ankommt (aber von der keiner so recht weiß, wie sie zu haben ist).

Damit wird das Thema zu einer Frage der Form, denn für die zeichnen wir — mehr als für alle anderen Dinge, die unsere Arbeit auch berührt — verantwortlich. Und damit sind wir auch in der Pflicht danach zu fragen, was gestaltete Nachhaltigkeit ist oder sein könnte. Wie schaffen wir es, dass auch unser Entwerfen zur Nachhaltigkeit beiträgt? Wenn wir dabei von einem Formproblem sprechen, dann, weil die Antworten nicht leichtfallen und weil wir da eben auch ein Problem haben — aber wer, wenn nicht wir, sollte sich damit beschäftigen? Wie wir an die Fragen, die sich uns stellen, herangehen können, das wollen wir gemeinsam erkunden.

Die Vorlesungsreihe setzt die im vorangegangenen Wintersemester begonnene Recherche mit neuen Inhalten fort.

Voraussetzungen

Master ab 1. FS

Leistungsnachweis

Wird in der Vorlesung angekündigt.

Darstellen im Kontext

121220402 Pre-Thesis Course (Building an Proposal)

M. Lloyd, S. Zierold

Veranst. SWS: 2

Seminar

Do, Einzel, 14:00 - 18:00, Marienstraße 7 B - Seminarraum 101, 27.10.2022 - 27.10.2022

Do, unger. Wo, 14:00 - 18:00, Marienstraße 7 B - Seminarraum 101, 10.11.2022 - 24.11.2022

Do, wöch., 14:00 - 18:00, Marienstraße 7 B - Seminarraum 101, 09.02.2023 - 16.02.2023

Do, Einzel, 14:00 - 18:00, Marienstraße 7 B - Seminarraum 101, 23.02.2023 - 23.02.2023

Beschreibung

In order to help 3rd Semester Master MediaArchitecture students and Master students from other faculties become better prepared for their upcoming thesis semester, this module is designed to facilitate students to become aware of what is to be expected before and during their thesis projects, particularly when it comes to critical and theoretical writing. During this course students shall understand what the overall criteria is required within a contextual thesis, and shall learn to develop and finalize an extended thesis proposal that is able to indicate the important analysis of their given work/ subject matter in question. It is where master-students shall importantly learn how to expand contexts attached to their interested thesis perspectives, into given subjects that can be fundamentally narrowed into a particular set of researched topics, and achieve an overall connecting narrative. In these lectures, and workshops students will be able to openly develop their given arguments and arrangement of counter-arguments, while learning to maintain a decent level of primary and secondary research, as well as forming important questions and concerns that could become attached to their final thesis. In addition, students shall be taught the goal of keeping a high level of narrative-telling and tension building, when it comes to writing theoretically, as well as knowing the importance of structural flow of introduction, body of work and conclusions. While maintaining the fundamental approaches that are needed when the students shall enter their final thesis semester, including: quality of evidence attached to the student's argument: placing supporting material for and against the argument, and what are the claims for making one's overall argument important. This online course will give students the opportunity to openly express, discuss, and debate their interests and initial ideas attached to their upcoming thesis. In these series of lessons it will be within presentations and writing assignments, of which the focus becomes on supporting students to gain further confidence and insight when it comes to writing theoretically. And to gain a wider perspective when it comes to critically being able to place given contexts in a greater social, political, philosophical, artistic, etc.. field of significance. As such helping Master-students become highly prepared and focused when entering their final thesis semester.

All Master students interested in taking the course, please email Matthew Lloyd - bauhaus_ml@hotmail.com

Bemerkung

Einschreibung findet über das Bisonportal statt.

922210011 Bauhaus.Modul: Equity at Bauhaus

M. Mahall, I. Vila Cabanes

Veranst. SWS: 2

Seminar

Do, Einzel, 17:00 - 18:00, Geschwister-Scholl-Str.8A - Oberlichtsaal 213, Aufbau, 27.10.2022 - 27.10.2022

Do, Einzel, 18:00 - 19:30, Geschwister-Scholl-Str.8A - Oberlichtsaal 213, 27.10.2022 - 27.10.2022

Do, wöch., 18:00 - 19:30, Kasseturm, Goetheplatz 10, 10.11.2022 - 17.11.2022

Do, Einzel, 17:00 - 18:00, Geschwister-Scholl-Str.8A - Oberlichtsaal 213, Aufbau, 08.12.2022 - 08.12.2022

Do, Einzel, 18:00 - 19:30, Geschwister-Scholl-Str.8A - Oberlichtsaal 213, 08.12.2022 - 08.12.2022

Do, wöch., 17:00 - 18:00, Geschwister-Scholl-Str.8A - Oberlichtsaal 213, Aufbau, 05.01.2023 - 26.01.2023

Do, wöch., 18:00 - 19:30, Geschwister-Scholl-Str.8A - Oberlichtsaal 213, 05.01.2023 - 26.01.2023

