media & digital technologies **/fh///** st.pölten

Department of Media & Digital Technologies

Bachelor- & Master Programmes | Research Institute

At a glance

The fundamental study programmes are the Bachelor programme Media Technology and the Master programmes Digital Design, Digital Media Production and Interactive Technologies – the largest programmes at St. Pölten UAS. Further programmes focus on areas where digital and media technologies are increasingly used today and especially in the near future: Smart Engineering and Digital Healthcare.

Bachelor Programmes

Media Technology

In the bachelor programme, students acquire competencies in audio and video production, graphics and layout, web technologies and photography.

Graduation: Bachelor of Science in Engineering (BSc)
Length of course: 6 semesters

Smart Engineering of Production Technologies and Processes

Modern industrial production combines technical processes and technologies with corresponding business processes. Students are trained to easily and self-reliantly adapt to complex and rapidly changing situations. In close cooperation with companies the dual study programme trains experts for the strongly interdisciplinary work areas of "Industry 4.0".

Graduation: Bachelor of Arts in Business (BA)
Length of course: Full-time programme 6 semesters / extra-occupational 7 semesters

Further Education

- Agricultural Management and Technology Management MSc
- Applied Photography
- Production and Technology Management MSc
- Film, TV & Media - Creation and Distribution, MA

Master Programmes

Digital Design

In the Master programme Digital Design, creative precepts are taught in conjunction with current media technology.

Graduation: Master of Science (Dipl.-Ing.)
Length of course: 4 semesters

Digital Media Production

The Master programme Digital Media Production covers the entire digital production chain for audiovisual media from idea to implementation to digital distribution.

Graduation: Master of Science (Dipl.-Ing.)
Length of course: 4 semesters

Interactive Technologies

At the interface between humans and machines, digital (media) technologies increasingly influence and change socio-technological systems. The Master programme enables students to implement creative, sustainable, user-oriented and technically-flawless solutions at this human-machine interface.

Graduation: Master of Science (Dipl.-Ing.)
Length of course: 4 semesters

Digital Healthcare

The healthcare of tomorrow needs the innovation of today. Health professionals and technical experts learn to work on a common language in two focal areas: Healthcare Technology Development and Healthcare Technology Assessment. Those who benefit are patients, relatives and healthcare professionals.

Graduation: Master of Science in Engineering (MSc)
Length of course: 4 semesters

Department Highlights

In accordance with the strategic direction of the department, the study programmes and research activities are closely linked and manifold. Innovative study formats are established, e.g. the European Project Semester, which offers students to work in international project teams. The dual study approach enables a study programme with an employment component: placements and theoretical training blocks at cooperating companies are integrated parts of the curriculum. An interdisciplinary master programme links digital technologies and healthcare. Graduates are experts in interdisciplinary conception, implementation, evaluation and further development of scenarios in healthcare, supported by digital technologies.

For all the study and research activities our department is excellently equipped with laboratories such as video studio, post-production studio, audio lab, interactive media lab, electronics lab, multimedia lab or digital health lab and the appropriate equipment, which is placed at our students' disposal 24 hours a day, 7 days a week.

Research Activities at the IC\M/T – Institute of Creative\Media/Technologies

The IC\M/T conducts interdisciplinary research on human-centered interactive technologies and time-based media of the future. Our application domains are defined by the study programmes of the department and encompass digital healthcare, smart manufacturing, audio/video and creative industries. The research institute is structured into three research groups. Our vision: To empower and inspire through scientific research in art and technology.

