



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 hdpk 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



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AIMS OF THE STUDIES

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)

| SEMESTER | PART I week 01-05 | PART II week 06-10 | PART III week 11-15 | PART IV week 16-18 |
|---|---|--|---|--|
| 1. semester Basics of Project Development within an A/V context | Media Art History Overview and introduction to the history & theories of Media Art | Methodologies & Practices Organisational skills Design thinking and Project development strategies | Interdisciplinary & Trans- Media Design I Elective: Rapid Prototyping, Interface-design, Sketch | Practice Project I Audio/Visual Performance, Application and/or Object |
| | Programming Basics Introduction to the Basics of programming with professional and Open Source Tools (Max/MSP, VVVV,...) | | | |
| 2. semester Single A/V Project Development and Realization | Contemporary Artistic Strategies Critical Theory, Artistic & (Self) reflective Strategies | Media Psychology & Perception Scientific Analysis on the use, perception & effects of a work in the context of media, art & design | Interdisciplinary & Trans- Media Design II Elective: Net-based technology or Machine based learning | Practice Project II Application and/or Object within the context of either physical computing (i.e. Arduino) or machine based learning |
| | Creative Programming Introduction into physical computing with i.e. Arduino, C++. including design and creative handling of code. | | | |
| 3. semester Collaborative Group Exhibition & Project work | Artistic Research Methods of artistic research Artist lectures Excursions | Media Ethics Reacting, reflecting and analyzing Computing & Media and its strategies in regard to Media ethics | Interdisciplinarity & Transmedia (Elective) Elective: 3D Computergraphics or 3D & spatial Audio programming | Practice Project III Exhibition planning and realisation in a team/group |
| | Interactive Art Installations Theoretical and practical embodiment strategies for interactive installations | | | |
| 4. semester Master Thesis | Masterthesis & Project | | | |
| | | | | Kolloquium |

AT A GLANCE

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|---------------|----------------|
| 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

Application for remaining places possible until the beginning of the semester.

FEES

680,- €/month

CORE

Studying with head and heart:
Practice-driven. Project-based.
Team-oriented.

CONTACT INFORMATION

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LINKS

→ www.hdpk.de

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.



Hochschule
der populären Künste
School of Popular Arts