M.A. COMPUTING AND THE ARTS

»TECHNOLOGY, LIKE ART, IS A SOARING EXERCISE OF THE HUMAN IMAGINATION.«

Daniel Bell, Sociologist

CHALLENGE THE BOUNDARIES BETWEEN ART AND TECHNOLOGY

Programming is one of the most precious skills of our times. At the intersection of programming, art and design – using data as the seed for creative solutions and interventions - new forms of visual communication come to life.

The contemporary M.A. Computing and the Arts at hdtpk in Berlin is based around the fields of technology, art and audiovisual design, having the computer serve not only as a tool, but also as aesthetic material.

Focusing on creative programming, multimedia applications, interfaces, installations and performances in artistic surroundings as well as personal skills, art and design practices and action competences, this MA provides you with everything you need to set yourself apart as an artist and coding expert.

In a collaborative atmosphere with practice-oriented study modules and real hands-on project work in crossfunctional and interdisciplinary teams you not only shape your soft skills but also experience the several dimensions of co-creativity in digital art, especially interactive digital art.

FOCUSES

- Programming Basics
- Creative Programming
- Interactive Art Installations
- Media Art & Theory
- Contemporary Artistic Strategies
- Artistic Research
- Methodologies & Practices
- Mediapsychology & Perception
- Media Ethics
- Interdisciplinary & Transmedia Design

AREAS OF WORK

- Media Artist
- Sound and Video Designer
- Interaction Designer
- User Experience Designer
- Audio Software Developer
- AV Developer
- Interface Designer
A M I N S O F T H E S T U D I E S

After successfully graduating with a state-approved degree you will be able to handle all legal and budgetary, environmental, time and space constraints to show your work either in a professional context or an art setting (i.e. exhibition).

Your projects and works are prepared for real life exhibition, using your advanced knowledge in creating interactive installations, 3D computer graphics, scenography, virtual and augmented reality, realization and maintenance of hard- and software systems, market research, conceptualization and budgeting.

STUDY PLAN (CORE-PRINCIPLE)

<table>
<thead>
<tr>
<th>SEMESTER</th>
<th>PART I</th>
<th>PART II</th>
<th>PART III</th>
<th>PART IV</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. semester</td>
<td>Basics of Project Development within an A/V context</td>
<td>Media Art History</td>
<td>Methodologies &amp; Practices</td>
<td>Interdisciplinary &amp; Trans-Media Design I</td>
</tr>
<tr>
<td></td>
<td>Overview and introduction to the history &amp; theories of Media Art</td>
<td>Organizational skills Design thinking and Project development strategies</td>
<td>Elective: Rapid Prototyping, Interface-design, Sketch</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Programming Basics</td>
<td>&amp; Practice Project I</td>
<td>Audio/Visual Performance, Application and/or Object</td>
<td></td>
</tr>
<tr>
<td>2. semester</td>
<td>Contemporary Artistic Strategies</td>
<td>Media Psychology &amp; Perception</td>
<td>Interdisciplinary &amp; Trans-Media Design II</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Critical Theory, Artistic &amp; (Self) reflective Strategies</td>
<td>Scientific Analysis on the use, perception &amp; effects of a work in the context of media, art &amp; design</td>
<td>Elective: Net-based technology or Machine based learning</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Creative Programming</td>
<td>Practice Project II</td>
<td>Practice Project III</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Introduction into physical computing with i.e. Arduino, C++, including design and creative handling of code.</td>
<td>Application and/or Object within the context of either physical computing (i.e. Arduino) or machine based learning</td>
<td>Exhibition planning and realisation in a team/group</td>
<td></td>
</tr>
<tr>
<td>3. semester</td>
<td>Collaborative Group Exhibition &amp; Project work</td>
<td>Artistic Research</td>
<td>Media Ethics</td>
<td>Interdisciplinarity &amp; Transmedia (Elective)</td>
</tr>
<tr>
<td></td>
<td>Methods of artistic research Artist lectures Excursions</td>
<td>Reaching, reflecting and analyzing Computing &amp; Media and its strategies in regard to Media ethics</td>
<td>Elective: 3D Computer graphics or 3D &amp; spatial Audio programming</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Interactive Art Installations</td>
<td>Theory &amp; practical embodiment strategies for interactive installations</td>
<td></td>
</tr>
<tr>
<td>4. semester</td>
<td>Master Thesis</td>
<td>Masterthesis &amp; Project</td>
<td>Kolloqium</td>
<td></td>
</tr>
</tbody>
</table>

CONTACT

Prof. Marco Kuhn
Contact Study Programme

Sebastian Rabe
Advisory Board

HOW TO APPLY

Admission to the degree course requires a first degree in music, audio or visual design, in media arts or others. During the application process you will also have to demonstrate aesthetic-technical/ artistic talent.

AT A GLANCE

- DEGREE: Master of Arts
- DURATION: 4 semesters
- CREDIT POINTS: 120
- LANGUAGE: English
- PLACE: Berlin

ADMISSIONS EXAMINATION

- Preselection and admissions examination: artistic presentation (portfolio), tasks specific to the degree course and personal interview

START OF YOUR STUDIES

- 1st October

ADMISSION DEADLINE

- 15th July

FEES

- 700,- €/month

CORE


CONTACT INFORMATION

SRH Hochschule der populären Künste (hdpk)
Potsdamer Str. 188
D-10783 Berlin

Sebastian Rabe
+49 30 2332066-21
study@hdpk.de

LINKS

- www.hdpk.de