

DE

### Studienstruktur

Das 2-jährige Masterstudium „Interface Cultures“ eröffnet den Studierenden Einblick in die künstlerisch-wissenschaftliche Bearbeitung und Entwicklung von interaktiven Medien. Ein besonderer Schwerpunkt liegt in der Entwicklung interaktiver Schnittstellen für die Mensch/Maschine, Mensch/Mensch und Maschine/Maschine Interaktion und deren Anwendung in Kunst, Forschung, Medien, Design, Industrie und Entertainment.

### Zum Studium

Software- und Hardwaregestaltungen im Bereich intuitiver und drahtloser Interfaces, multi-modaler Interaktion, Tangible Interfaces, Auditory Interfaces, Ubiquitous Computing, Mobile Art, Fashionable Technologies, Web-based Interaction, Social Interaction, MR und VR sowie Intelligent Environments,

interaktiver Spiele und Robotic Interfaces werden vermittelt und erforscht. Dazu wird ein fundiertes Wissen im Bereich der künstlerisch/wissenschaftlichen Theorie und Publikation angeboten, inklusive Medientheorie und Medienarchäologie, welches den AbsolventInnen ermöglicht, selbst in der Entwicklung und der Erforschung neuer Interfacegestaltungen tätig zu werden. Studierende lernen als KünstlerInnen/ForscherInnen den Status Quo der derzeit verfügbaren Interfacetechnologien und -anwendungen weiter zu entwickeln und durch interdisziplinäre Forschungsarbeit und Teamarbeit neue Bereiche der Interfacegestaltungen und deren kulturelle und soziale Anwendungsmöglichkeiten zu erarbeiten.


**interfaceculture**

EN

### Programme Structure

The two-year graduate programme Interface Cultures provides insight into the artistic/scientific treatment and development of interactive media. In particular, the programme focuses on the development of human-machine, human-human and machine-machine interaction and their applications in art, research, design, industry and entertainment.

The programme also delivers in-depth knowledge on artistic/scientific theory and publication strategies, allowing graduates to become active developers and researchers of new interface designs.

### The Programme

The programme investigates and provides training in the following activities: software and hardware design for intuitive and wireless interfaces, multimodal interaction, tangible interfaces, auditory interfaces, ubiquitous computing, mobile art, web-based interaction, social interaction, MR, VR and intelligent environments, interactive games and robotic interfaces.

### Application

Prerequisite for entering the master study programme is a bachelors degree in interactive media or a comparable study that concentrates on media or interactive technologies, for example a bachelors degree in: media design, media techniques, time-based media, interactive media, communication design, mobile computing, software engineering, informatics, telecommunications, bioinformatics, media studies or film studies or another comparable study from a university or a vocational school with media focus. A copy of the bachelor's degree is required.

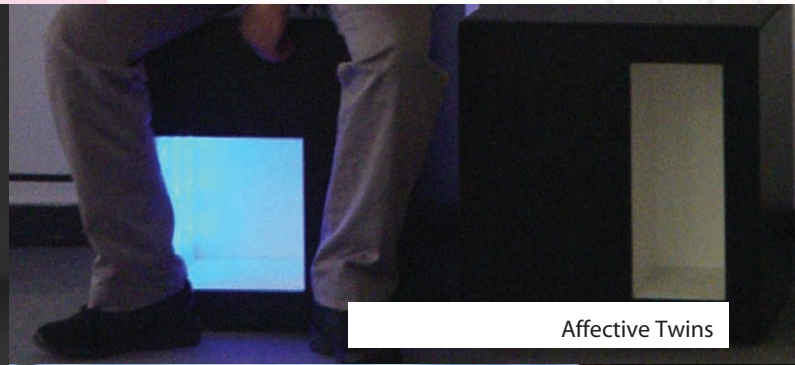
Christa Sommerer and Laurent Mignonneau founded the Interface Cultures programme at the Linz University of Arts, Department for Media Studies, in 2004. The programme teaches students of human-machine interaction to develop innovative interfaces that harness new interface technologies at the confluence of art, research, application and design, and to investigate the cultural and social possibilities of implementing them. As contributors to the Campus exhibitions staged in conjunction with the 2005, 2006 and 2007 Ars Electronica Festivals, candidates for master and doctoral degrees in the Interface Cultures programme at the

University of Art and Design Linz's Department of Media Studies have the opportunity to present some of their interactive coursework projects at the Ars Electronica Festival. The thematic emphasis of the projects selected for 2007's Campus 2.0 was on physical computing and hybrid interfaces.