Beschreibung

"Equity at Bauhaus" ist ein offenes Format zur Diskussion der dringlichen Fragen unserer Gegenwart: Wie können wir sorgsam und gerecht zusammenleben und zusammen lernen – in der Welt und in der Universität? Wie entwerfen, planen und gestalten wir Räume, Prozesse, Beziehungen und Wissen für den Planeten und das Überleben aller seiner Lebewesen? Welche nachhaltigen und ganzheitlichen Transformationsprozesse in den Bereichen des Lebens, des Lernens, der Bewegung und des Verwaltens setzen wir in Gang, und was benötigen wir für diese? Unsere künstlerischen, gestalterischen, technischen und wissenschaftlichen ‚survival skills‘ erhalten neue Impulse aus Diskursen, Theorien und Praktiken zu Gender, Race und Ethnizität. Diese thematisieren wir mit dekolonialem und intersektionalem Blick in einer Reihe von Vorträgen und Workshops. Die Ringveranstaltung findet an den Schnittstellen zwischen Umweltgerechtigkeit und Feminismus, Queer Theory, Race, Inklusion, Chancengleichheit und Diversität in Bezug auf die Fachbereiche der BUW statt.

Bemerkung

** The Seminar consists of 1 session with the teachers to introduce the course (topics, task of the students, etc.) and 6 sessions with guest speakers. They are always on Thursdays throughout the semester. Please, **check the programme below** for the exact dates and locations. **

SESSION 1 – 10 November 2022 (German)

INTRODUCTION TO THE COURSE: HOW DO WE WANT TO LIVE TOGETHER?

Time: 18-19:30h

Venue: Kasseturm, Goetheplatz 10

Format: Lecture and Discussion

Guest: Prof. Dr. Sabine Hark (TU Berlin) – "Den Geistern folgen. Epistemische Gewalt und die Aufgabe der Kritik?" ("Following Ghosts: Epistemic Violence and the Task of Criticism?")

SESSION 2 – 17 November 2022 (English)

THE ART OF NATURE: QUEER FEMINIST ECOLOGIES AND ECOJUSTICE IN ART

Time: 18-19:30h

Venue: Kasseturm, Goetheplatz 10

Format: Round table

Guest: Dr. Lorena Juan (Artist, Berlin) – The queer feminist art collective COVEN BERLIN and the ecosystem bog as a metaphor for the queer community.

SESSION 3 – 08 December 2022 (English)

ARCHITECTURAL UTOPIAS: FEMALE JOURNEYS NOW AND THEN

Time: 18-19:30h

Venue: Oberlichtsaal, Geschwister-Scholl-Str. 8A

Format: Film Screening and discussion with the director

Guest: Wendelien van Oldenborgh (Hfk Bremen), Screening and discussion with the director of the film: *Two Stones* (2020)

SESSION 4 – 12 January 2023 (English)

IS UNIVERSITY A PLACE FOR EVERYONE? RE-MAPPING A SPATIALLY AND SOCIALLY ACCESSIBLE CAMPUS

Time: 18-19:30h

Venue: Oberlichtsaal, Geschwister-Scholl-Str. 8A

Format: Workshop

Guest: Dr. Dagmar Pelger (Udk Berlin) – Mapping of physical and social barriers on campus and adjacent areas of the Bauhaus University Weimar.

SESSION 5 – 19 January 2023 (English)

DECOLONIZING THE CITY: INTERSECTIONALITY AND SPACE

Time: 18-19:30h

Venue: Oberlichtsaal, Geschwister-Scholl-Str. 8A

Format: Round table

Guest: Niloufar Tajeri (GTAS Braunschweig) – Intersectionality and space: A critique of built architectural practices.

SESSION 6 – 26 January 2023 (English)

DOES TECHNOLOGY BRING EQUALITY? WOMEN IN SCIENCE

Time: 18-19:30h

Venue: Oberlichtsaal, Geschwister-Scholl-Str. 8A

Format: Round table

Guest: Prof. Dr.-Ing. Dipl. Math. Corinna Bath (TU Braunschweig) – Gendered artifacts and feminist technology research.

SESSION 7 – 02 February 2023 (English)

HATE MEDIA: RACISM IN DIGITAL AND SOCIAL MEDIA

Time: 18-19:30h

Venue: TBD

Format: Round table

Guest: Prof. Dr. Jiré Emine Gözen (University of Europe) – Racism and discrimination in digital and social media: A discussion of case studies.

Due to possible Covid-19 restrictions in winter, the number of seats may be limited.

