**Lehrform (teaching format) / SWS (hours per week):** 4K

**Kreditpunkte (credit points):** 6

**Turnus (frequency):** usually, each WS

**Inhaltliche Voraussetzungen (content-related prior knowledge/skills):** NONE

**Sprache (language):** English

**Lehrende (teaching staff):** Dr. Bernard Robben

<table>
<thead>
<tr>
<th>Studiengang (degree program)</th>
<th>Module</th>
<th>Semester</th>
</tr>
</thead>
<tbody>
<tr>
<td>Informatik (Master)</td>
<td>IMVA, IMVA-DMI</td>
<td>ab 1.Sem.</td>
</tr>
<tr>
<td>Digital Media (Master)</td>
<td>DMM-MI</td>
<td>from 1st sem.</td>
</tr>
<tr>
<td>Digital Media &amp; Society (Master)</td>
<td>B.1</td>
<td>ab 1.Sem.</td>
</tr>
<tr>
<td>Informatik (Bachelor VF)</td>
<td></td>
<td>ab 4.Sem.</td>
</tr>
</tbody>
</table>

**Lernergebnisse / Learning Outcome:**

- The outcome of the course are well designed and programmed 3D-Objects for a public exhibition
- By producing such artifacts the students acquire the following skills:
  - Ability to operate machine in a FabLab-environment
  - Knowledge of Generative Design
  - Knowledge of Parametric Design
  - Competencies in management and organization

**Inhalte / Contents:**

The course is practical and hands on at the FabLab of the University of Bremen:

- Introduction to FabLab - Technologies (3D Printer, Laser Cutter, etc.)
- Introduction to Generative Design
- Introduction to Parametric Design
- Programming 3D Modelling Tools
- Organization of a public exhibition of the course outcomes

**Hinweise (remarks):** The table lists only the primary / most specific modules to which this course is assigned.