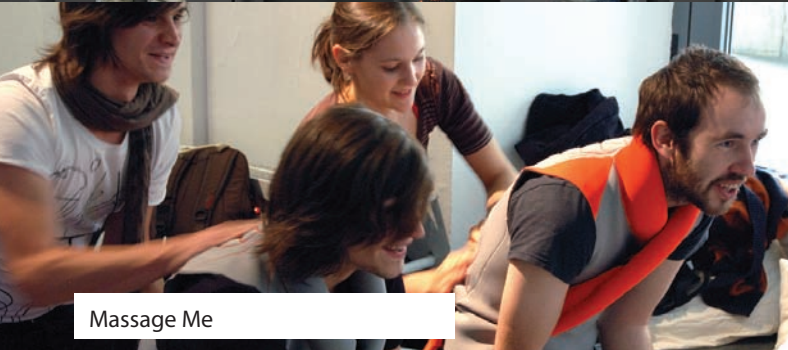
These works embodied original, innovative concepts for interaction involving intelligent furniture, clothing and environments, interactive toys, pervasive gaming, new analog and digital musical instruments as well as technical, artistic and applied interactive prototypes and hybrid systems.



Pipe Sound



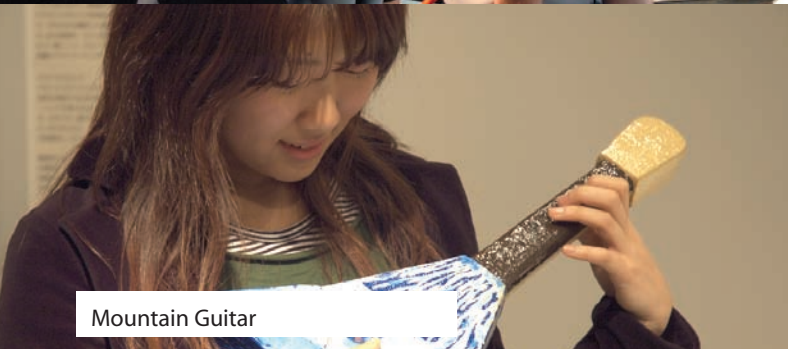
Affective Twins



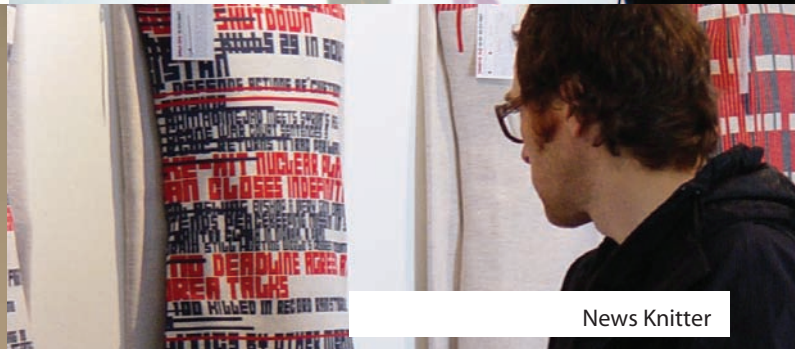
Massage Me



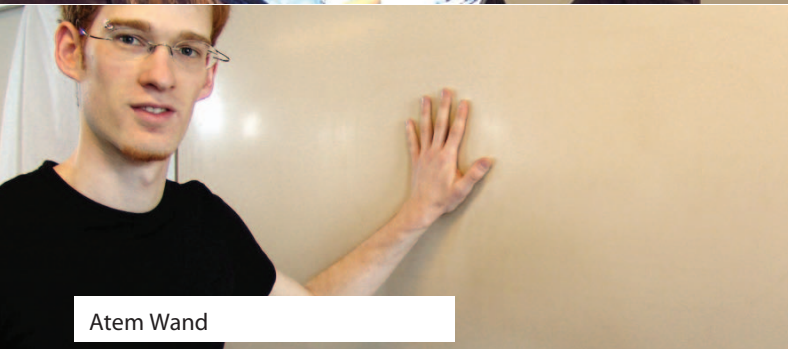
Life



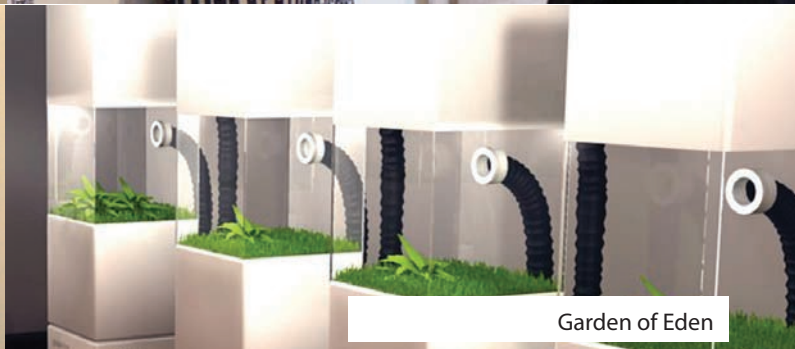
Mountain Guitar



News Knitter



Atem Wand



Garden of Eden