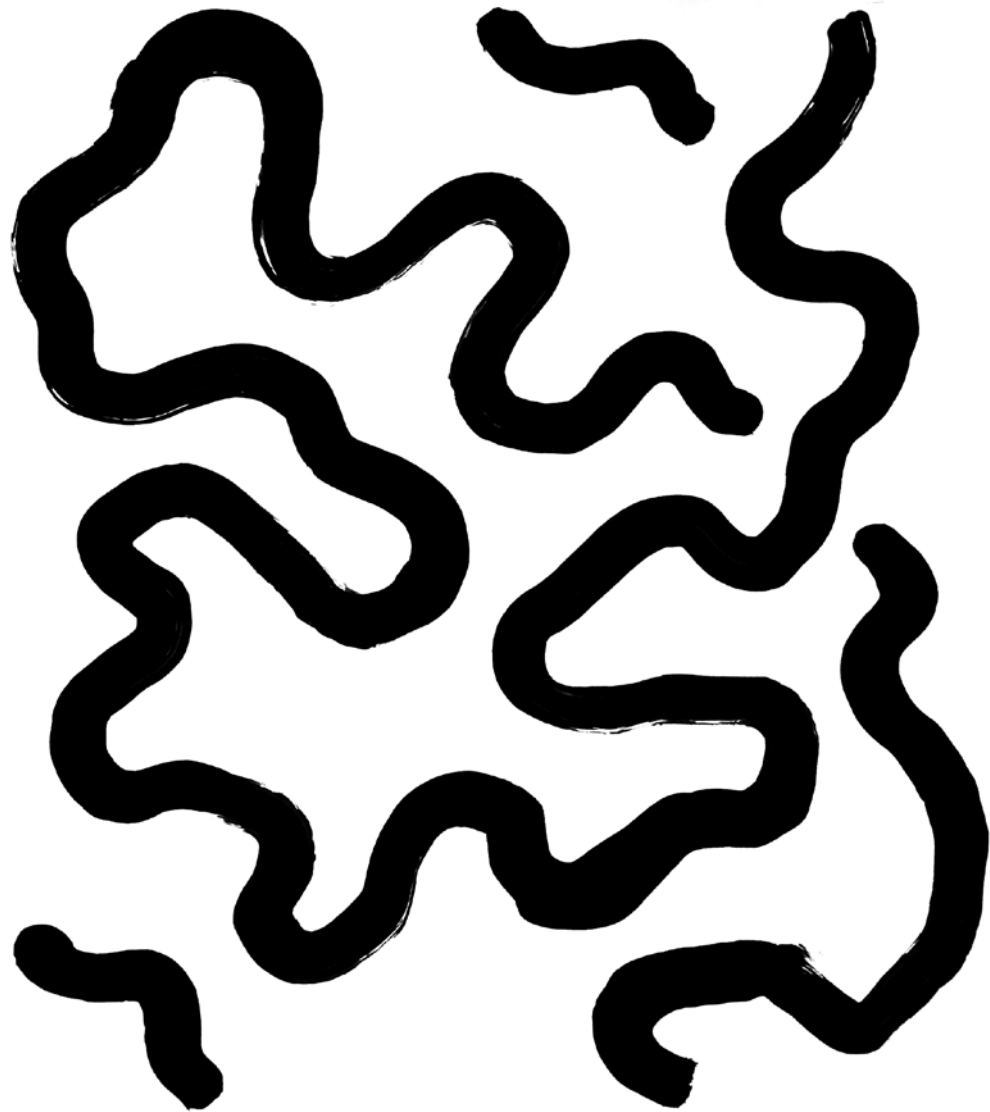
