

Veranstungsverzeichnis - Sommersemester 2010

Course Catalogue Summer Term 2010

- Notices and abbreviations:

AV Projekt: Arbeitsvorhaben / project working group
 K Kurs / course
 L Labor / lab
 P Projekt / project
 PP Projektplenum / project plenum

CP ECTS-Kreditpunkte / credit points
 LV Lehrveranstaltung / class title
 Sem. Semester /semester, term
 SWS Semesterwochenstunden / class hours per week
 14t Veranstaltung findet vierzehntägig statt / bi-weekly

Adressen / Addresses
 UNI Universität Bremen / University of Bremen
 Bibliotheken Str. 1, 28359 Bremen
 HSB Hochschule Bremen / University of Applied Sciences Bremen
 Flughafenallee 10, 28199 Bremen
 HS-BHV Hochschule Bremerhaven / University of Applied Sciences
 Bremerhaven
 An der Karlstadt 8, 27568 Bremerhaven
 HFk Hochschule für Künste Bremen / University of the Arts Bremen
 Am Speicher XI 8, 28217 Bremen

Master

Modno. new	Dep.	Sem.	No. intern	Title	CP	Dates	Teacher	Info
M-103	UNI	2	03-05-H-804.6p	Designing User Experiences	6	K 4 SWS Tu von 08:00 - 12:00 MZH 5280	Krannich, Dennis	Development of Mobile Applications for iPhone and Android.
M-103	BHV	2		Video Production & Film Analysis		Mo 15:30-17:45 Room Z 2320	Rada, Holger, Prof. Dr.	
M-103	HfK	2		Look at Beethoven	6	Mo 14 - 18 room 2 10.080	Joachim Hofmann	For the 4th time this year we will engage in the Beethoven festival that is held in August in Bonn, the birthplace of the famous composer. Production of short films and/or installations will be the task of the semester. This year's utopian perspective may serve as a source of inspiration. "Come into the open, friend!": This first line of Friedrich Hölderlin's poem Der Gang aufs Land ("The Walk in the Countryside," 1800) encourages us to cross the boundaries imposed on us, and by us, in our conventionalized and regulated lives. The festivals website: http://en.beethovenfest.de/festival-programm/look-at-beethoven/ausschreibung/early_bookings:j.hofmann@hfk-bremen.de

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M-103	HfK	2		Sound Culture	6	Th 16 - 19 room 2 10.090	Petra Klusmeyer	This course will explore developments in sound art from the early-20th century to the present, to cultivate a critical ear for listening and creating. It will let us to discover some of the meeting points between experimental music, sound art and sound ecology. Based on discussions about these concepts and presentations of related works, it will be an immersion into an active listening of work by artists who have blurred traditional boundaries of music, science, design, fine arts, and philosophy.
M-103	HfK	2		Technology And Rituals	6	We 10 - 14 room 3 09.100	Dennis Paul	Every religion has its rituals. Some rituals are designed to structure everyday life, some are derived from preexisting cultural practices, some are invented to amplify the feeling of togetherness. How does technology influence existing rituals? Can we identify rituals only possible through technology? Assuming that technology is our new religion, what are its rituals? Recharging, Uploading, Synchronizing, Archiving? In this course we will discuss relevant rituals we know, identify and debate existing practices with technology and eventually collaboratively formulate a position on "Technology And Rituals". Visit http://hfk-bremen.herrpaul.de for further information.
M-103	HfK	2		the Game	6	Tu 10 - 14 room 3 09.100	Jörg Engster	It is nice to play games. But it is even nicer, to develop them. This course follows the history of computer games, examines different types of interaction and helps you to develop new ideas. As a result, you will have your own game.
M-103	HfK	2		Basics for Transposing an Opera	6	Fr 10-14 3.09.100	Kerstein	The integrated course aims to cover the essentials in the fields of intercultural collaboration as well as advanced topics on team building and project management. The integrated focus on scientific and artistic methods aims to develop competencies in current scientific debates, critical judgement and writing in the fields of intercultural collaboration. Complementary to the last semesters' course.
M-104	UNI	2	03-05-H-804.5z	Mobile Learning	6	K 4 SWS Th von 08:00 - 12:00 MZH 5280	Krannich, Dennis Zare, Saeed	
M-104	UNI	2	03-05-H-802.02	IT-Management 2	6	K 4 SWS Do von 08:00 - 12:00 Cog 1030	Breiter, Andreas	Voraussetzungen: Inhalte von 802.01, http://www.informatik.uni-bremen.de/agim/cms/detail.php?id=198

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M-104	HSB	2		Mobile Augmented Reality	6	wednesday 9:45 - 13:00 room 221 (starting 14.03.2010) please register here: http://www.goingo.de/mar	Prof. Dr. Ingo Schebesta	<p>The concepts of mobile augmented reality are vividly given in a clear and comprehensible lecture. With augmented reality one often means the physical real-world merged with computer-generated imagery. Unlike virtual reality there is no independent 3D world created by the computer. The real world we live in is supplemented in real-time by a matched 3D world of the computer.</p> <p>Beside retina displays and head mounted displays recently mobile phones (iPhone, Nokia N95, Google's Nexus One) with build in video cameras obtain attention for augmented reality. That's why we work in the project oriented part of this lecture in small groups on assignments to create augmented reality applications for mobile phones.</p> <p>please register here: http://www.goingo.de/mar</p>
M-104	BHV	2		Telecooperation - Lotus Notes/Domino		Th 9:45-13:00 Room M 2010	Erb,Ulrike, Prof. Dr. - Ing.	
M-105	UNI	2	03-05- H- 804.6o	Two Roots of Digital Media: Cybernetic Serendipity, London, an Tendencias 4, Zagreb, 1968	6	K 4 SWS Tu von 14:00 - 18:00 HfK in room 03.09.100 (Speicher XI)	Nake, Frieder	The course takes place at the HfK in room 03.09.100 (Speicher XI). Additionally to the lecturing, an excursion to ZKM Karlsruhe is planned.

