

# **Merz Akademie**

**University of Applied Arts,  
Design and Media, Stuttgart  
nationally accredited**

# Merz Akademie

**The Merz Akademie, a private, nationally accredited University of Applied Arts, Design and Media was founded in 1918. It is conveniently located in southwest Germany, in the heart of Europe.**

At the core of all activities are the aesthetic, technical and cultural issues that arise from the intensive encounter and innovative interaction of design, art and media. Student life on campus creates a vibrant atmosphere that is driven by the studies, creative work and social life. Public events such as exhibitions, conferences, lecture series, symposia and design markets are held regularly every semester. Research activities and publications are closely related: both

staff and students are able to publish the results of their work. International guest professors are integrated into our study program each semester to teach and conduct creative seminars and projects. Exchange students can live on campus in communal student apartments. Stuttgart is a student city that caters to a young, creative, design-orientated population with an abundance of cultural and exciting venues – museums, galleries, bars and clubs.

Challenging projects are supported by an international team of professors, outstanding facilities and individualized support.





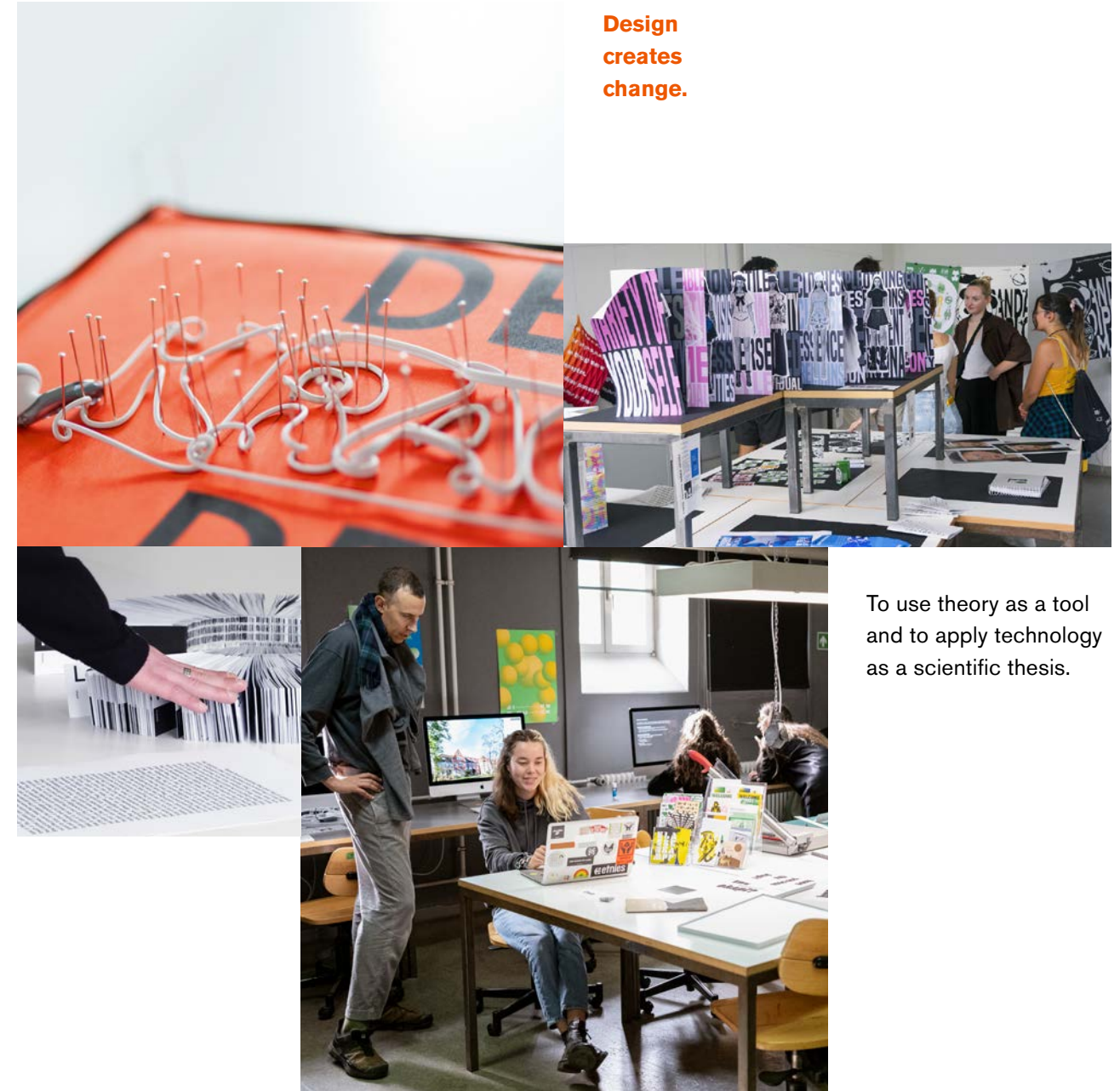
# Design, Art and Media

**Students learn the skills to create relevant content in the fields of Film and Video, New Media or Visual Communication. They are able to design and transmit their own ideas and inclinations.**

The university sees itself as an experimental think-tank that allows its students to integrate their cultural, social and theoretical interests with their design study. In addition to the necessary technical and aesthetic skills, students engage with the current critical discourse and theory relevant to their chosen field of study. The goal is to be able to implement the solution of a self-defined problem

in the form of a fully realized work of design or art. The ability to critically reflect upon one's own practice in relation to relevant aesthetic, cultural and academic contexts and to represent one's artistic position in thought-provoking ways complements the acquired knowledge of the graduates. Exchange students follow an individual study plan best suited for their interests and needs.

**Design  
creates  
change.**



To use theory as a tool and to apply technology as a scientific thesis.

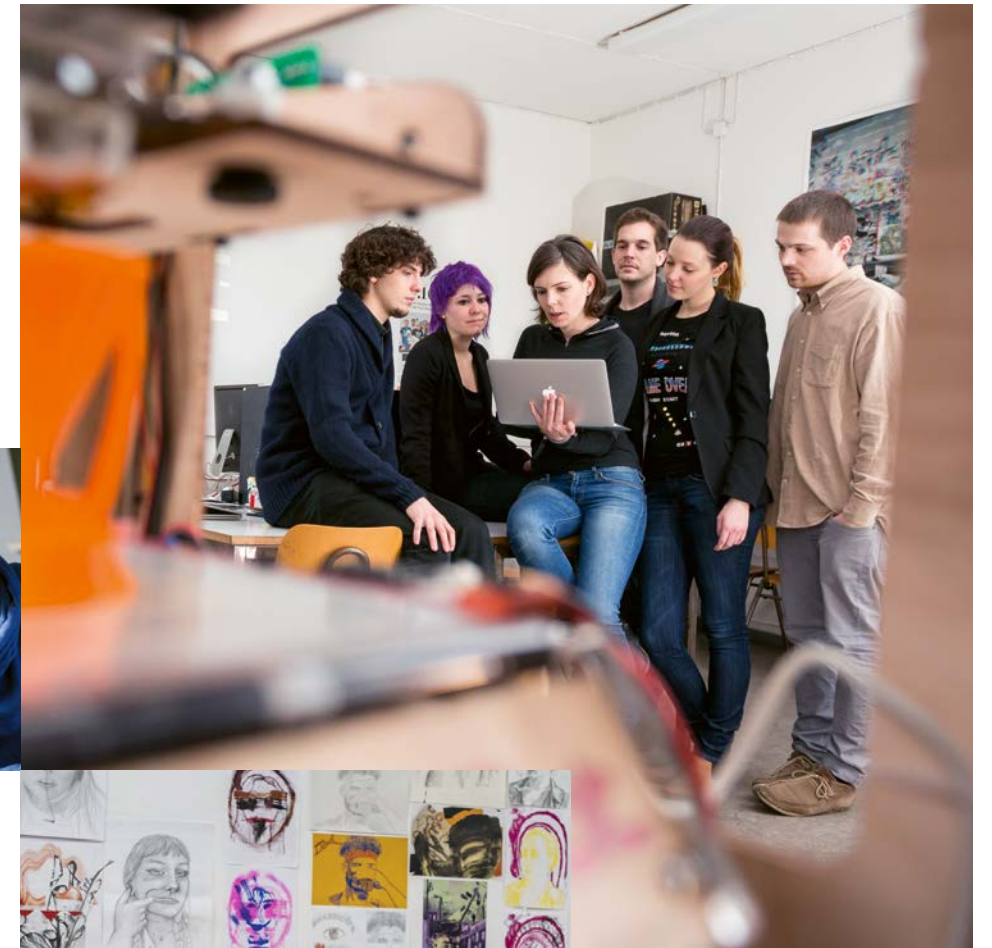
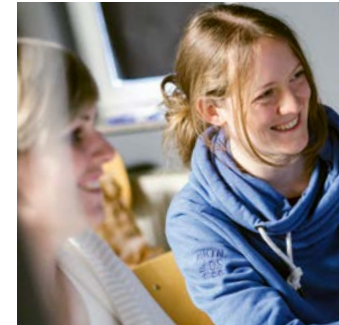
# Bachelor of Arts

