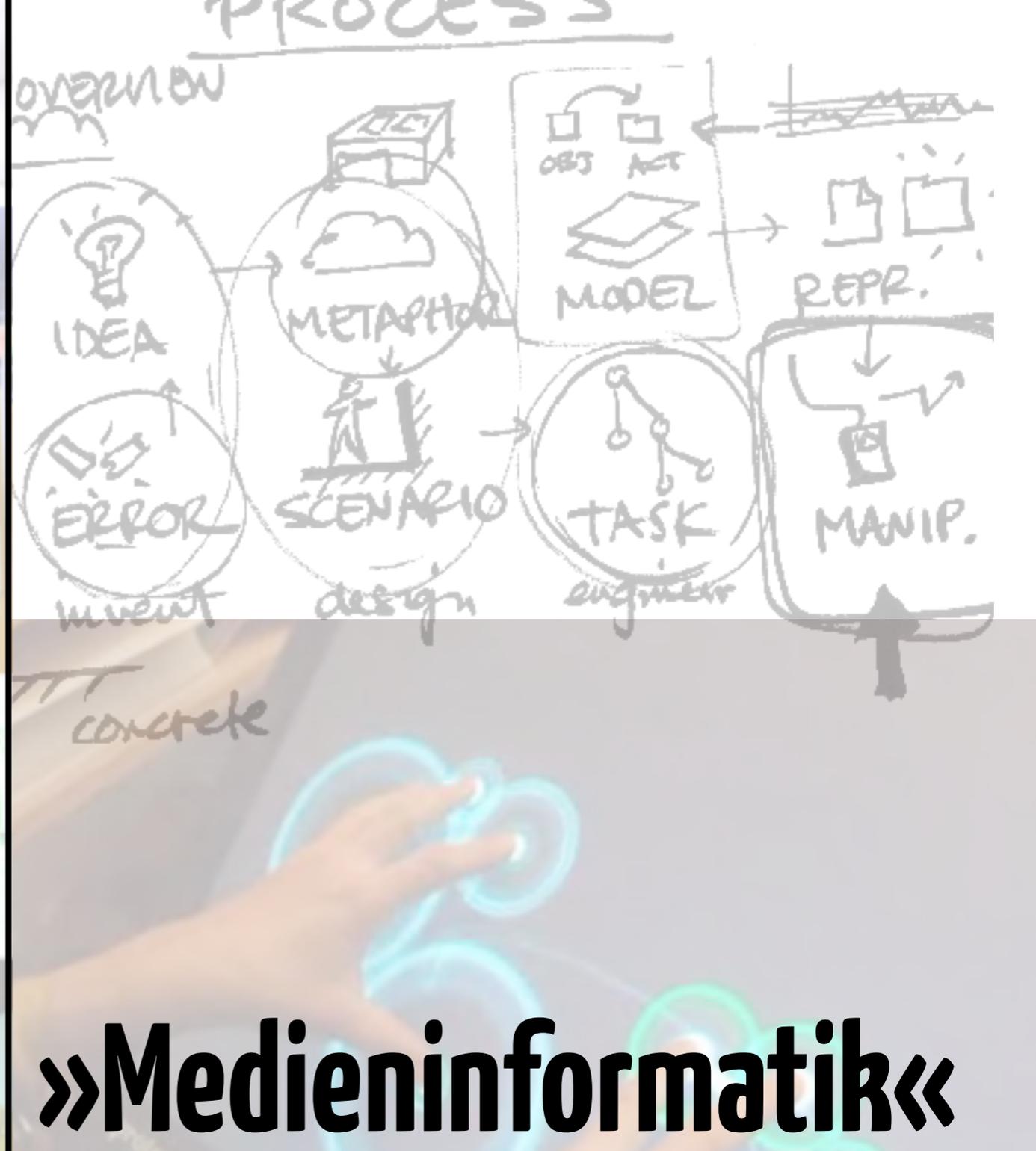


Medieninformatik & Visual Computing