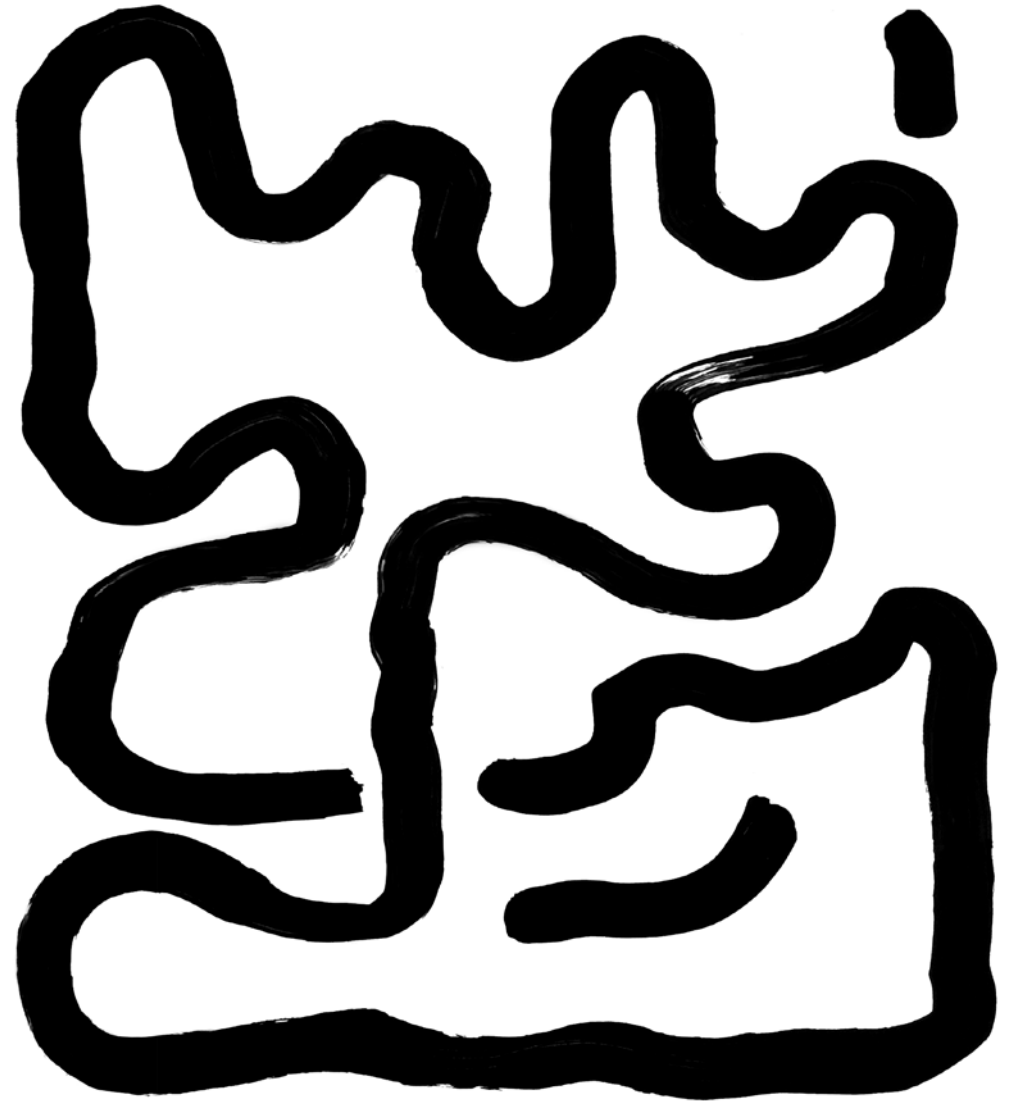