## The Bachelor of Arts program “Design, Art and Media”

After an in-depth introduction to the subjects and methods of Film and Video, New Media and Visual Communication the students select one of fields of study as their major. The core study program includes innovative and creative projects accompanied by subject-specific and general theory colloquia. Seminars and workshops supplement the program. The combination of design curriculum with a rigorous interest in media culture and cultural

theory is one of the most important features of the studies at the Merz Akademie. Collaboration beyond the boundaries of the individual study areas is made possible through elective and international workshops as well as interdisciplinary projects. Students combine art with theory and technology in novel ways and learn to transfer their knowledge into innovative projects.

The goal of the Bachelor of Arts program is to develop competence in design, art and media.



After the first semester the students select one of the fields of study: Film and Video, New Media and Visual Communication.



# Film and Video

**The goal of Film and Video is to qualify students in artistic or creative competence in the area of time-based media, in particular film and video.**

The focus of the study is the analysis and acquisition of the creative and technical process of film as well as the electronic and computer-based audiovisual media of moving images. This is based on a comprehensive examination of the history and theory of time-based media, as well as history and cultural theory. In their projects, students can assess and test documentary, fictional, or experimental forms and their combination (essays, documentary-fiction).

Workshop courses and exercises give the students practical knowledge in dealing with digital video technology, as well as experience in production planning and development. The practical training provides insight into professional working spheres of time-based media. Lectures, courses and excursions deepen the knowledge about conception, financing and realization of films in television and cinema as well as in an art context.