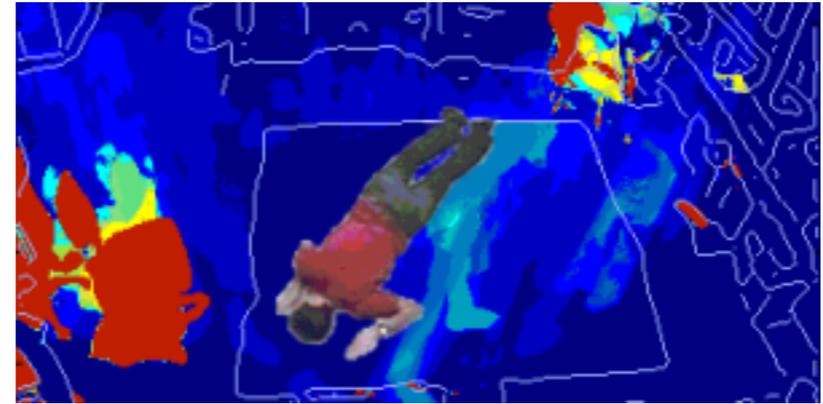
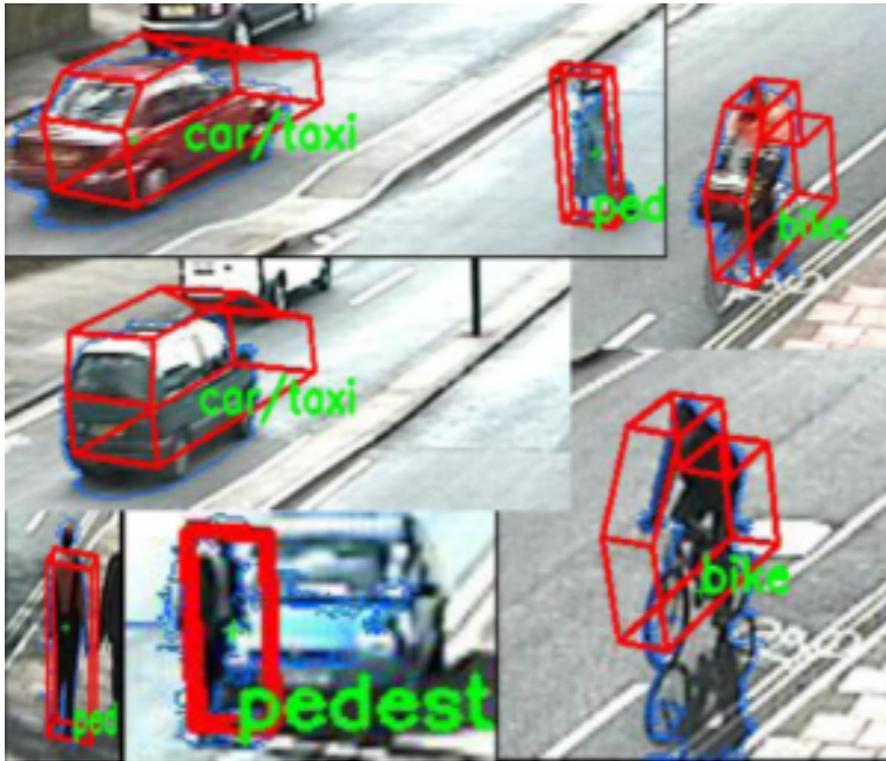
»Visual Computing«