**CONNECT  
THE DOTS**



**INSTITUTE  
HYPERWERK**



# CONNECT THE DOTS AND INVENT YOUR PROFESSION

How can we live together? How can we design the future? And how do we act today? HyperWerk is an ecosystem for an innovative design curriculum; a pedagogical model; an empowerment to social transformation, to speculation, and to the design of processes. Designing processes, developing projects, detecting trends, discussing changes, presenting proposals, demonstrating options, testing media, understanding digitization, asking questions, and providing answers! At HyperWerk you need to be able to endure freedom. The freedom to find your own way, and the freedom to collaborate in a community. We facilitate individual learning paths and negotiate the limits together.

## HYPERWERK

The year at HyperWerk begins in September and is divided into six modules corresponding to the phases of a design process. Within each module up to four different workshops take place per week, and students of all three years can participate in them.

Each module concludes with a focus week serving to present and reflect what has been learned. All students and teachers congregate in the plenum and continually develop the HyperWerk course of study further. In parallel, the students work on their individual study pieces and on their projects. We learn with each other and from each other. Every student is individually tutored by one of our teachers.

In a joint research-and-debate phase, the second-year students develop a socially significant annual topic. In the following year—their diploma year—the entire HyperWerk directs all its modules and workshops towards this annual topic. This procedure ensures that we are working on currently relevant issues. This year, our topic is **CONNECT THE DOTS**.

## MODULES

**1. analyze:** We research into the annual topic and analyze it within its cultural, economic, social, philosophical, and technological contexts. Leading criteria and questions for the following modules are defined.

**2. design:** What are my options to visualize my intentions? How can I design a prototype, a model of my ideas? Which form can I choose; which form can I design in which way?

**3. interact:** How can I communicate a message, an idea, an intention? Which media can I use? How can I establish commitment, design the rules of the game, and whom can I choose as partners? Which roles and patterns of behavior will emerge through the interaction?

**4. manage:** Promises, hopes, difficulties, costs: scenarios are developed and evaluated as bases for decision. How can I identify broader contexts, and how can I use them?

**5. solve/produce:** In the context of available options, the idea is tested with regard to its technical feasibility. Processes are reviewed and evaluated; definitive forms for a product are designed.

**6. assemble/reflect:** With its implementation, the annual topic becomes recognizable as a process which has taken place on various levels. Through reflection, the different aspects are condensed into a commentary and presented as a book, a film, a model, a product, a concept, an audio drama, a website, a conference, or an exhibition.

## FOCUSES

Projects are accompanied and reviewed in one of three focuses to choose from. There, also ideas for workshops are developed and continuity of learning is facilitated.

The **focus a/m** is connected to the modules analyze and manage. Focus a/m is concerned with analysis and research and with the way from insight to action. How do we look at the

world? How do we work out precise questions and define problems? How, on this basis, do we develop approaches towards solutions and organize specific actions? And how did other HyperWerkers accomplish this?

The **focus d/s/p** is related to the modules design and solve/produce. It fosters sharing knowledge about design, technology, and their social implications; about materials and their aesthetics. What are our opportunities for acquiring further knowledge, and how can we learn from each other?

The **focus i/a/r** is linked to the modules interact and assemble/reflect. It is concerned with mediality, visual design, social processes, and communication of projects. Who is speaking? Who shall be addressed? What are means and ways to communicate according to content? What kind of message actually reaches its target group? We go to exhibitions and other events, and we learn to review them critically. We invite experts in order to examine their drafts, formats, products, interactions – and discuss these in their relations to projects of the students.

## STUDY PIECES & PROJECTS

Doing a study piece, collaborating with fellow students on their projects, or directing a project of one's own—these are essential elements of the HyperWerk curriculum.

Through study pieces, HyperWerk supports self-organized learning: in short and intense phases students can occupy themselves with a clearly outlined subject matter—a software, a programming language, a text or a technical problem, a formal challenge or a new location. The specific skills acquired during this period should relate to a project and also to the annual topic, or they should relate to a student's personal interest for which he or she has to give reasons. Individual study pieces are discussed with and approved by the mentor.

Projects are team works based on a clearly defined objective, with temporal, technical, and

financial specifications. Objectives are chosen primarily according to didactic and practical criteria. The first step is to formulate a project sketch: an anticipatory and strongly condensed synopsis with statements regarding the idea and the initial situation, the project objective, the method, and the expected outcome. At least three students have to commit themselves in order to be supported by HyperWerk as a study project with equipment, project coaching, and organization.

Apart from the projects initiated by students there are institutional projects with external partners which run through different phases and in which more students participate.

## WORKSHOPS

In order to be able to cover the wide range of knowledge and skills currently required we invite specialists in their respective disciplines, experts, artists, practitioners to give workshops at HyperWerk. Topics range from philosophy and microarchitecture, illustration, presentation techniques, Virtual Reality, over photography and film, organization strategies, meditation, feminism and FabLabs to robotics and transhumanism.