**Workshop courses and exercises provide practical training using digital video technology.**



**Liminal**  
(Alexandra Konst und Florentin Zinßer)  
Short film.

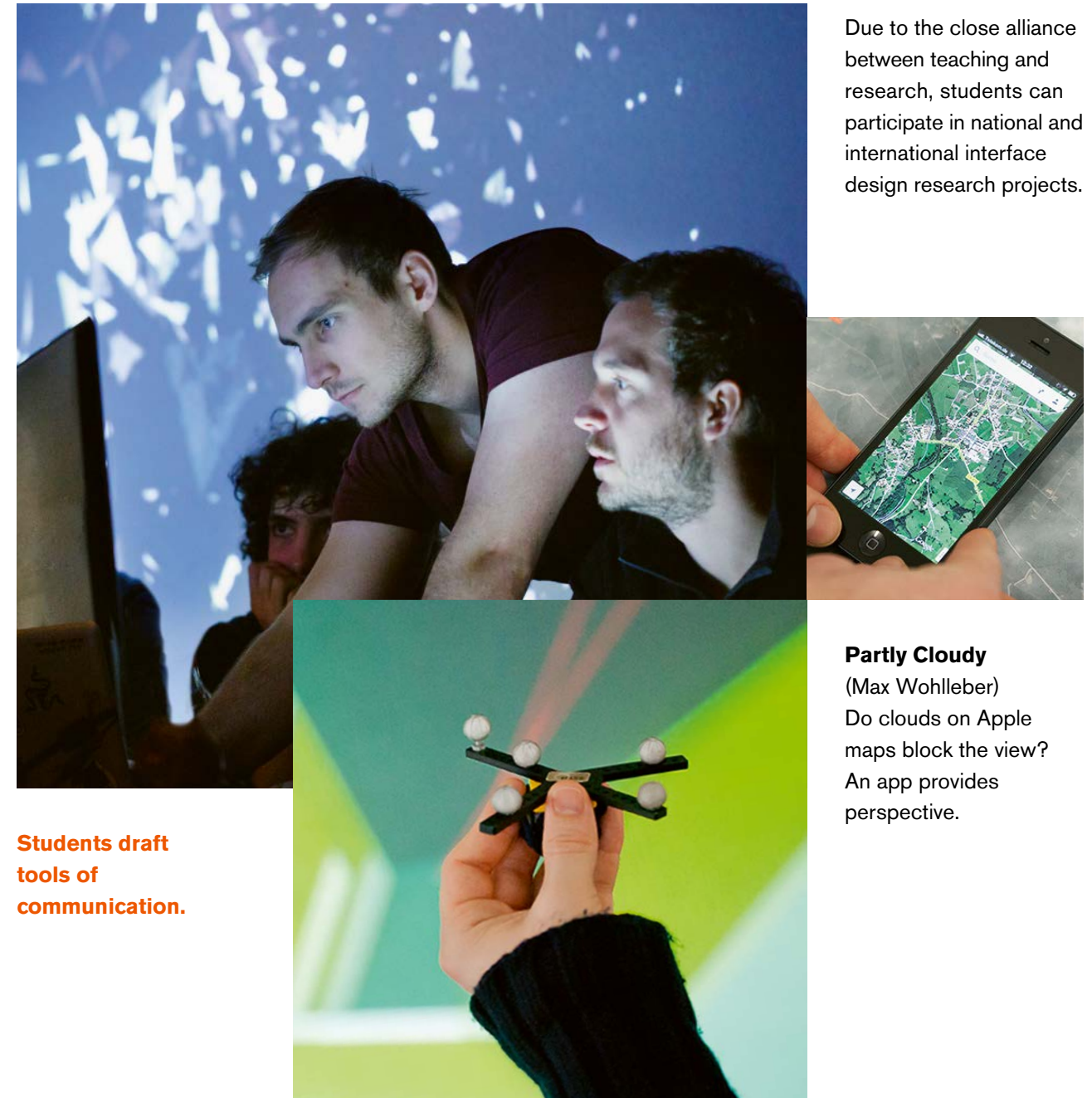
# New Media

**New Media students do not simply create digital surfaces. They draft tools of communication and conceive the qualities and usages of innovative technologies that are increasingly penetrating our lives today.**

New Media understands digital tools as cultural products, which can be called into question and changed according to one's need. Alongside seminars in web design and application development, there are also courses in computational design, immersive environments, spatial interaction, interfaces and apps

for mobile devices, as well as physical computing. Project work is centered around actual network and interaction concepts, based on current research and reflecting visions as well as ideals of design and networking pioneers. Open source ethics and do-it-yourself principles also play an important role.

Due to the close alliance between teaching and research, students can participate in national and international interface design research projects.