Gestalten im Kontext

122220102 Architektur. Psychologie. Ein Experiment

A. Abel

Veranst. SWS: 4

Seminar

Di, wöchl., 09:15 - 12:30, Geschwister-Scholl-Str.8A - Seminarraum 002, 25.10.2022 - 24.01.2023

Di, Einzel, 09:15 - 12:30, Marienstraße 9 - Seminarraum 203, 31.01.2023 - 31.01.2023

Beschreibung

Die Architekturpsychologie ist die Lehre vom menschlichen Erleben und Verhalten unter dem Fokus der (gebauten) Umwelt. In ihr treffen zwei Disziplinen mit einem unterschiedlichen Selbstverständnis, unterschiedlichen Methoden, Lehrinhalten und Blickrichtungen aufeinander. Die Intention dieser beider Disziplinen aber ist die gleiche: Die Optimierung der Mensch-Umwelt-Beziehung. Und ganz ausdrücklich: Im Interesse des Menschen und im Interesse der Umwelt.

Setzt man die Konferenz an der Dalandhui-Universität von Strathclyde von Canter^[1] (1968/69) als Beginn, ist die Architekturpsychologie mittlerweile 53 Jahre alt. Zeit, für einen Blick zurück und vor allem nach vorne. Zeit für ein Seminar, das einen Überblick gibt über den Stand der Architekturpsychologie in Lehre, Forschung, Praxis und zu einem kreativen Blick in die Zukunft der Disziplin einlädt. Architektur trifft Psychologie. Psychologie trifft Architektur. Und alles ist erlaubt. Ein Experiment. Viele Experimente. Ergebnisoffen.

Jede Studierende / Jeder Studierende bringt eine eigene Frage an die Architekturpsychologie mit in das Seminar: z.B. in Form eines Semesterprojektes, in Form einer Thesis-Konzeption, als Thema einer Studie oder einfach als Fragestellung an sich.

Gemeinsam loten wir aus, welche Inhalte und Methodik in der Architekturpsychologie zu diesem Thema vorhanden sind, welche entwickelt werden sollten und welche von uns entwickelt werden können.

^[1] Canter, David V. (Hrsg.): Architekturpsychologie. Theorie Laboruntersuchungen Feldarbeit. 9 Forschungsberichte. Bauwelt Fundamente 35. Düsseldorf 1973 (Architectural Psychology. Proceedings of the conference held at Dalandhui University of Strathclyde, 28 February - 2 March 1969: 1970).

Bemerkung

Das Seminar findet je nach Wunsch und gemeinsamer Absprache aller Teilnehmenden online, vor Ort oder hybrid statt. Geplant ist die Kombination aus zwei Blockveranstaltungen zu Beginn und am Ende des Semesters und wöchentlichen Terminen dazwischen. Das Seminar beginnt am **25.10.2022**

Es wird geleitet von Dr. Alexandra Abel, Bauhaus Universität Weimar, unter Mitwirkung von Martina Guhl, Dipl. Arch. ETH / MSc. Psychologie, HSLU Luzern.

Bitte nehmen Sie bei Interesse möglichst frühzeitig Kontakt mit uns auf: alexandra.abel@uni-weimar.de

Kulturtechniken der Architektur

422210001 Territorium und Existenz

H. Schmidgen

Veranst. SWS: 4

Plenum

Mo, wöch., 09:15 - 12:30, Marienstraße 13 C - Hörsaal C, ab 17.10.2022

Beschreibung

Wohnen ist nicht nur eine private, soziale und politische Frage, sondern ebenso sehr ein existentielles Problem. Wer sich im Raum nicht halten und nicht finden kann, wer unfähig ist, sich darin zu orientieren, gerät an die Ränder der Vernunft. Dieser Befund wird im Plenum mit Blick auf die psychiatrische Reformbewegung der „Institutionellen Psychotherapie“ erkundet und vertieft. In den 1940er Jahren im französischen Saint-Alban entstanden und in den 1950er und 1960er Jahren in Kliniken wie „La Borde“ entwickelt, ist der Ansatz der Institutionellen Psychotherapie von Autoren wie Francois Tosquelles, Jean Oury und Félix Guattari ausgearbeitet worden. Das Plenum stellt die Dokumentarfilme in den Vordergrund, die über die entsprechenden Kliniken gedreht wurden – und befragt diese darauf hin, wie sie das Verhältnis von Territorium und Existenz darstellen, reflektieren und hinterfragen.

Bitte melden Sie sich im zugehörigen Moodle an, dort wird die Kommunikation stattfinden.

Leistungsnachweis

Regelmäßige Teilnahme, Referat (Projektvorstellung), Hausarbeit

422250017 Die subjektive Stadt

H. Schmidgen

Veranst. SWS: 2

Seminar

Do, wöch., 11:00 - 12:30, Coudraystraße 13 A - Hörsaal 2, ab 20.10.2022

Beschreibung

Der späte Guattari hat sich intensiv für Architektur und Urbanismus interessiert. Ausgehend von seinen Überlegungen zu den „Drei Ökologien“ hat er sich mit der Relation von Körper und Raum ebenso auseinandergesetzt wie mit der Konstellation von Stadt, Nomadentum und Zeichnung. Das übergreifende Ziel dieser Einlassungen war es, die „subjektive Stadt“ wiederherzustellen. Das Seminar führt aus der Perspektive der Wissenschaftsgeschichte in dieses Thema ein und perspektiviert dabei seine Aktualität, u.a. mit Blick auf die digitale Transformation.