Most workshops take between one and four days. Students assemble their individual workshop program suited for their respective focus of work and co-ordinate it with their mentors. Students' ideas and suggestions for workshops are most welcome. Registrations for workshops are binding, i.e. you have to attend the entire workshop.

## INFRASTRUCTURE

HyperWerk maintains a large storage and a spacious workshop, both full of technology and gear for ideas and projects: we have cameras for photography and video, projectors, computers, monitors, lighting and sound equipment, cables, jacks, adaptors, and many very special things. Most of the items can be lent to the students – with technical advice provided. The workshop has two sections: the first has

electronic and digital machinery, and with its large table and many chairs it also serves as conference zone. There are 3D printers, PCB printers, a compact CNC mill, potent computers, and also this apparently endless mass of odds and ends and accessories indispensable for working with soldering irons, Arduinos, resistors, stepping motors, potentiometers, etc.

The second section, more in the back, is dedicated to analogue technology: there are light yet fixed machines and various handheld devices for wood- and for metalwork, a sewing machine for leather, and a lot of assorted hand tools. And way in the back there are our industrial robots. So far it's not clear whether they are useful tools for us or rather workpieces and challenges — in any case they are fascinating machines.

The idea behind this workshop is: it shall facilitate quick, improvised experiments and associative tinkering; thus, it is accessible 24/7. Workpieces can be left overnight, and there are leftovers from and traces of diverse materials and processes which took place in here.

For larger projects, specialized workshops are available to the students on the campus of the Academy of Art and Design: metal workshop, wood workshop, plastic and paint shop, sculptor shop, bookbinding and screen printing, as well as rapid-prototyping facilities with laser cutters, 3D printers, and milling machines. Apart from all this, there are professional audio and video studios and a well-stocked media center.

## MENTORING

At HyperWerk, mentors support the students in their individual learning processes. Regular and transparent dialogue between mentor and mentee is the most important interface between students and teachers.

Thus, we have established a culture of mutual exchange, trust, and commitment. Students are offered closely accompanied reflection as well as constructive-critical examination of their projects, of the curriculum, and of their individual learning progress. The basis for

these talks is the documentation written at the end of each module in which the students describe what they experience, what they learn, and where they and their projects stand.

## EXAMINATIONS & BACHELOR THESIS

The first intermediate examination concludes the first year of study. It serves the student's personal review of his or her year's contents and gaps; of the learning successes and failures; and of his or her present position and preview of the coming year. A written documentation of the work done in the fields design, technology, and process development, including an account of personal ups and downs, constitute one part of the exam. The other part is a brief oral presentation of these items to a jury consisting of team members and student assessors. This jury evaluates the first-year study progress and formulates recommendations for the second year of study.

This second year is concluded by the second intermediate exam. The procedure is the same as after the first year, i.e. it is also made up of a written thesis and an oral presentation. Content and intention, however, are different. Successful completion of the second intermediate exam proves the qualifications for entering into the third year of study and working on a bachelor project. These qualifications consist especially in the abilities to analyze, reflect, and contextualize one's own project work from different perspectives.

The third year of study has three parts: the bachelor project whose realization fills the entire third year; the written bachelor thesis which documents and reflects the project; and the concluding oral examination. Subject of the examination is the presentation of the bachelor project to a jury consisting of members of the HyperWerk team as well as of external jurors. The bachelor project follows our rules for projects; beyond these, however, intermediate results are required in each module. Together with the bachelor candidates, the exact procedure for acquiring the bachelor's degree is negotiated and set down in a

contract that is to be formulated anew every year. This means that the students have a say in designing the criteria for their exam as well as the procedure of their final year. Moreover, the students also design and plan the exhibition as well as the bachelor publication.

## YOUR WAY TO HYPERWERK

**What do you need to submit?** If you have an approved equivalent to the Swiss Abitur certificate and one year of work experience, or if you have acquired one of the Swiss examinations entitling you to enter a university of applied sciences you may download the application form and apply straightaway.

