



Master Study Interface Cultures at University of Art and Design in Linz Austria

(4 semester)

<http://www.interface.ufg.ac.at>

The Interface Culture masters degree program, founded by media artists Christa Sommerer and Laurent Mignonneau, is an artistic-scientific study to educate media artists and media researchers in creative and innovative interface and interaction design.

The study lasts two years and concentrates on project-oriented and theory-based training in interactive digital media, combining art with research, the development of projects and prototypes with scholarly publication.

Subjects taught include: interactive art, interaction design, game design, tangible interfaces, auditory interfaces, fashionable technologies, wearable devices, intelligent ambiences, sensor technologies, telecommunication and new experimental forms of human-machine, human-human and machine-machine interactions.

Artistic expressions include among others: interactive art, net art, software art, robotic art, sound art, noise art, games and story telling, mobile art as well as new hybrid areas like genetic art, bioart, space art and nano art.

A specialty of the program is its strong collaboration with the Ars Electronica in Linz, where students can show their projects on a yearly basis and thus get in contact with the top experts of the media art and design field. Previous projects of student works at Ars Electronica 2005 and 2006 can be found at: <http://www.interface.ufg.ac.at/>

Professors:

Prof. Dr. Christa Sommerer, media artists and researchers

Prof. Dr. Laurent Mignonneau, media artists and researchers

Lecturers:

Dipl. Ing. Martin Kaltenbrunner, Researcher / Ph.D. candidat

Dipl. Ing. Christopher Lindinger, Computer Scientist / Media Artist, director of research and innovation of the Ars Electronica Futurelab.

Mag. Sabine Seymour, Researcher/Designer in Fashionable Technologies
TIMES UP, media art initiative

Mag. Andreas Weixler, Composer / Media Artist in Audio-visual interaction

Dr. Sabine Payr, Researcher in multimodal interfaces and e-learning

Mag. Gebhart Sengmüller, Artist / Media Archaeologist, Vinyl Video

Dipl. Ing. Robert Praxmarer, Researcher / Artist,

Mag. Simon Bauer, media technician and developer

Date for Entrance Examination:

Wednesday, July 2nd 2008, 10am

Deadline for Application for the Entrance Examination:

Monday, May 5th 2008 to Friday June, 20th, 12.00 noon

Application forms can be downloaded

<http://www.ufg.ac.at/anmeldung-zulassungspruefung-registratio.239.0.html>

Please send the filled in application form & required documents (curriculum vitae & passport copy) by one of the dates mentioned above to the study department at:

University of Art and Industrial Design, Linz

Interface Cultures

Sonnensteinstrasse 11-13

A-4040 Linz, Austria

michaela.ortner@ufg.ac.at

or

University of Art and Industrial Design, Linz

Study Administration

Hauptplatz 8, first floor, room 1.24

4010 Linz, Austria

Telephone: 0043/732/7898 Internet: <http://www.ufg.ac.at/studienabteilung>

studien.office@ufg.ac.at

Required materials for the entrance examination:

Candidates are asked to bring examples of their digital works and digital productions, for example from their previous studies as well as a copy of their bachelor thesis and any other examples of their practical works as well as an expose (can be in written, image, auditory or interactive form) of what type of work and research they want to conduct during the Interface Culture master study program.

More information about the Interface Culture study at: <http://www.interface.ufg.ac.at>

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