Felix Hardmood Beck

As both a Design Director and academic, Prof. Felix Hardmood Beck's work bridges academic inquiry and real-world application. Through the Creative Technologies Research Lab, he collaborates with local and international partners in academia, industry, and cultural institutions, developing innovative solutions that connect technology and humanity. His research and practice redefine how design and technology intersect to shape education, industry, and culture, contributing meaningfully to human connection, societal progress, and the preservation of global heritage.

- "Improvisation als Stärke" Interview mit Prof. Felix

Teaching Focus

Prof. Felix Hardmood Beck is a distinguished professor for Media Design at the Department of Electrical Engineering and Computer Science (ETI) at Münster University of Applied Sciences. With a strong foundation in visual communication and spatial experience design, he brings his expertise in human-computer interaction and creative technologies into the classroom. His teaching emphasizes the development of practical skills and innovative thinking, equipping students with the tools to address complex design challenges. He is deeply committed to fostering interactive and impactful learning experiences, designing tools and media that inspire creativity and critical thinking. By integrating emerging technologies into his teaching, Prof. Beck enables students to explore interdisciplinary approaches and develop tailored solutions that adapt to evolving user needs and technological advancements. His educational philosophy centers on preparing students to bridge the gap between design and technology, empowering them to contribute meaningfully in diverse professional contexts.

- DiscoverING Camp (Oktober 2024)
- COIL Artikel, online Kurs mit Universidad de las Americas (Artikel)

Applied Research Focus

Prof. Felix Hardmood Beck's research is situated at the dynamic intersection of design, technology, and innovation, where he explores new frontiers in media design and interaction. His work focuses on creating immersive and interactive environments for exhibitions, installations, and public spaces, seamlessly integrating physical and digital elements to captivate and engage users. A key area of his expertise lies in interaction design and media-enriched spaces, where projections, responsive systems, and audiovisual content transform environments into dynamic, engaging experiences.

As the driving force behind the Creative Technologies Research Lab at FH Münster, Prof. Beck builds upon the legacy of the NTSI Lab, evolving its mission to address contemporary challenges and opportunities in design, technology, and societal impact. The lab operates at the intersection of interdisciplinary innovation and applied research, focusing on four core areas. These include the exploration of narrative systems and emerging technologies, where technologies such as augmented reality (AR), virtual reality (VR), artificial intelligence (AI), and smart materials are used to transform storytelling. By leveraging the narrational capabilities of these tools, the lab redefines how we communicate, educate, and create meaning in a digital age. Another key focus is the development of site-specific installations, blending design, architecture, and technology to create transformative, environment-tailored works that foster interaction between space, art, and audience.

In addition, Prof. Beck's research encompasses the documentation of global heritage, employing cutting-edge technologies such as 3D scanning, digital archiving, and immersive media to preserve cultural, historical, and natural heritage. These efforts safeguard the richness of human history and make it accessible globally for education, research, and cultural appreciation. A fourth core area is achieving societal impact, where the lab connects design, technology, and culture with social values and aspirations. Through projects that revitalize public spaces, preserve global heritage, and inspire inclusive storytelling, Prof. Beck and his team address societal needs while fostering dialogue, community engagement, and cultural preservation.

- Artikel "Kulturelles Erbe bewahren" (18. November 2024)

Further expanding his research, Prof. Beck investigates **embodied media and artefacts**, creating tangible, technology-infused objects such as wearables and autonomous systems that enhance interaction and storytelling. His work in **spatial experience design** focuses on creating immersive environments that combine physical and digital elements to provide impactful interactions. In **media architecture**, he merges architectural form and digital content, designing responsive spaces and media-integrated structures. Through interdisciplinary collaborations across engineering, computer science, and the arts, he pushes the boundaries of prototyping and experimental design, testing novel applications of emerging media formats.

Links that Felix does not want to forget (LtFdnwtf)

General design

- A list of Felix's must reads
- Universal Design Education Charta (German & English)
- Felix compiled this list with things you might need in your first year studying design.
- Gestalt Gesetze
- Goldener Schnitt
- Interaction-Design Education Map edit. von Prof. Stefan Wölwer, HAWK

Allgemeines mit Forschung/FH Bezug

- Liste für Anlaufstellen an der FH
- Terminplaner vom Verein zur Förderung eines Deutschen Forschungsnetzes e. V.

Art, Media and Technology

Amazing Webworks by Patrick Gillespie: ASCII-Generator, Game of Thrones Chaos Ladder

Hardware

- Good Robotics WiFi Stepper (how-to/link to "the old" NYUAD Wiki)
- Documentation of building a DIY CNC-milling machine and how to use it, and some x-carved samples.
- Glemmer Workshop 2014

Kultur (in NRW)

- Museen rund um NRW (link zu Google myMaps)
- Inspirierende Orte in NRW (link zu Google myMaps)

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