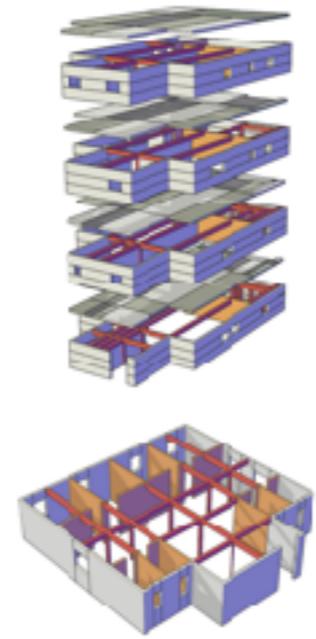
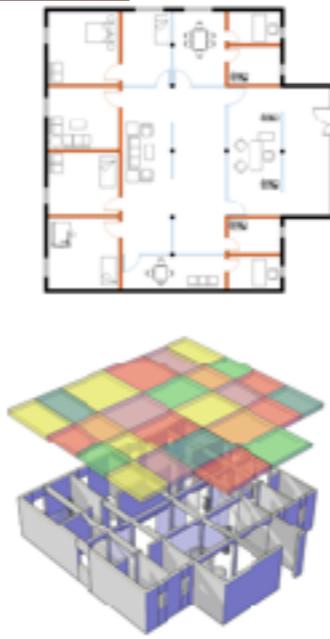
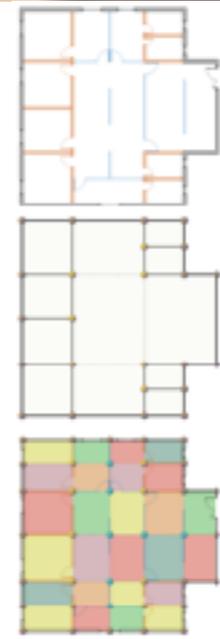
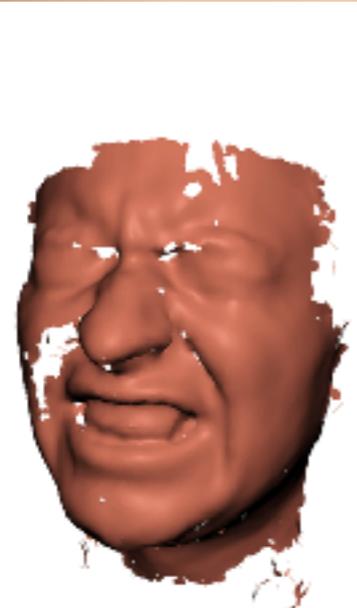
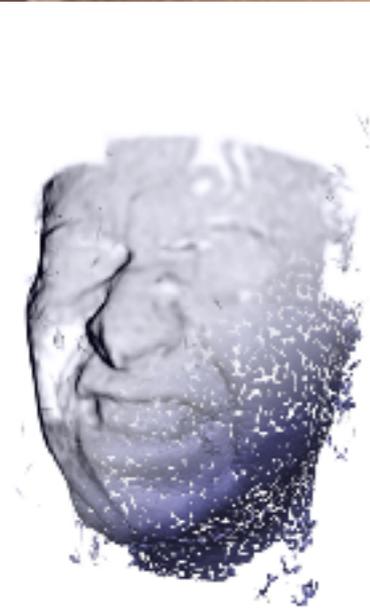
»Medieninformatik«

... **grundlegende Kenntnisse** im Bereich der Informatik und ein **kritisches Verständnis** ihrer Theorien und Grundsätze...

