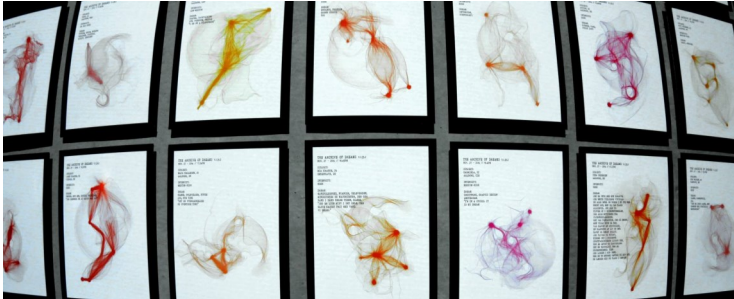


# ART AND TECHNOLOGY

## 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 semesters 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 semesters 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 (Narratives and Interaction) 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" (Sixth Semester) 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 learn about marketing 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.

### TRAINEESHIP

In the course of the 4th or 5th semester, you will have the opportunity of studying 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
- Second foreign language A or B (depending on the number of years studying the language)

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 2015. Consequently, Aalborg University cannot admit all applicants that meet the entry requirements for the 2015 enrolment.

### CITY

Aalborg

### KNOWLEDGE ABOUT:

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

## 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 achieved professional and intellectual qualifications, that will 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 within experience economy, etc
- to apply basic principles of engineering and programming
- to analyse new media art projects and their cultural significances
- to communicate professionally
- to continue studies by enrolling in a Master's Programme in a relevant field of study

## JOB OPPORTUNITIES

Typically, graduates will find employment within the entertainment industry, as well as consultancies, 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.



## MUSIC AS ART INSTALLATION

I am a pianist and I have a plan to combine my piano playing with performance art – basically making my music into an art installation. For this purpose I wanted to find a university study programme that provides knowledge about modern and contemporary art in combination with skills and competences about producing art and technology. I found Art and Technology (ArT) at [studyindenmark.dk](http://studyindenmark.dk) and the description convinced me.

Being an international student at ArT is positive; everybody speaks English and the students, the staff and the programme is very international and very open.

My advice to potential new international students would be: Make sure you have a vision/goal with the study of ArT – then the study is really helpful – because at ArT you will learn things that can support your goal. Also 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.

**DOMINIK BLAQKO**  
**24 YEARS OLD ART STUDENT FROM**  
**SLOVAKIA**