Bitte melden Sie sich im zugehörigen Moodle an, dort wird die Kommunikation stattfinden.

Leistungsnachweis

Regelmäßige Teilnahme, Referat (Projektvorstellung), Hausarbeit

Stadtsoziologie

121222805 Urban Sociology (Seminar)

F. Eckardt

Veranst. SWS: 2

Seminar

Mo, wöch., 17:00 - 18:30, Belvederer Allee 5 - Seminarraum 007, 17.10.2022 - 30.01.2023

Beschreibung

This seminar deepens the understanding of urban sociology by discussing different issues of the contemporary city development. The aim of this seminar is to get a general overview on academic discourses which put urban planning in view of social sciences. It will work on the basis of articles published in international journals and which apply general concepts of sociology on particular case studies. Issues tackled are for example social justice, gender, environmental justice, ethnic minorities, handicapped persons and children.

1724415 Urban Sociology (Introduction)

F. Eckardt

Veranst. SWS: 2

Vorlesung

Mo, wöch., 13:30 - 15:00, Karl-Haußknecht-Straße 7 - Hörsaal (IT-AP), 17.10.2022 - 30.01.2023

Beschreibung

Life in German cities has undergone substantial changes in the last decade. Not only the East German cities had to address new challenges after the reunification of the German nation in 1990, but also the West German cities had to reformulate their place in the complex urban networks. Cities are mirroring wider changes in German society where new social and political developments can be observed. Economic and cultural globalization has had a major impact on many aspects of urban life. This lecture will give an overview about major developments in German cities since the German reunification in 1990. It will provide both a sound source of information on the most important issues of German society and reflect important discussion of the international debate on urban studies. After delivering a historical overview of German cities, basic concepts of urban sociology will be developed by discussing subjects like gentrification, segregation, migration, life style diversity and others. The lecture provides an insight view into classical theories of urban sociology as deriving from Max Weber, Georg Simmel and the Chicago School.

Bemerkung

Richtet sich an: WU, IPP/Urban Heritage, Media Architecture; IUDD. ;A Irb- ;A Fine Arts/Public Space, MA Arch. (ERASMUS)

Fachmodule

Darstellen im Kontext

12224501 Skill s/h/caring

M. Mahall

Veranst. SWS: 2

Seminar

Mi, wöch., 11:00 - 12:30, Geschwister-Scholl-Str.8A - Seminarraum 002, 12.10.2022 - 25.01.2023

Mi, Einzel, 11:00 - 12:30, Marienstraße 9 - Seminarraum 203, 01.02.2023 - 01.02.2023

Beschreibung

Set up as a collective and collaborative format, the seminar is about sharing and exchanging the various skills, experiences, and knowledge forms present among the participants. Through workshops we learn/teach about film, photography, coding, model making, spirituality, and tacos, etc. The aim is to construct the fundamentals for media practices in space and time, not by starting from given disciplinary or technological knowledge, but by engaging with those bodies of material, knowledge, and affect that we are continuously becoming. In relation to our questions and conditions, we not only share skills but also care for and ultimately share up skills.

Bemerkung

Die Einschreibung findet über das Bisonportal statt.

Digitale Planung

118222403 Parametric Building Information Modeling

O. Kammler, S. Schneider

Veranst. SWS: 2

Seminar

Di, wöch., 09:15 - 10:45, Belvederer Allee 1a - Allg. Medienpool 003, 11.10.2022 - 31.01.2023

Beschreibung

Beim Entwurf von Gebäuden müssen zahlreiche Elemente (wie z.B. Gebäudeform, Räume, Öffnungen, Erschließungsform, Konstruktion) definiert und sorgfältig aufeinander abgestimmt werden. Building Information Modeling (BIM) unterstützt diesen Prozess, indem es Gebäudeelemente vorhält, die schnell platziert und verändert werden können. Aufgrund der Vielzahl der Elemente, aus denen ein Gebäude besteht, gestaltet sich dieser Prozess jedoch oft als zeitaufwendig und unflexibel bei Änderungen im Entwurf. Indem Regeln definiert werden, die beschreiben wie Elemente zueinander in Beziehung stehen sollen (Parametrisierung), können Modelle erzeugt werden, die sich automatisch an bestimmte Parameter (z.B. Gebäudehöhe, Gebäudebreite, Anzahl der Räume) anpassen.

Im Seminar werden wir die Möglichkeiten der Parametrisierung von Gebäudeinformationsmodellen untersuchen. Die verwendete Software ist Revit und PlugIn Dynamo.

