

CURRICULUM

I. STUDY SEGMENT

Peter Várnai
Deer Scarer, 2017
Sound installation



Curriculum of Media Arts (extract)

General direction

The University of Applied Arts understands Media Arts as an integrative field covering artistic-researching, organisational and social aspects of art and media theory. The programme aims for students to develop independent artistic and experimental design skills, and to develop through research the technical knowledge and abilities, which can be used to uncover new qualities and possibilities of media design – in correlation with critical, scientific and theoretical discourses on the social impact of technological transformation processes of perception and knowledge production. (For more information on the curriculum please see: dieangewandte.at)

The following pages list the compulsory and elective subjects.

(This is the English translation of the original German version. Only the latter is legally binding.)

First Study Segment	ECTS
1 Central Artistic Subject Digital Arts	38
Central Artistic Subject I	19
Central Artistic Subject II	19
2 Artistic Methodology and Technology <i>seminars, exercises, project exercises, workshops in accordance with the course schedule:</i>	14
Basics of Technological Design I	3
Basics of Technological Design II	3
Art as System and Process I	2
Art as System and Process II	2
Strategies of Visualisation I	2
Strategies of Visualisation II	2
3 Scientific Theoretical and Historical Basics <i>lectures, introductory seminar courses, seminars, exercises, project exercises, workshops, excursions in accordance with the course schedule:</i>	8
Communication Theory	
Media Theory, Media History	2
Art History	
Cultural Studies	
Art and Knowledge Transfer	
Total	60

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2. STUDY SEGMENT



Conny Zenk
DIE POSITIONEN DES DIGITALEN, 2015
performance / media installation

Second Study Segment – Major of Digital Arts **ECTS**

1 Central Artistic Subject – individual artistic tutoring **70**

Digital Arts III	12
Digital Arts IV	12
Digital Arts V	12
Digital Arts VI	12
Digital Arts VII	12
Digital Arts VIII	10

2 Artistic Methodology and Technology of Digital Art **52**

*seminars, project exercises, exercises, workshops
and excursions in accordance with the course schedule:*

Grammar and Architecture of New Media I-IV	4
Video-related Media I-V	4
Digital Sound & Voice I-V	4
Code & Representation I-V	4
Interactive Media I-IV	4
Media Convergence and Hybridization I-IV	2
Mutations of Time-based Systems in Space I-IV	2
Interface Design I-II	
Algorithmic Designing I-II	2
Methods of Artistic Research	2
Collaborative and Dislocated Working	2
Project Organization and Management	
New Media and Social Sustainability	
Presentation Technique	2
Production Techniques for Installations – Project Work (Wood, Metal, Printing Techniques, Photography)	
Excursions	

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2. STUDY SEGMENT

3 Science, Theory and History 24

lectures, introductory seminar courses, seminars, exercises, project exercises, workshops, excursions in accordance with the course schedule:

Communication Theory	4
Media Theory, Media History	1
Theories of Time-based Systems	1
Art and Knowledge Transfer	2
Copyright, Contract Law, Media Law	2
Theory of Architecture, History of Architecture	2
Gender Studies	2
Philosophy	
Art History	
Cultural Studies	
Art Theory	
Computational Geometry	
Science Theory	
Basics of Natural Sciences	
Human Interface Design	2

Total 146

Summary of ECTS Credits ECTS

First Study Segment	60
Second Study Segment	146
Free Electives	14
Diploma Thesis	20

Total 240



Thomas Hochwallner
periods of space, 2018
Animation