

STUDY INFORMATION

**DIPLOMA DEGREE
PROGRAMME
MEDIA ARTS**

**DIGITAL ARTS
MAJOR**

**DIGITALEKUNST
DIGITALEKUNST.AC.AT**

di:'angewandte

DIEANGEWANDTE.AT

GENERAL INFORMATION

Media Arts are taught in two departments, each with a separate focus:

— **Transmedia Arts**

Head: Univ.-Prof. Mag.^a art. Brigitte Kowanz

— **DIGITAL ARTS**

Head: Univ.-Prof. Mag.^a art. Ruth Schnell

Duration and academic degree

The diploma degree programme of Media Arts covers eight semesters and offers two areas of study (majors): **DIGITAL ARTS** and **Transmedia Arts**.

After successfully presenting the diploma project to an examination board, the academic degree of Magister/Magistra of Arts, abbreviated to 'Mag.art.', is awarded.

Admission

Admission as a regular student:

- 1 completion of the 17th year of age
- 2 entrance exam

Entrance exam

The entrance exam takes place once a year at the end of February/ the beginning of March. The course of studies begins at the following winter semester.

In addition to the usual documents (birth certificate, certificate of citizenship or passport, credentials) applicants are to submit examples documenting their artistic knowledge and qualification. Based on these examples of artistic work, a preselection of applicants is carried out (stage one of the selection process). At stage two the applicants selected at stage one participate in a three-day-long entrance exam, at the end of which the examination board will come to the final decision. This decision will be announced at the end of the stage-two-exam week.

Examples of artistic work

For detailed information about examples of artistic work please consult the webpage of the departments.

Administrative information

The department of student and academic affairs provides administrative information about enrollment after passing the entrance exam, information concerning immigration formalities and residence permits for foreign students, as well as information regarding study fees.

Student and Academic Affairs
University of Applied Arts Vienna
Oskar-Kokoschka-Platz 2, 1010 Vienna
Tel. +43 1 771 33 2068
dieangewandte.at

ADMISSION 2021

Erika Gilonna
Duet, 2019
Bioreactive installation



Procedure

- Stage one: Submission of examples of artistic work
- Stage two: Three-day-long entrance exam (developing a concept for a specific topic)

Application and examples of artistic work

Mon 22 and Tue 23 February 2021, 9 – 12 am

Lecture Room 1, ground floor,
Oskar-Kokoschka-Platz 2, 1010 Vienna.
The portfolio of artistic work is to include a recent curriculum vitae and photo of the applicant.

Entrance Exam

Wed 24 February 2021

- The names of all applicants entitled to participate in stage two of the entrance exam are displayed on a billboard in the main building at Oskar-Kokoschka-Platz 2 as well as in the two departments.
- Returning of portfolios of artistic work to unsuccessful applicants.
- Start of stage two of the entrance exam.

Thu 25 and Fri 26 February 2021

- Continuation of stage two of the entrance exam.

By Fri 5 March 2021

- The names of all applicants who passed the entrance exam are displayed on a billboard in the main building as well as in the departments.

Specifics about time and place of stage two of the entrance exam will be provided at the time of application.

Enrollment and start of studies:
the following winter semester.



Litto / Patrick K.-H.
Real Mirror 2.0, 2018/19
Mixed reality / installation

ARTISTIC APPROACH

Department of DIGITAL ARTS

Head: Univ.-Prof. Mag.^a art. Ruth Schnell

The Department of DIGITAL ARTS follows an approach that fuses artistic education with research, generating new fields of practice. This approach explores, in particular, those modifications in our perception and understanding of reality that are brought about by continuously changing media technologies.

Digital Art is determined by codes and time-based characteristics of instable media – its aim being the utilization of existing media technologies as well as various devices and communication tools in a manner that deliberately transgresses their conventional purpose, thus opening up new possibilities for digital artists to carry out socially critical interventions. For the academic period, importance is laid on design methods and experimental approaches, the acquisition of technical know-how in connection with the artistic concept and the evolvement of individual positions.

Teaching is project-oriented, theory-based and transdisciplinary, allocated in collaborative settings.

Fields of activity of the department are: interactiv installations, dynamic projections, immersive environments, sound art, robotics, wearable art, pervasive gaming, performance, virtual and augmented reality, intervention in public space, as well as interaction with socially relevant methods of production as e.g. open source and the DIY-culture.

Work samples to be provided with applications

Required are three to five works that document the applicant's involvement with the digital media. These can be concepts, storyboards, sketches, models, concepts and documentation of installations and objects; videos, animations, computerwork, samples, photographs, audiowork, websites (URL), programming samples, etc.

Each work should be accompanied by a concept, or a short written explanation printed on paper. In case of a cooperative work, the applicant's personal contribution must be defined in detail.

Knowledge of programming is not necessary to begin the studies.

As part of the application, a CV, a letter of motivation, and a photograph of the applicant are required.

Contact and information:

DIGITAL ARTS / Ruth Schnell
Hintere Zollamtsstraße 17, 1030 Vienna
Tel. +43 1 711 33 2640
info@digitalekunst.ac.at
digitalekunst.ac.at

CURRICULUM

I. STUDY SEGMENT

Peter Vármai
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 select: Transmedia Arts, 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	4
Art History	
Cultural Studies	
Art and Knowledge Transfer	
Total	60

CURRICULUM

2. STUDY SEGMENT



Conny Zenk
DIE POSI|JEN 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-III	2
Interface Design I-II	
Algorithmic Designing I-II	2
Methods of Artistic Research	2
Collaborative and Dislocated Working	2
Project Organization and Management	1
New Media and Social Sustainability	
Presentation Technique	2
Production Techniques for Installations – Project Work (Wood, Metal, Printing Techniques, Photography)	
Excursions	

CURRICULUM

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

COLOPHON

Publisher and responsible for the content

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FullDome
exhibition view MAK
2017