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M-105	HfK	2		Guerilla Gardening	6	Th 14–18 room: 1.13.090	Mareike Föcking	<p>GERMAN: Dieser Kurs sollte eigentlich radical gardening heißen und schließt sich an den Kurs "Der radikale Gärtner" aus dem Wintersemester an. Auch Studenten, die den Kurs im Winter nicht besucht haben, können diesen belegen. Wieder geht es darum, sich mit gesellschaftlich relevanten Themen auseinanderzusetzen und eine bildliche Position bez. Bearbeitung des Themas dazu zu finden. Guerilla Gardening entwickelte sich in den 70er Jahren in New York als eine Art von politischer Widerstand, der sich in direkten Aktionen, dem Anlegen von Gärten auf brachliegenden Flächen in der Stadt, äusserte. In London lebte diese Tradition in den 90ern wieder auf und ist mittlerweile ein respektiertes Umgehen mit urbanen Flächen. Auch in Berlin findet man viele aktive Guerilla Gärtner. Wir diskutieren in diesem Kurs, wem eigentlich eine Stadt gehört oder aber Dinge wie Wasser und Luft. Wir überlegen, was eine Stadt ausmacht und welche Plätze uns auffallen, die wir photographieren und eventuell verändern möchten. Wir schauen uns verschiedene künstlerische und photographische Positionen an, in denen mit Pflanzen, Stadträumen oder aber politischen, an diese Themenkreise angrenzenden Auseinandersetzungen gearbeitet wird. Und hoffentlich beginnt dann etwas zu blühen - praktisch, visuell, projiziert, digital, die Wahl der Mittel ist offen, aber Bilder sind natürlich die Basis.</p>
M-105	HfK	2		Roots of Digital Media: Cybernetic Serendipity, Tendencies 4, and more	6	Tu 14 - 18 room 3 09.100	Frieder Nake	<p>We will explore several aspects of early digital art - both aesthetically and technically - from the point of view of the media perspective. Two exhibitions, named in the title, are a case from which we can learn a lot. Another one are the two authors, Max Bense and Marshall McLuhan. There will be more. I promise excitement. An excursion to ZKM Karlsruhe will be part of the course: 14/15 May We will build groups of students working on specific topics over the semester. Their results will be entered into the compArt DaDA database on Digital Art.</p>
M-107	UNI	2	03-05-H-519.25	Projekt "Entertainment Computing/Serious Games"	12	PP 4 SWS Fr von 10:00 - 14:00 MZH 5280	Malaka, Rainer	
M-107	UNI	2	03-06-H-519.24	Projekt "Educational Data Warehouse"	12	PP 4 SWS Fr von 08:00 - 12:00 MZH 4194	Breiter, Andreas	

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M-107	HSB	2		Mobile Game Play		Friday 9:45 - 15:00; 12.03. + Retreat 1.,2. March	Barbara Grüter, David Oswald	
M-107	BHV	2		Master Project (Part 1b)		Fr 8:00-11:15 Room Z 2190	Schmidt, Alfred	
M-107	BHV	2		Master Project (Part 1a)		Fr 11:30-18:45 Room Z 2190,S 218	Erb,Ulrike, Prof. Dr. - Ing.	
M-107	HfK	2		Master Project:Transposing an Opera	18	Fr 9 - 18 room 3 09.060; Tu 15 - 18 room 2 10.090	Kerstein/Schwoon	In this project we focus on a classical opera production at the Bremen State Theatre (Theater Bremen) and transform it into a new media experience. This is meant as an open artistic endeavor which should lead to a new and unique format and setting. After having documented Mozart's Don Giovanni from many different perspectives, we will now examine ways of "transposing" these elements into a different physical space, trying to bring the opera to a new and different life by means of current digital media technology.
M-106	UNI	3	03-05-H-711.56	Relevance and Salienc in Cognitive Processes: From Perception to Language		S 2 SWS Di von 14:00 - 16:00 MZH 4194	Röhrbein, Florian Tenbrink, Thora	http://www.informatik.uni-bremen.de/~tenbrink/Relevance_Salienc_coursedescription.html
M-106	UNI	3	03-05-H-804.6c	Considering Digital Media Design for Children's Education	6	K 4 SWS Mi von 12:00 - 16:00 MZH 1460	Schelhowe, Heidelinde	http://dimeb.informatik.uni-bremen.de/content/view/500/129/
M-110	UNI	3	03-05-H-708.53	Topics in Theory and Programming of Digital Images	6	K 4 SWS Mo von 16:00 - 20:00 OAS 3000	Nake, Frieder	
	UNI	4	03-05-H-804.93	Seminar für Abschlusskandidaten in "Digitale Medien"		Tu 10:00-11:00 MZH 5300	Rainer Malaka	
	UNI	4	03-05-H-708.91	Graduate Seminar Media, Graphics, Art		S 1 SWS 14-täglic (g) Mi von 14:00 - 16:00 OAS Ästhetisches Labor (Ästhetisches Labor)	Nake, Frieder	Nur für Studierende mit Abschlussarbeiten.
	BHV	4		Graduate Seminar		Th 13:45-15:15	Erb,Ulrike, Prof. Dr. - Ing.	