Für Studierende im Projektmodul „Design by Research“ ist dieser Kurs verpflichtend.

engl. Beschreibung/ Kurzkomentar

When designing buildings, numerous elements (e.g. building shape, rooms, openings, circulation, construction) must be defined and carefully attuned. Building Information Modeling (BIM) supports this process by providing building elements that can be easily placed and modified. However, due to the large number of elements that make up a building, this process is often time-consuming and inflexible when changes are made to the design. By defining rules that describe how elements should relate to each other (parameterization), models can be generated that automatically adapt to certain parameters (e.g. building height, building width, number of rooms).

In this seminar we will examine the possibilities of parameterization of building information models. The software used is Revit and PlugIn Dynamo. For students in the project module "Let's try again!" this course is obligatory.

118222404 Computational Methods for User-Centered Architectural Design

S. Schneider, E. Fuchkina

Veranst. SWS: 2

Seminar

Di, wöch., 11:00 - 12:30, Belvederer Allee 1a - Allg. Medienpool 003, 18.10.2022 - 31.01.2023

Beschreibung

The creation of spaces lies at the heart of architectural design. To understand how people are affected by the configuration of space, is essential in order to create human-friendly, and thus in the long run, sustainable environments. In this course you will learn different methods for evaluating the 'usability' of buildings. Therefore, we will firstly look at, what 'building usability' actually means and how it can be enhanced (e.g. how does a spatial configuration promote wayfinding, social interaction, spatial experience). Secondly, you will learn computational methods for quantifying spatial configurations for evaluating design proposals (e.g. visibility, accessibility and daylight). Thirdly, we will introduce a VR-based toolbox for conducting pre-occupancy evaluations of building designs.

The seminar is mandatory for students of the project „Let's Try Again!“.

Voraussetzungen

Studiengänge: Master Architektur, Master MediaArchitecture

119223303 Urban Modeling and Simulation (UMS) - Basic

R. König

Veranst. SWS: 2

Seminar

Mi, wöch., 11:00 - 12:30, Belvederer Allee 1a - Allg. Medienpool 003, 12.10.2022 - 01.02.2023

Beschreibung

Im Rahmen des Seminars werden die Teilnehmer in Methoden der Stadtsimulation eingeführt. Wir werden uns mit der Modellierung komplexer räumlicher Systeme auf regionaler und urbaner Ebene befassen. Es werden Analyse zur Nutzung urbaner Strukturen eingeführt (z.B. Fußgängerströme oder ökonomische Potentiale) sowie Modelle für Interaktionen von Flächennutzungen vorgestellt. Es wird vorgestellt, wie mittels System Dynamics Modellen zeitliche Veränderungen von „Stocks and Flows“ simuliert werden können.

Die im Rahmen von Online-Seminaren vermittelten Kenntnisse werden in Konsultationen vertieft und anhand mehrerer Übungsaufgaben belegt. Es sind keine technischen Vorkenntnisse erforderlich.

engl. Beschreibung/ Kurzkomentar

The participants of this seminar are introduced to urban simulation methods. We deal with the modeling of complex spatial systems on the regional and urban level. In this context computational analysis methods for urban fabric (e.g. for pedestrian movement or economic potentials) and models for computing interactions between land uses are introduced. By means of system dynamics models we can simulate temporal changes of "stocks and flows".

The knowledge provided through online seminars will be deepened in consultations and documented in several exercises. No prior technical knowledge is required.

121223802 Parametric Energy Modelling and Analysis: Introduction to energy modelling in the urban context

J. Becker, R. König

Veranst. SWS: 2

Seminar

Fr, wöch., 09:15 - 10:45, Belvederer Allee 1a - Allg. Medienpool 003, 14.10.2022 - 03.02.2023

Beschreibung

In this module, urbanist and civil engineer Jakob Becker will give insights into urban planning based on the energy present in the environment using the visual programming interface Grasshopper for Rhino.

After giving an introduction to the sun's movement, solar urban planning principles and climatology, this seminar will teach how to use the visual programming environment Grasshopper for Rhino to find solutions to energy related problems in architecture. Students will learn to work with weather data and will be guided through different examples of energy simulations applied in urban contexts with the main focus lying on solar radiation simulation and adjacent fields, such as direct sun hours simulation, energy gains calculation and optimization as well as geometry definition based on solar radiation and climatic conditions.

This module will give insights into solar urban planning principles and aims to raise the awareness of integrating local climatic conditions into the process of urban planning. No previous experience in working with Grasshopper is required.

Teaching language is English.

122122403 Parametric Architecture

A. Abdulmawla, I. Osintseva, S. Schneider

Veranst. SWS: 2

Seminar

Mi, wöch., 17:00 - 18:30, Belvederer Allee 1a - Allg. Medienpool 003, 12.10.2022 - 01.02.2023

Beschreibung

Parametric Modeling is a powerful tool in the architectural and urban design process. By creating models, that do not only represent the geometry but rather relationships between the geometrical elements it becomes possible to create numerous variations of a design concept. These design variants can be analysed and optimized for certain criteria. Thereby the designer gains a deeper insight into his/her design concept.

