Name	**Art and Tech Installations**	Classroom ☐
		Studio or workshop ☐
		External venue x
		Online ☐

Codes **M-KH-201-DI-202402-08, M-KH-E-201-DI-202402-08**

Host **Design Intézet**

Basic info	Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
	Gyakorlat	**-**	**40**	**20**	**Course Week**	**Spring**	**Interaction Design Course Week**

Recommendation

This workshop is recommended for Master's level students who possess a keen interest in the intersection of art and technology. It is particularly suited for those enthusiastic about exploring art and technology installations, software art, and media art. Ideal participants are those who embrace experimentation and iterative processes in their work with technology. During the workshop, participants will have the unique opportunity to engage hands-on with interactive surfaces and computer-vision based interfaces. They will also explore creative possibilities with non-standard physical displays, pushing the boundaries of conventional art forms. This workshop promises a transformative experience for those eager to delve into the innovative world of art and technology.

Short Description

In this workshop, students will have the opportunity to design, prototype, and critically evaluate their creative concepts on the surface of existing media installations. Over the course of the week, participants will gain valuable hands-on experience with these installations, acquiring practical skills and insights into the intricacies of installative art. They will learn how to navigate artistic and technological challenges, considering various directions and constraints that influence the realization of their ideas. The workshop emphasizes real-life application, ensuring that students walk away with tangible outcomes and a deeper understanding of the confluence of art, technology, and interaction in media installations.

Teachers

Name	Contact information	Short bio	Open hours
Gaspar Hajdu	info@xorxor.hu	www.xorxor.hu	
Agoston Nagy	stc@binaura.net		
Gabor Papp	info@xorxor.hu	www.xorxor.hu	

Semester schedule

Course scheduling	Weekly class appointments

#	Date	Weekly educational content
1		introduction, on-site lecture and briefing
2		concept research and inspiration collection, decision of directions
3		prototype phase, testing and evaluation
4		final touches, finalisation of visuals and interactions
5		showcase and demo day

	Assignments	Evaluation criteria	Deadline	% in evaluation
Requirements and evaluation	Deliver a concept demonstration at the end of the course			100

Compulsory readings

Recommended readings

Learnings	Knowledge	
	Skills	
	Attitude	
	Responsibility	

Exemption

☒ Exemption from attending and completing the course cannot be granted
☐ Exemption may be granted from the acquisition of certain competencies and the fulfilment of tasks
☐ Some tasks can be substituted with other activities,
☐ A full exemption can be granted

Curriculum connections

Unit	Parallel courses	Course proportion in unit
Course Week		

Course prerequisites	Is it available as an elective?	Prerequisites in case of elective

Misc. information