

This page is for ETI students, studying in the fields of Computer Science, Electrical-, Industrial-, Digital-, or International-Engineering, that are interested to work on their BA/MA thesis projects under the supervision of Prof. Felix Beck.

Students, please note the following:

- Check all the information provided on the [FH website](#)
  - Possible projects should target one of the [listed media-formats](#).
  - Proactivity is crucial: If you are unsure about something, reach out with enough time. Unforeseen delays should be communicated in a timely manner. Plan work steps early and adhere to milestones (e.g. submission of exposés, interim presentations, feedback rounds, etc.) Bear in mind the responsibility lies with the students.
  - [Leitfaden zur Erstellung von Abschlussarbeiten](#)
- 
- Bachelor's thesis
  - Master's thesis

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## 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. Will have to attend the [BA-colloquium](#). ☐
2. Will have to work highly independent. Support is provided in bi-weekly meetings - so called *Checkpoint Meetings* (see Felix's [Open Calender](#)). ☐
3. Should have taken at least one of his courses, or have worked several weeks in the Creative Technologies Lab. ☐
4. Should plan to dedicate most of your time during your final semester to your thesis. ☐
5. Will have to write your thesis in either German or, preferably, English. ☐
6. 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)? ☐
7. Visit the [Hall of Fame](#), or check out the [list of successful bachelor projects](#) from the past. ☐

## Potential BA thesis topics

- **Design verschiedener interaktiver Installationen** in Kollaboration mit dem Baumberger Sandstein Museum Havixbeck

1. Projektionstisch mit interaktiver Kartenanwendung
2. AR-Anwendung zur Augmentierung eines physikalischen Landschaftsmodells der Region

- **From Digital Maps to Tangible Worlds - Development of an Open-Source Globe Generator**

Im Rahmen dieser Bachelorarbeit soll ein webbasiertes Tool entworfen und prototypisch umgesetzt werden, das es ermöglicht, aus frei verfügbaren Online-Kartenanwendungen (z. B. OpenStreetMap) druckbare Vorlagen zur Herstellung eines eigenen physischen Globus zu generieren.

Das System berechnet auf Basis des gewählten Kugeldurchmessers eine entsprechend skalierte Kartenprojektion, die in segmentierte Streifen zerlegt wird. Diese lassen sich ausdrucken, ausschneiden und auf eine reale Kugeloberfläche aufkleben. Nutzerinnen und Nutzer können verschiedene Zoomstufen und damit Detailgrade der Kartendarstellung auswählen. Darüber hinaus soll eine Auswahl an vordefinierten visuellen Themes (z. B. topografisch, politisch, minimalistisch) integriert werden. Eine Erweiterung des Systems ermöglicht es, eigene Designs zu erstellen und zur gemeinsamen Library hinzuzufügen.

Das Projekt verbindet Aspekte aus Webentwicklung, Geodatenverarbeitung, Interaction Design und Digital Fabrication. Ziel ist es, die Schnittstelle zwischen digitalen Kartendaten und analogem Erleben räumlicher Information explorativ erfahrbar zu machen – eine Kombination von Computational Thinking und Design Practice, die digitale Werkzeuge in physische, greifbare Objekte übersetzt.

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