In this seminar you will learn the basics for parametric modeling using the visual programming software Grasshopper for Rhino. After this basic training you apply the methods to an own design concept (architectural or urban scale). For the course no prior knowledge is required.

Bemerkung

Ort: Computerpool EG, Belvederer Allee 1a

Beginn: 06.04.2020

Umfang: 3 ECTS

Gestalten im Kontext

Gestaltung medialer Umgebungen

322210002 AI on the Edge - Building a Machine Learning Cluster with Nvidia Jestons

A. König, Projektbörse Fak. KuG

Veranst. SWS: 4

Werk-/Fachmodul

Do, wöch., 13:30 - 16:30, Bauhausstraße 9a - Gestalterisches Zentrum 001, ab 20.10.2022

Beschreibung

The aim of the course is to gain a critical understanding of machine learning and its application. The course focuses on the analysis of classification of video streams and their classification. Another central topic is cloud infrastructures and the so-called "edge computing" or "Internet of Things", which together with machine learning, form an almost all-encompassing set of tools for data collection that is beyond any (state) control. The course is therefore also suitable for those who are interested in a critical examination of "AI". The course gives an introduction to machine learning and its programming in Python using Nvidia Jetson Nano Computers, that we set up in the seminar. Programming knowledge in Python is mandatory.

Voraussetzungen

motivation letter to alexander.koenig@uni-weimar.de until 12.10.22

Leistungsnachweis

In order to successfully participate you will have to develop your own part of the project. Also, complete the exercises and comply with the submission deadlines

322210014 Like a glitch in the mindframe - A live A/V concerts build in Touchdesigner

A. König, Projektbörse Fak. KuG

Veranst. SWS: 4

Werk-/Fachmodul

Mi, wöch., 13:30 - 16:30, Bauhausstraße 9a - Gestalterisches Zentrum 001, ab 19.10.2022

Beschreibung

Together we will create a live improvised Audio-Visual Concert with the Software "Touchdesigner", that will be shown in the form of an event at the end of semester. The sound component is on an equal footing with the video and was developed in a constant dialogue between the artists. The dramaturgy follows a clear line and combines numerous abstract forms of visualization and programming. The project refers to the rise of pop-cultural references in digital media in the early 2000s, but instead of the tedious processes of that time, improvisation and recombination are part of the artistic expression.

Voraussetzungen

motivation letter to alexander.koenig@uni-weimar.de until 12.10.22

Leistungsnachweis

In order to successfully participate you will have to develop your own part of the project. Also, complete the exercises and comply with the submission deadlines

322210036 Immersive Essays

J. Brinkmann, Projektbörse Fak. KuG

Veranst. SWS: 4

Werk-/Fachmodul

Do, wöch., 13:15 - 16:00, Bauhausstraße 9a - Gestalterisches Zentrum 001, ab 20.10.2022

Beschreibung

While looking at online platforms like YouTube or Vimeo you might have come across videos that could be described as video essays. A video essay is a piece of video content that, much like a written essay, advances an argument. Video essays take advantage of the structure and language of film to create a thesis statement. While the general concept has its roots in academia, it has grown dramatically in popularity with the beginning of online video sharing platforms.

As a relatively new media form, video essays have yet to conform to any structural guidelines. At first glance a video essay could be described as an online video which cuts together footage from one or more films in order to reveal new insights about them. But when looking further you realise, that it doesn't always have to be about the original content. Footage from different sources can also be used to illustrate an argument that is not directly concerned with the meanings or intensions the original material is referring to. This is also what makes this form of analytic framework interesting. There aren't any rules, or rather there is no firm set of such rules. Video essayists tend to make up the rules as they go along.

In the course we want to take the concept of a video essay and translate it to an immersive environment. How can we work with found footage like pictures, film, sound, 3D objects or text for example in a virtual space, created with the help of VR-glasses like the HTC Vive ? How can we illustrate an argument in a 3-dimensional world based on found footage? The practical part will be an Introduction to the game engine Unity 3D and an introduction to working with HTC Vive VR-glasses. Furthermore, students will work on their individual immersive essays that will be presented at the end of the semester.

Registration: Send an e-mail until October 11th to joerg.brinkmann@uni-weimar.de. Please include the following information:

Subject/title of your e-mail: Immersive Essays

Content:

- your full name
- program and semester
- matriculation number
- describe in a few sentences why you want to take the course
- If you have any material about your creative work online or digitally available, please send links or attach files to the email

Criteria for passing:

In order to successfully participate you will have to develop and document your own project on the GMU Wiki. Also, regularly attend to the sessions and participation is mandatory. Please read carefully: If you don't apply on time or don't get accepted, you can't participate in the class

Voraussetzungen

If you don't apply on time or don't get accepted, you can't participate in the class

Leistungsnachweis

In order to successfully participate you will have to develop and document your own project on the GMU Wiki. Also, regularly attend to the sessions and participation is mandatory.

