xm:lab



Introduction
to the **University of Fine Arts Saar**for Master Students of Media Informatics



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Academy of Fine Arts Saar =

Hochschule der Bildenden Künste Saar (HBKsaar) (50% Arts, 50% Design)

- Main degree programs: Fine Arts, Communication Design, Product
 Design, Media Art & Design, Art Education
- ~700 students, 70 employees
- Experimental Media Lab (xm:lab): Institute at HBKsaar
 - Hosts the collaboration with UdS

www.xmlab.org

→ Teaching → Media Informatics FAQ





MAD Electives 8 CP (ungraded)



- **Language**: Check FAQ & contact the teacher if in doubt
- Catalogue of courses and projects is published online
 beginning of March/September
- Different courses and projects every semester!
- **CP transfer** to the University's LSF through me at the end of a semester

MAD Electives 8 CP (ungraded)

- Typically: One course provides 4 CPs
 (one session a week, 2 hours long, plus homework)
- Some courses are related to computer science/engineering (Unity3D, Unreal, Blender, Ethics in Al...)
- But most are not: Pick anything that interests you!







MAD Project 8 CP





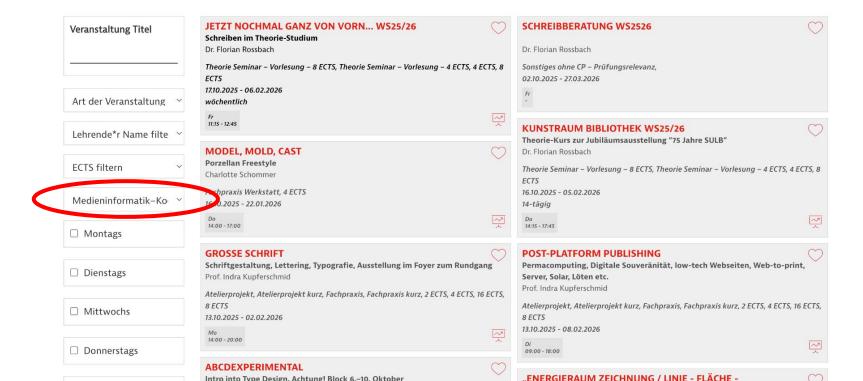


- Projects are the main focus of teaching at HBKsaar
- Every semester 1-2 projects are tailored for media informatics:
 - Interdisciplinary Teams, collaborating on Interactive
 Systems
- Requirements: Software development skills plus, ideally:
 - 3D Applications (Unity3D/Unreal)
 - Mobile Development
 - Any UI / Front-End stack



https://www.hbksaar.de/vorlesungen-aktuell/wintersemester-2025-2026

This semester: published on 6.09. and registration start on 16.09.





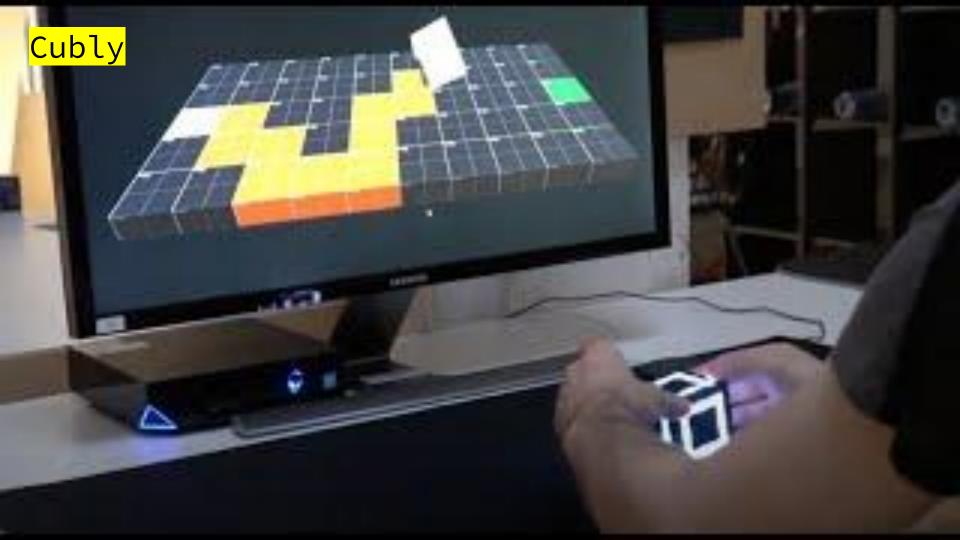
From HBK course to credit points in LSF:

- Select your course from the webpage
- Contact teacher if in doubt of language
- follow registration instructions for that course
- register <u>here</u> for each course
- do your stuff...and complete the course
- I will collect data from all teachers at end of semester and send it to UdS nothing to do on your end

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Past Projects













Escape The Schacht





Hexapong

Zwei Spieler können auf der Oculus Quest gegeneinander ein verrücktes Space-Tennis spielen.





What you could take away from HBK (besides new skills):

- Experienced working & learning with designers and/or artists
- Learned something about yourself what inspires & excites you?

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