If you do not have any of the above-mentioned degrees that does not yet mean you cannot study with us. Please contact us directly in order to look into alternative possibilities.

And in general—if you have any questions, please do not hesitate to contact us:

[aufnahme@hyperwerk.ch](mailto:aufnahme@hyperwerk.ch)

## THREE STEPS AND YOU ARE IN

**1. Apply.** Fill out the FHNW HGK application form and send it to the address given on the form until 15 February 2019. The application form is available here:

[www.fhnw.ch/hgk/bachelor](http://www.fhnw.ch/hgk/bachelor)

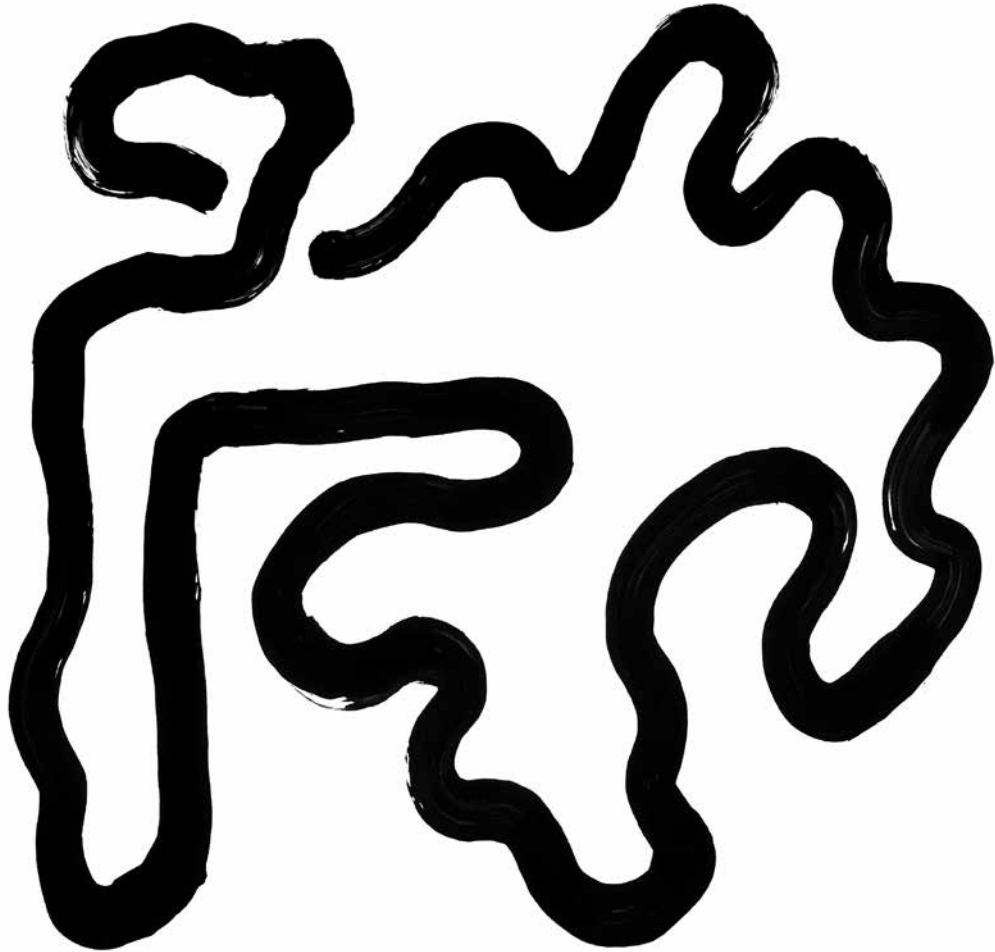
**2. We write you.** We invite you to accomplish a small task, and you send it back to us. We do not require a portfolio—we require your motivation.

**3. We get to know each other.** On 26, 27, and 28 April 2019 we hold our entry assessment. If we approve of your answers, we will ask you to join us over this weekend to find out whether we are suited to you and vice versa.

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**INVENT  
YOUR  
PROFESSION**



**STUDY  
FUTURE**