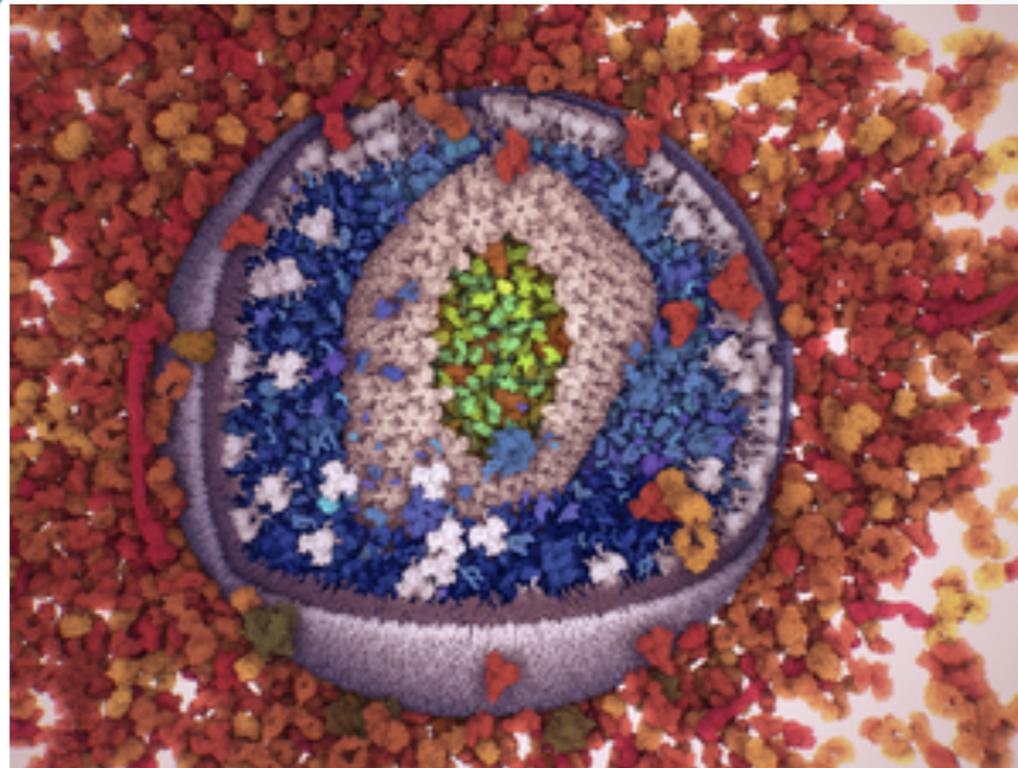
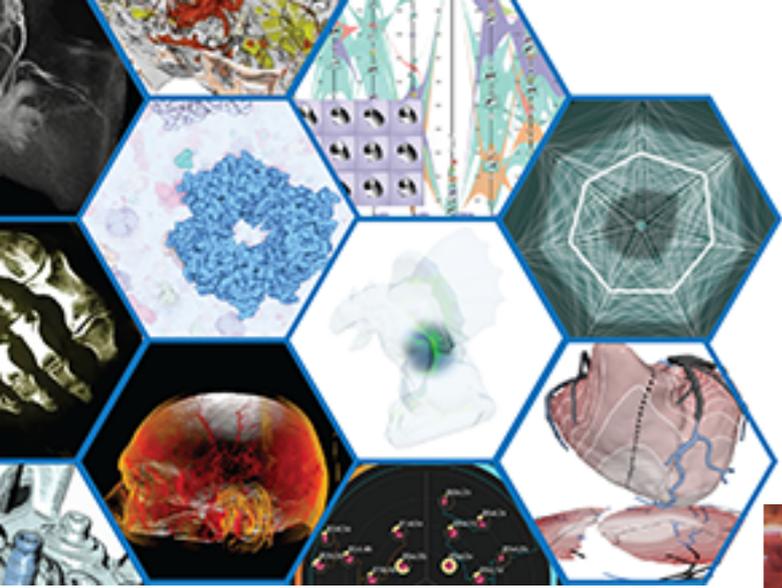
- Algorithmen und Datenstrukturen
- Softwareentwicklung
- Verteilten Systemen
- Mathematik, Statistik und theoretische Informatik
- Design- und Evaluierungsverfahren



