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Willkommen, Welcome, Bienvenido, ברוך הבא, أهلاً وسهلاً, स्वागत है, 欢迎, ...



On this website Prof. Felix Hardmood Beck shares an overview on his current and past teaching activities, and everything else that relates to his courses and academic involvement like the work he does in the [Creative Technologies Lab](#) based at Technology Campus Steinfurt. Check out his former research activities under www.ntsi.info. His professional design portfolio can be found under www.felix-beck.de. Happy reading!

About FH Münster University of Applied Sciences

FH Münster University of Applied Sciences, founded in 1971 from a merger of various engineering and vocational schools, stands as one of Germany's largest and most successful applied sciences institutions. Located in Münster and Steinfurt, the university serves around 15.000 students across 14 faculties and several research institutions. It has established a strong reputation for quality in education and research, supported by highest rates of third-party funding among German universities of applied sciences. This commitment to quality inspires strategic alliances with industry partners. The university offers a broad spectrum of programs, including innovative offerings like dual-study options and international programs, with a significant number of courses and activities designed to enhance global competencies.

It brings Felix great joy to prepare students for the challenges and opportunities of our interconnected world, ensuring they become strong critical thinkers and capable problem-solvers. To achieve these goals, he teaches courses in the fields of design, media and technology (...and a sprinkle of artistic flair for good measure). He serves as a mentor, offering advice on everything from competitions to self-initiated projects, and provides guidance on Bachelor's and Master's thesis projects. His support extends beyond theoretical guidance, encompassing practical aspects of project realization, including content and form development, prototyping, production, and project management. Felix delights in organizing exhibitions to showcase students' outstanding projects, and if adequate to transfer curated results from the courses and the students' research fields to the [Reach Center](#) for further development.

Felix at Technology Campus Steinfurt

Located at the *Technology Campus* in the city of Steinfurt, the **department of Electrical Engineering and Computer Science (ETI)** is a leading academic institution renowned for its focus on innovative teaching methodologies, cutting-edge research, and practical applications in the fields of computer science, electrical engineering, and information technology. The department offers a range of undergraduate and graduate programs, providing students with comprehensive knowledge and hands-on skills essential for success in today's rapidly evolving technological landscape.

With state-of-the-art facilities and a dedicated faculty comprised of industry experts and experienced academics, the school emphasises on hands-on learning experiences, collaborative projects, and

industry internships to ensure students are well-prepared for careers in various sectors such as software development, IT, media-design, telecommunications, automation, robotics, and more. Additionally, the department fosters a dynamic and inclusive learning environment, encouraging students to engage in research activities, participate in international exchange programs, and explore interdisciplinary opportunities.

Felix joined ETI as full Professor for Media-Design receiving a life-long tenure position in Spring 2024. Making use of the design process (looking, learning, asking, prototyping, testing, evaluating, communicating, iterating) the students develop and design innovative prototypes on topics that are announced each semester. He is currently teaching the following courses:

- *Design Basics* – Praktische Grundlagen der Gestaltung (ETI Wahlpflicht Bachelor, 4. semester, 5 CP) ⇒ [SoSe 2024](#)
- *Media Design Project* (ETI Wahlpflicht Bachelor, 5. semester, 5 CP) ⇒ [WiSe 2024/25](#)
- *Media Objects* – Entwicklung eines medialen Objektes (ETI Wahlpflicht Master, 1-3. semester 5 CP) ⇒ [SoSe 2024](#)
- *Media Installations* – Entwicklung einer medialen Installation (ETI Wahlpflicht Master, 1-3. semester 5 CP) ⇒ [WiSe 2024/25](#)
- *Design, Technology and Innovation in Münsterland* (4.5 CP, BA/MA) ⇒ [2022, 2023, 2024](#)

Find a [list of the courses](#) he teaches/taught so far.