Current fields of research

Media Creation Research Group

The group carries out interdisciplinary research on audio-visual media such as film, video & television, AR & VR, and animation. The transmedial scope includes the research and development of experimental, artistic, documentary and fictional productions. http://mediacreation.fhstp.ac.at

Media Computing Research Group

The group performs basic and applied research on the design, development and evaluation of interactive multimedia systems and investigates the consequences of their use. The main research topics are human computer interaction, game design, information visualization, visual analytics, auditory display, multimedia signal processing, computer vision and multimedia retrieval. http://mc.fhstp.ac.at

Digital Technologies Research Group

The group focuses on applied research topics in the areas of human computer interaction (HCI) with special competences in the field of 'sensing and feedback', interactive environments & workflows and technology assessment & evaluation. Moreover, the group specializes in rapid prototyping of hardware and software for a range of different real-world application scenarios. http://digitech.fhstp.ac.at
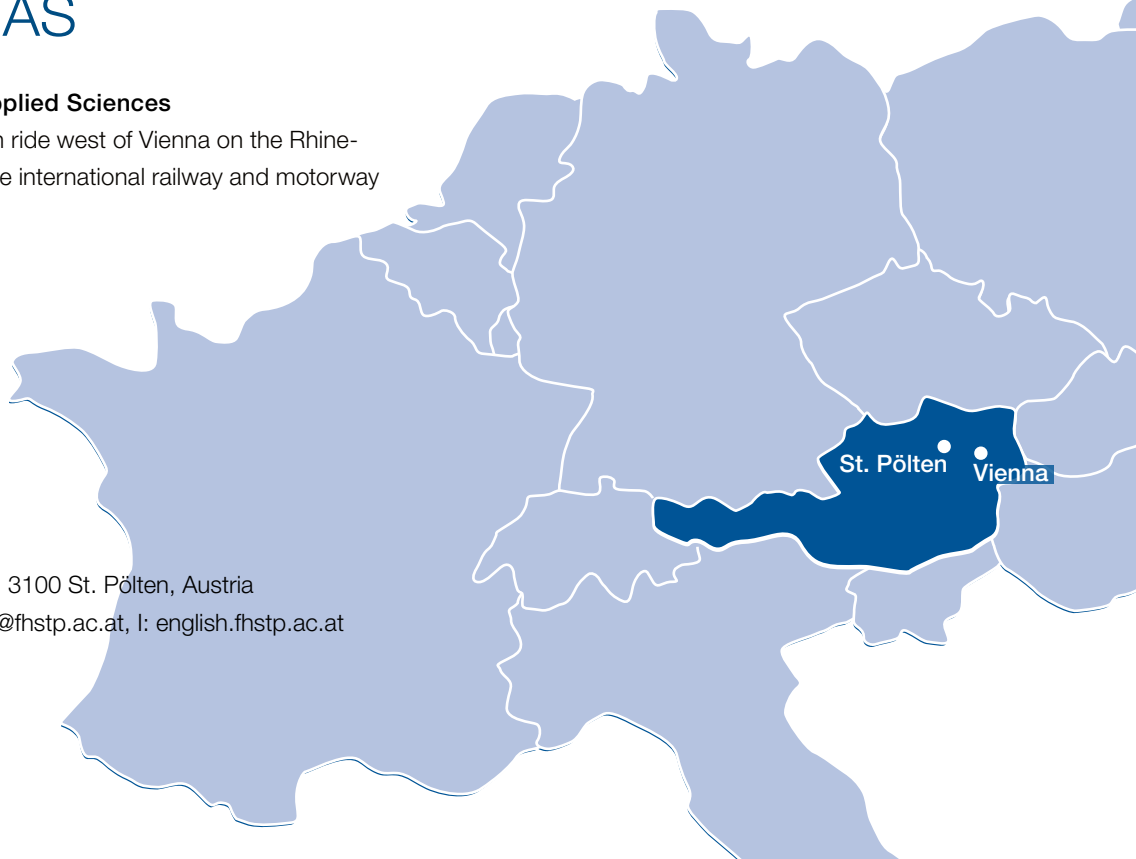
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St. Pölten UAS

St. Pölten University of Applied Sciences

St. Pölten is a 25 minute train ride west of Vienna on the Rhine-Danube Corridor with multiple international railway and motorway connections.

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