Computer Vision



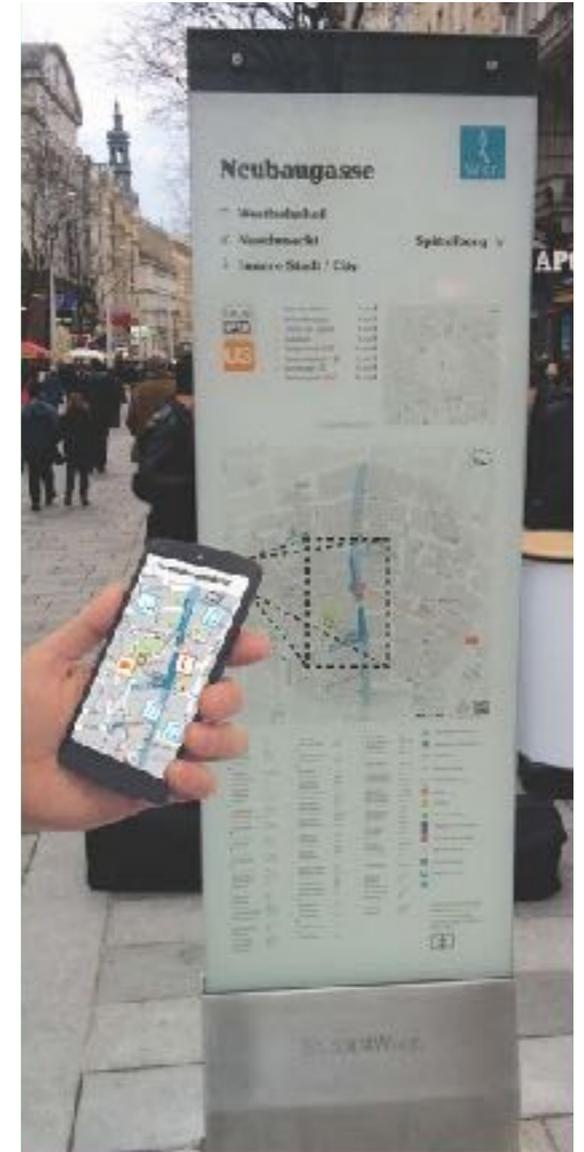
Computer Graphics



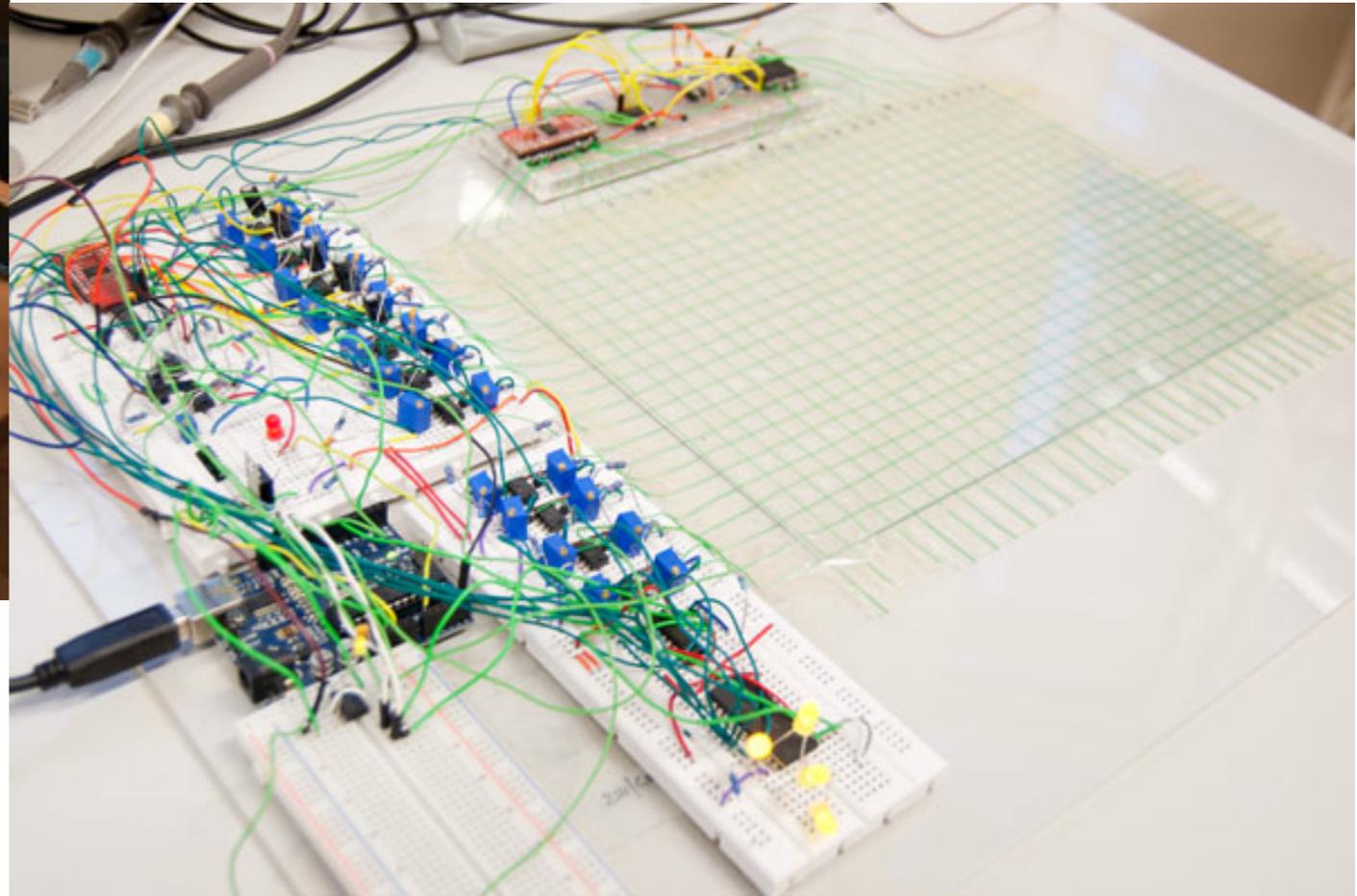
Visualisierung



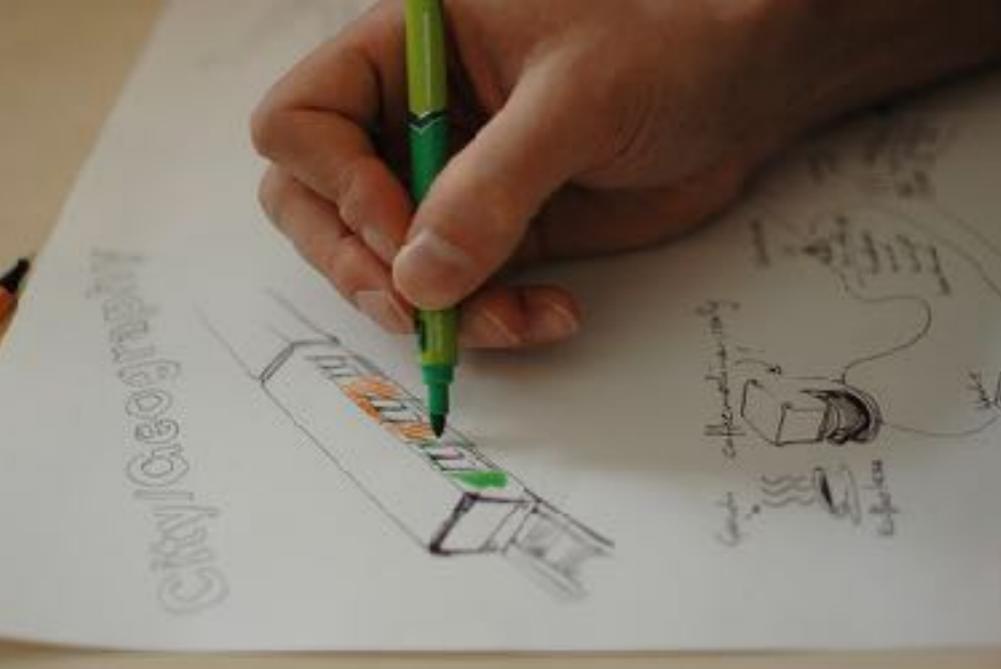
Augmented/Mixed/Virtual Reality



Interaktion zwischen Menschen und Maschinen