Other activities:



Felix at Münster School of Design

The *Münster School of Design* (MSD) is the design department of *FH Münster University of Applied Sciences*. Felix joined the department as full Professor receiving a life-long position in Fall 2020 (...and switching gears changing from design to engineering in February 2024). Being in charge of the Design Foundations program he was involved in the restructuring and organisation of the foundations program (example of structure of [first semester](#) and [second semester](#)), and teaching the following courses:

- *Foundations of Design I.* (10 CP, 1st semester BA-level)
- *Foundations of Design II.* (10 CP, 2nd semester BA-level, incl. introduction to the departments'

workshops),

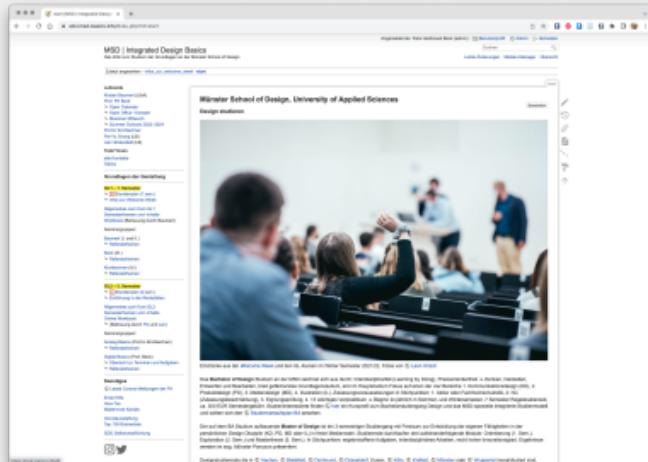
Example semester topics: [Lautleise, Non Intentional Design, Radio Gaga](#)

- *Welcome Week* (Five days of introductions for incoming cohort: ±90 students each semester)

He also enjoyed co-teaching additional courses like...

- *Creativity & Innovation* (co-teaching design methodologies at *Münster School of Business* in 2021 (MA-level))
- *CampX* – a three day gathering on Felix's farm¹⁾ on the topic of sustainability, August 2022 with *Münster School of Business* (MA-level).
- *Introduction to Nursing* (co-teaching design methodologies at *Münster School of Health* in 2021 (BA-level)).

A full overview on his teaching activities as part of the MSD Münster School of Design can be found at the *Grundlagen-Wiki* which he is maintaining for his colleagues and himself for MSD's foundational program: wiki.msd-basics.info



Please note that a username and password are needed to access the *Grundlagen-Wiki*. Just write to Felix to get those credentials...

Teaching at New York University Abu Dhabi (NYUAD), 2015 - 2020

From 2015 to 2020 Felix was *Assistant Professor of Practice of Design* at NYUAD's engineering department. During this time he newly developed several courses. By offering three ADT Core courses (ADT = Art, Design, Technology) per year he essentially added to the Engineering department's contribution of curricular offerings. Find a summary of all of Beck's accomplishments at NYUAD [here](#)

(PDF/100kb).

Courses taught:

- 'Utilitas, Venustas, Firmitas' (Art, Design, and Technology Core Competency Course (CADT-UH 1016), 4CP, 14 weeks)
- 'Manus Et Machina' (Art, Design, and Technology Core Competency Course (CADT-UH 1001), 4CP, 14 weeks)
- 'Plastic Fantastic' (Art, Design, and Technology Core Competency Course (CADT-UH 1045J), 4 CP, 3 weeks, J-Term)
- Design & Innovation (Engineering Foundations Core (ENGR-AD 110), 2 CP, 3 weeks, J-Term)
- Design Fundamentals (Engineering Elective (ENGR-AD 323), 4 CP, 14 weeks)
- Introduction to Interactive Media (introductory course (MDMED-AD 101), 4CP, 14 weeks)
- Engineers for Social Impact (1 CP, 2 weeks trip as part of 14 weeks *Engineering Ethics* course (ENGR-AD-324))