322210041 Post Physical Playgrounds

J. Brinkmann, Projektbörse Fak. KuG

Veranst. SWS: 4

Werk-/Fachmodul

Fr, wöch., 15:15 - 18:30, Bauhausstraße 9a - Gestalterisches Zentrum 001, ab 21.10.2022

Beschreibung

It's exciting that interactive media such as the Internet creates new social spaces that give us the opportunity to validate identity aspects communicatively, to design them interactively and to redesign them. In these spaces, aspects of identity can be exemplified, tested, simulated, practised and made public. Through communication via the Internet, processes of transmediation also take place that can help to gain a better understanding of our present time. Digital media technologies now permeate all areas of life: They transform the cultural and creative sector and the economic system as well as politics, science, civil society and everyday practices.

That's why artistic work shouldn't be used as an observation of the media, but as an examination of digital cultures. Digital cultures encompass both the technological conditions and artifacts as well as the systems and processes of perception, meaning and communication. Strolling through the digital spaces of the Internet, in particular milieu-specific socialization spaces of visual practices, means dealing with the everyday behavior on social media platforms with an observant and analytical consciousness. The concept of strolling, which Walter Benjamin introduced in the 20th century using the example of Parisian boulevard life, can also be transferred to the digital world. With that theory in mind, we will focus on the conditions of identity formation and communication of belonging in various milieus of the Internet.

The Internet no longer exists as a niche of an alternative or separated world, but has intrinsically grown together with the real living and cultural spaces of our society via the omnipresence of stationary and mobile devices. What transformation processes occur when social interaction online is transferred into an immersive virtual space?

VRChat is a Free to play Massively Multiplayer Online Game and allows players to use 3D avatars to interact with other players in a virtual world. In contrast to open-world games such as Second Life or Minecraft, VRChat offers the possibility to experience immersive spatial impressions via VR interfaces and to interact with each other through body movements and gestures.

In our course we will explore this socialization space as a flâneur and create our own avatars and places of encounter through which we can interact with other users in the virtual world. Inspired by our wanderings and encounters we will frame our own digital selfies or self portraits as digital performance pieces

Registration:

Send an e-mail until October 11th to joerg.brinkmann@uni-weimar.de. Please include the following information:

Subject/title of your e-mail: Immersive Essays

Content:

- your full name
- program and semester
- matriculation number
- describe in a few sentences why you want to take the course
- If you have any material about your creative work online or digitally available, please send links or attach files to the email

Criteria for passing:

In order to successfully participate you will have to develop and document your own project on the GMU Wiki. Also, regularly attend to the sessions and participation is mandatory. Please read carefully: If you don't apply on time or don't get accepted, you can't participate in the class

Voraussetzungen

This is not an introduction class. Basic knowledge about the Unity game engine and 3D modeling is being expected

Leistungsnachweis

In order to successfully participate you will have to develop and document your own project on the GMU Wiki. Also, regularly attend to the sessions and participation is mandatory.

Medieninformatik

4555405 Einführung in die Programmierung

B. Burse, J. Ringert

Veranst. SWS: 4

Vorlesung

Do, Einzel, 13:30 - 15:00, Schwanseestraße 143 - Seminarraum 3.09, erste Vorlesung, 13.10.2022 - 13.10.2022

Fr, wöch., 13:30 - 15:00, Schwanseestraße 143 - Lintpool 2.17, Übung, ab 14.10.2022

Mo, wöch., 11:00 - 12:30, Coudraystraße 13 B - Seminarraum 208, Vorlesung, ab 17.10.2022

Beschreibung

Diese Vorlesung und die dazugehörigen Übungen führen in ausgewählte Aspekte der Programmierung ein.

Die behandelten Themen enthalten:

- Programme und ihre Ausführung
- Datentypen und Variablen
- Arithmetische und Boolesche Ausdrücke
- Kontrollstrukturen, Blöcke, Methoden
- Klassen, Objekte, Vererbung
- Pakete und Schnittstellen
- Umgang mit Programmierwerkzeugen

Nach erfolgreichem Abschluss des Kurses können die Studierenden

- Einfache Programme schreiben
- Programme strukturieren
- Datenstrukturen bewerten
- Klassen konzipieren und implementieren

Leistungsnachweis

- Teilnahme an Übungen
- Bewertete Projekte

Technische Grundlagen Interface Design**322210018 Photogrammetry for Digital Heritage****J. Velazquez Rodriguez, Projektbörse Fak. KuG**

Veranst. SWS: 4

Fachmodul

Mo, wöch., 13:30 - 16:45, Marienstraße 7 B - Forschungslabor 002, ab 17.10.2022

Beschreibung

Already in 1858, Albrecht Meydenbauer had the idea to use photographic images for the documentation of buildings, with the goal of creating a Denkmälerarchiv (Cultural Heritage Archive).

