

# ART AND TECHNOLOGY

## BACHELOR



The study of Art & Technology (ArT) provides students with knowledge, skills and competencies within the interdisciplinary field of art and technology.

### ACADEMIC CONTENT

During the first and second semester students work with sculptures and spatial installations. The focus is on basic electronics, collaborative practices and the quality of experience.

In the third and fourth semester students work with interactive objects and spaces. They work with sensors and actuators and they will increase their programming skills. These semesters also introduce art theory and media art theory.

During the fifth semester students learn about the design of interactive narratives and about different performance technologies. The semester also introduces art-based research practices

The Bachelor Project "ArT as Experience" is a project that aims at synthesising the knowledge gained throughout the study into a relevant media artwork (interactive installation, urban event, performance, etc.) with the purpose of creating entertaining, informative, or otherwise inspiring experiences. Meanwhile, students also learn about events and entrepreneurship.

### MASTER OPTIONS

The study of Art and Technology prepares the student for work within the area of cultural production, as well as within the rapidly expanding field of experience technology and experience design.

The student may choose to undertake a Master Degree in Experience Design or in other related fields.

### STUDY ABROAD

In the course of the 4th or 5th semester, you will have the opportunity to study at a foreign university or fine arts academy.

### THE EDUCATION

#### ENTRY REQUIREMENTS

In order to meet the entry requirements for the (bachelor) programme you must have:

- Upper secondary school exam
- English B or an acceptable IELTS or TOEFL or Cambridge score
- Mathematics B
- History B or History of Ideas B or Contemporary History B
- A second foreign language A or B (depending on the number of years studying the language) or Communication and IT A

Please note that A, B and C refer to the course level - not grades.

#### RESTRICTED ADMISSION

The programme Art & Technology will be restricted in the number of students to be admitted in 2018. Consequently, Aalborg University cannot admit all applicants that meet the entry requirements for the 2018 enrolment.

#### CITY

Aalborg

#### KNOWLEDGE ABOUT:

- History of Art & Technology
- Physical Interface Design
- Interactive Systems
- Art Concept Design

### DO YOU HAVE QUESTIONS?

Webpage:  
[WWW.EN.AAU.DK/EDUCATION/BACHELOR/ART-TECHNOLOGY](http://WWW.EN.AAU.DK/EDUCATION/BACHELOR/ART-TECHNOLOGY)

Study counsellor:  
[STUDIEVEJL@ART.AAU.DK](mailto:STUDIEVEJL@ART.AAU.DK)

AAU's general student guidance:  
[STUDIEVEJLEDNING@AAU.DK](mailto:STUDIEVEJLEDNING@AAU.DK)  
9940 9440

How to apply:  
[WWW.EN.AAU.DK/EDUCATION/APPLY/BACHELOR](http://WWW.EN.AAU.DK/EDUCATION/APPLY/BACHELOR)





## PROFESSIONAL QUALIFICATIONS

Having completed the bachelor programme, students will have professional qualifications that enable them

- to work creatively and systematically with technological and aesthetic projects
- to apply technical skills and artistic methodological knowledge to the design process of new media products, urban events, interactive installations
- to analyse new media art projects and their cultural significances
- to collaborate with professionals in developing Art & Technology projects
- to continue studies by enrolling in a Master Degree Programme in a relevant field of study

## JOB OPPORTUNITIES

Typically, graduates will find employment within the creative industries, such as the entertainment industries, consultancies, festivals and major cultural institutions. Their work areas could be:

- film
- urban design
- interactive design
- theatre and performance technology
- advertising
- edutainment
- gaming industry

Graduates can supplement this long list of possibilities by establishing their own company or business area.



## TESTIMONIALS

### DOMINIK, MUSICIAN

I think ArT is perfect for the students that enjoy the practical side of ArT, like collecting material and building things not just digitally, but in real-life full-scale.

### NANNA, UX DESIGNER

During my bachelor at ArT I learned to collaborate with several stakeholders (e.g. users, team members, project owners) on projects and further manage e.g. communication, milestones and deadlines.

### SANDRO, PERFORMANCE ARTIST

ArT has taught me the 'know-how' to combine cross-disciplinary approaches in my art projects within the academic framework and problem-based learning

### PERNILLE, DIGITAL DESIGNER

ArT was a great learning platform where each project was something new and completely different from the previous. That has given me a confidence- to always push the boundaries and try something new, rather than sticking to the known and familiar.

### ALEXANDRA, GRAFIC DESIGNER

Being an ArT graduate I have confidence in identifying and formulating creative ideas based on strong concepts, which is much more than just being creative. Creating engaging experiences with an use of new technological potentials is the future, whether applied in art, design, fashion or movie production.