**Students draft tools of communication.**

**Partly Cloudy**  
(Max Wohlleber)  
Do clouds on Apple maps block the view?  
An app provides perspective.



# Visual Communication

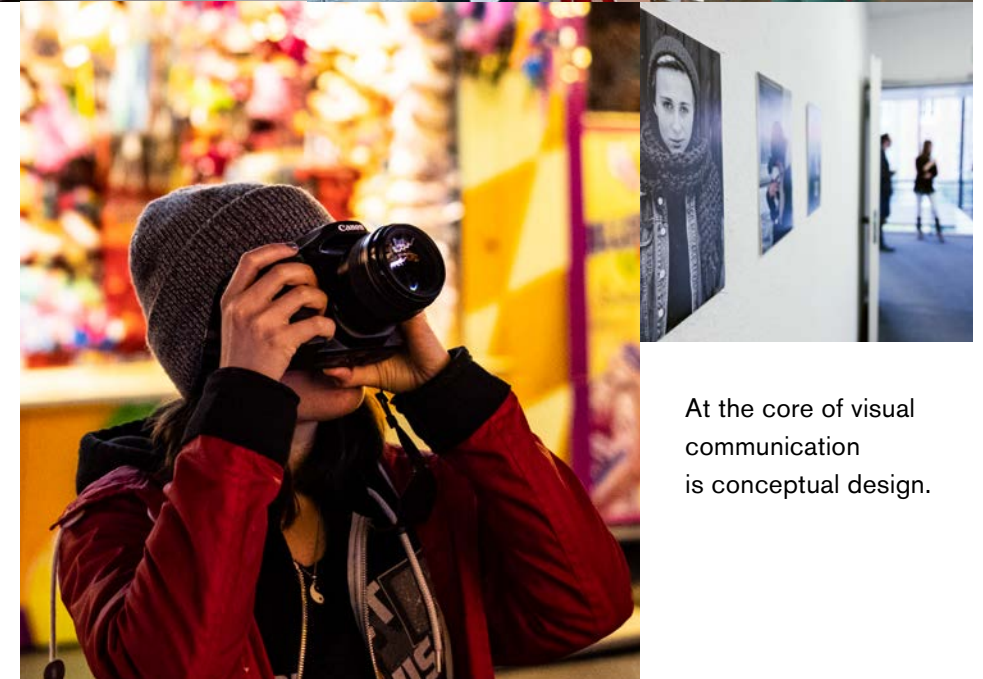
**To define questions, analyze complex issues and translate them into visual communication with the help of artistic and creative means – that is the object in this area of study.**

Visual Communication does not mean to enhance a given work by way of embellishing images. Instead, it is about providing an independent and self-reflected communication content through visual education and media competence. At its center is the cultural, social, economic, technological, political conception in combination with the formation of communication that captures the eye. Typography, illustration and

photography are the three fundamental visual languages. These are supplemented by spatial presentations of information (display and exhibition design), online and offline design, for instance in screen design or in the area of moving images media (animation, title design). In addition, design history and theory are important foundations that provide students with a great awareness for design decisions.



**Typography, illustration and photography are the three fundamental visual languages.**



At the core of visual communication is conceptual design.

# The Master of Arts program Research in Design, Art and Media – Designing the Future

## Unparalleled Creative Freedom

The Master of Arts program Research in Design, Art and Media – Designing the Future offers vast freedom in study structure and media choice, bridging “experimental world building” and “documentary practice.” In an era marked by wars, authoritarianism, global crises, and climate change, alongside the evolution of AI and media, this M.A. program champions art and design as vital for crafting new collaborative frameworks for life as well as work and equips students to play a pivotal role in shaping a resilient future society

The practice-oriented and interdisciplinary approach of the study program allows students to choose modules from Film and Video, to New Media and Visual Communication, engage in interdisciplinary project weeks and benefit from the practical insights of international lecturers and speakers, making the studies directly relevant to professional life.

Students develop a unique long-term, comprehensive project throughout their studies and engage in course offerings that emphasize the integration of art, design, and media within theoretical and social contexts. Project-based learning with constant lab access permits students to enhance their technical skills and utilize comprehensive media techniques from storytelling and scrollytelling to advanced use of generative AI and interactive simulations. Regular colloquia with peers, artists, and theorists foster a community of collective reflection and individual practice, honing students’ ability to contextualize, critique, and network effectively.



Unparalleled  
Creative Freedom





# Equipment and Facilities

## **Modern and well-equipped labs support the work in Crossmedia Publishing, Film and Video, New Media and Visual Communication**

green box, audio recording studio, stop motion studio, digital video editing and post production, color grading suite, rental equipment

virtual reality lab, physical computing lab, interaction lab, interactive 3D-power wall, 3D-printer

digital print lab, photo studio and lab, calibrated image editing places, silkscreen workshop, book bindery, training and computer rooms

# Application as exchange student

## **Application Process**

Students who would like to apply to the Merz Akademie must submit a portfolio of work samples and the following documents to the International Office in PDF format:

- CV and letter of motivation
- Certificate of matriculation
- Transcript of record
- Letter of recommendation
- Proof of language proficiency in German or English (B2)

## **Application Deadline**

May 1<sup>st</sup> for the winter semester  
November 1<sup>st</sup> for the summer semester

## **International Office:**

Birgit Haasen  
international.office@merz-akademie.de  
Tel +49 (0)7111-26866-47

## **Website**

[www.merz-akademie.de/en](http://www.merz-akademie.de/en)

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