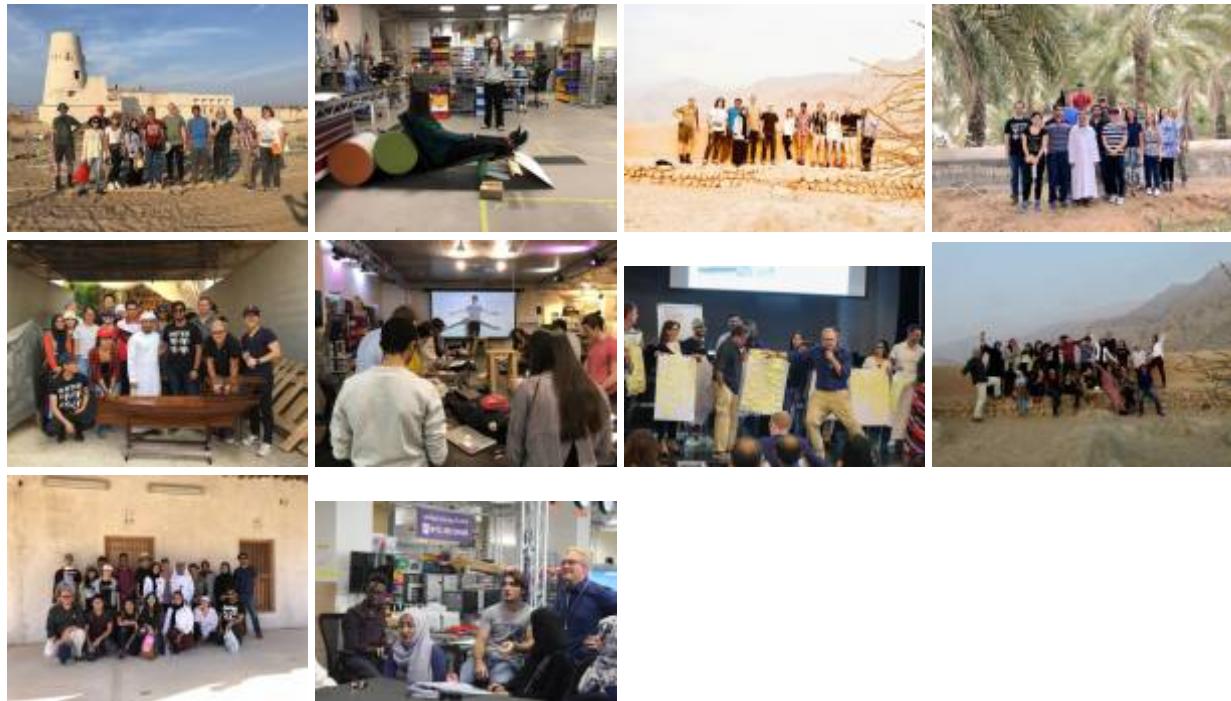
Check out the list of all courses, workshops, exhibitions, and other activities in this revision of "the old" hardmood-wiki:

Year	Term	Course Title	Course Type	Description
2001	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2001	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2001	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2001	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2002	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2002	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2002	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2002	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2003	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2003	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2003	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2003	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2004	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2004	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2004	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2004	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2005	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2005	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2005	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2005	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2006	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2006	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2006	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2006	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2007	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2007	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2007	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2007	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2008	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2008	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2008	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2008	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2009	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2009	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2009	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2009	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2010	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2010	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2010	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2010	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2011	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2011	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2011	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2011	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2012	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2012	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2012	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2012	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2013	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2013	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2013	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2013	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2014	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2014	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2014	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2014	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2015	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2015	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2015	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2015	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project
2016	Term 1	Design & Innovation	ENGR-AD-110	workshop, lecture, discussion, assignments, & final project
2016	Term 1	Design Fundamentals	ENGR-AD-323	lecture, workshop, assignments, & final project
2016	Term 1	Introduction to Interactive Media	MDMED-AD-101	lecture, workshop, assignments, & final project
2016	Term 1	Engineers for Social Impact	ENGR-AD-324	workshop, project, presentation, & final project

<http://www.felix-beck.de/nyuad/teaching>

And here are some impressions from the past...





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1)

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