

Bachelor's thesis

In the bachelor's thesis, students address a specific question from their field of study, applying the knowledge and skills acquired during their studies and practical phase — ideally in collaboration with a company.

Eligibility to begin the bachelor's thesis requires successful completion of the practical phase and passing all but two module exams. During the thesis process, students receive academic and personal guidance from a faculty member. Exceptionally, experienced professionals with relevant practical expertise may serve as second examiners, provided they hold at least an equivalent qualification to that being assessed. The thesis must be completed within a maximum of ten calendar weeks and concludes with a final colloquium.

If you want to work on your BA project under the supervision of Prof Felix Beck you...

1. Should have taken at least one of his courses, or have worked several weeks in the Creative Technologies Lab. ☐
2. Should plan to dedicate most of your time during your final semester to your thesis. ☐
3. Will have to write your thesis in either German or, preferably, English. ☐
4. Should [send an e-mail](#) outlining the following points:
 - What is the research question/objective of the project?
 - What is the exact scope of the work?
 - Are there any partners involved? (Is it a collaboration with a company? Are there other students involved as part of a collaboration?)
 - When is the allocated project start (kick-off with a first meeting) and the potential end (presentation date)?
5. Visit the [Hall of Fame](#), or check out the [list of successful bachelor projects](#) from the past.

Potential BA thesis topics

- **Design einer interaktiven Webanwendung für kulturelle Bildung:** Entwickle eine webbasierte Plattform, die es Benutzern ermöglicht, interaktiv kulturelle Inhalte zu erkunden, zu lernen und auszutauschen, und führe Usability-Tests durch, um die Benutzererfahrung zu verbessern.
- **Entwicklung einer mobilen Anwendung für kulturelle Stadtführungen:** Untersuche, wie mobile Anwendungen genutzt werden können, um Nutzern interaktive und personalisierte Stadtführungen anzubieten, die kulturelle Sehenswürdigkeiten und historische Ereignisse vermitteln.
- **Design einer virtuellen Ausstellung für digitale Kunst:** Gestalte eine virtuelle Ausstellung oder Galerie, die es Künstlern ermöglicht, ihre digitalen Kunstwerke zu präsentieren und Besuchern ein immersives Erlebnis zu bieten, z.B. durch Virtual Reality oder 360-Grad-Technologie.
- **Design einer interaktiven Installation für ein Musikfestival:** Konzipiere und realisiere eine interaktive Installation, die das Erlebnis von Festivalbesuchern bereichert und kreative Möglichkeiten der Interaktion mit Musik und Technologie bietet.

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