Aufbau von Computer- und Sensorsystemen



Designdenken und Designpraxis



Soziale, kognitive und kulturelle Grundlagen

1

Scientific /
Mathematical
Thinking

2

Computational
Thinking

3

Design Thinking

4

Creative Thinking

5

Critical Thinking

6

Responsible
Thinking

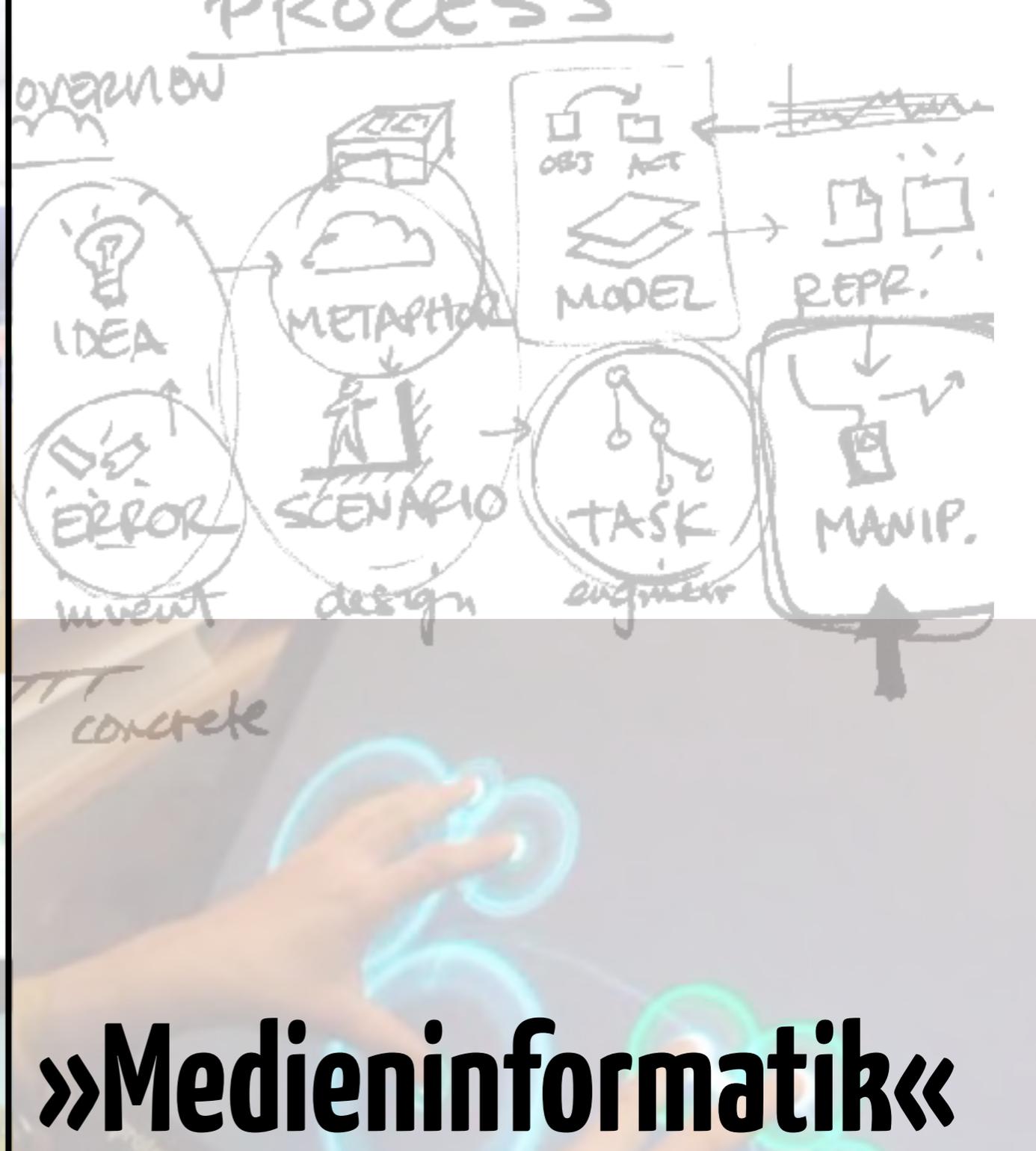
Geschichte der Informatik

Gesellschaftliche Spannungsfelder

Denkweisen der Informatik



»Visual Computing«



»Medieninformatik«

Medieninformatik & Visual Computing