In this hands-on course students will learn the complete photogrammetry workflow 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 and/or scenarios in a virtual three-dimensional space. Using terrestrial and aerial datasets, candidates will work on new strategies toward immersive experiences dealing with archives and forms of interaction with digital heritage.

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

Students are encouraged to use this course as support for ongoing projects dealing with spatial/object virtual representation. Final works are expected to be delivered in the form of functional prototypes, installations, interactive artworks, animations, etc. accompanied by a written conceptual and technical documentation.

Basic knowledge in digital photography as well as basics in 3D modeling are recommended.

322210024 Analog Circuits - Advanced Prototyping**Projektbörse Fak. KuG, C. Wegener**

Veranst. SWS: 4

Werk-/Fachmodul

Do, wöch., 15:15 - 17:00, Marienstraße 7 B - Forschungslabor 002, ab 20.10.2022

Beschreibung

Die Sprache der Veranstaltung wird in der ersten Sitzung gemeinsam festgelegt. Der Kurs findet als Präsenzveranstaltung im Elektroniklabor der Professur Interface Design statt.

Der Kurs soll Studierenden die Möglichkeit bieten Kenntnisse zu vertiefen und fortgeschrittene Projekte zu realisieren. Voraussetzung zur Teilnahme sind ein Grundlagenverständnis elektronischer Schaltungen, z.b. die Teilnahme an einem Einführungskurs Elektronik an der Fakultät Medien bzw. Kunst & Gestaltung.

Durch die beschränkte Teilnehmerzahl können Projekte intensiv betreut werden. Die Inhalte richten sich nach Bedarf und Vorkenntnissen. Mögliche Inhalte können sein:

- Schaltungsanalyse AC/DC
- Printed Circuit Board Design in KiCad
- Audio- & Videoeffekte
- Analoge Interfaces (Selbstentwickelte Sensoren/Schalter/Taster/Fader/Keyboards)

Leistungsnachweis

Presentation, Documentation, Project Work

322210037 Introduction to Analog Circuits**Projektbörse Fak. KuG, C. Wegener**

Veranst. SWS: 4

Werk-/Fachmodul

Do, wöch., 09:15 - 12:00, Marienstraße 7 B - Seminarraum 103, ab 20.10.2022

Beschreibung

Die Sprache der Veranstaltung wird in der ersten Sitzung gemeinsam festgelegt. Der Kurs findet als Präsenzveranstaltung im Elektroniklabor der Professur Interface Design statt.

Wir widmen uns den Grundlagen analoger Elektronikschaltkreise mit Bezug zur analogen Signalverarbeitung, wie sie in analogen Synthesizern Anwendung findet. Über einer Einführung zu Grundbausteinen und theoretischem Grundwissen erarbeiten wir uns die nötigen Kenntnisse um komplexere Schaltkreise von spannungsgesteuerten Filtern und Oszillatoren selbst zu entwerfen. Der finale Teil des Kurses widmet sich der Frage, wie ein analoger Schaltkreis mit analogen Sensoren gesteuert werden kann. Hier sollen explorative Interfacekonzepte erarbeitet und schließlich realisiert werden.

Kenntnisse im Bereich Elektronik sind keine Voraussetzung. Es sollte aber ein gewisses Maß an Neugier mitgebracht werden.

Bitte sendet ein Motivationsschreiben an clemens.wegener (at) uni-weimar (punkt) de, um Euch für den Kurs zu registrieren.

Für die Verwendung von Elektronikkomponenten sollte ein kleines Budget (20-40€) eingeplant werden. Die gefertigten Schaltungen können natürlich behalten werden.

Leistungsnachweis

Presentation, Documentation, Project Work

322210048 Designing Networked Objects**B. Clark, Projektbörse Fak. KuG**

Veranst. SWS: 4

Fachmodul

Di, wöch., 09:15 - 12:30, Marienstraße 7 B - Seminarraum 104, ab 18.10.2022

Beschreibung

share that information with other objects. Moving beyond the interface paradigm of the screen, keyboard, and mouse, this course will employ physical computing to enable 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. Combining presentations, relevant theory and history, and a series of hands-on technical exercises, this course provides a practical context for experimental practice in networking objects.

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.

Voraussetzungen

For Master's students with little/no knowledge in electronics

Leistungsnachweis

valuation will be determined by regular class participation, and the completion of a final project.

322210049 Physical Computing

B. Clark, Projektbörse Fak. KuG

Veranst. SWS: 4

Fachmodul

Mo, wöch., 17:00 - 20:30, Marienstraße 7 B - Seminarraum 104, ab 17.10.2022

Beschreibung

This course is a practical exploration of designing and constructing interactive systems that can sense and respond to their physical surroundings. 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 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.

Voraussetzungen

For Master's students with little/no knowledge in electronics.

Leistungsnachweis

Evaluation will be determined by regular class participation, and the completion of a final project.

Wahlmodule