

Prof. Dr. Dr. Stefan Höltgen
Jagowstraße 30
D-10555 Berlin
Germany

Phone: ++49 (0)30 63919637
Mobile: ++49 (0)173 9025982

Web: www.stefan-hoeltgen.de
Email: stefan@hoeltgen.org

Teaching

(Overview – for course details, please click on the corresponding links)

Faculty for Information, Media, and Design, SRH Heidelberg:

Winter term 2023/24 Game Design, Game History, Game Studies, Kolloquium (BA)

Department for Media Studies, University Bonn:

Summer term 2023 Seminar: Assembler Programming for Media Students (MA)

Humboldt University Berlin:

Summer term 2022 Seminar: Media History and Theory of the Digital Humanities
(MA)

Lecture: Computer Archaeology – Opportunities of an operative
History of Computing (BA & MA Economics)

Semester project: Assembler Programming for Media Students
(BA/MA)

Department for Media Studies, University Bonn:

Winter term 2021/22 Seminar: Computer – Game – Worlds – hands-on
(BA) ([Link](#))

Humboldt University Berlin:

Winter term 2021/22 Seminar (with Department for German Linguistics):
„Hello, world!“ – Code Literacy from hermeneutics
to execution (MA) ([Link](#))

Seminar: Computer – Game – Worlds – hands-on
(BA) ([Link](#))

Department for Media Studies, University Bonn:

Summer term 2021 Seminar: German Computing? Computing Germany (BA) ([Link](#))

Humboldt University Berlin:

Summer term 2021 Seminar: »Random (possibly)« – Theory, History, and

Implementation of Random Numbers
(MA) ([Link](#))

Seminar: Computers from Germany. Discourses of inter/national
IT History (BA) ([Link](#))

Department for Arts and Media, University Potsdam:

Winter term 2020/21 Seminar: Programming for Media Students
(BA European Media Studies) ([Link](#))

Humboldt University Berlin:

Winter term 2020/21: Seminar: BASIC 1964-2020. History of a Programming
Language (MA) ([Link](#))

Seminar (with Department for German Linguistics): Computer
Philology (BA) ([Link](#))

Semester project: Assembler Programming for Media Students
(BA/MA) ([Link](#))

Summer term 2020: Lecture: Game Circuits. Media Scientific Methods for Analyzing
Computer Games (BA) ([Link](#))

Winter term 2019/20: Seminar: Artificial Intelligence – History, Theory,
Implementation (MA) ([Link](#))

Seminar (with Dr. Melanie Fritsch): Chip(s) Sound(s) –
Performing Bytes (BA) ([Link](#))

Semester project: Toy Computing: Hardware Design in
“Minecraft” (BA/MA) ([Link](#))

Summer term 2019: Lecture: Game Science. Desiderata of a Media Science on
Computer Games (BA) ([Link](#))

School of Design, University of Greenwich (London/England):

Winter term 2018/2019: Seminar: Artware. Re-Enactments of Computer Art History
(MA) ([Link](#))

Humboldt University Berlin:

Winter term 2018/19: Seminar: Introduction to Media Theory: Retro Computing
(BA) ([Link](#))

Seminar: Artware. An Archaeology of Cybernetic Art (MA) ([Link](#))

Summer term 2018: Seminar: Pong Studies (BA) ([Link](#))

Semester project: Assembler Programming for Media Students
(BA/MA) ([Link](#))

Winter term 2017/18: Seminar: Δ s. Paths and locations in Media. A technological
dramaturgy of signals (MA) ([Link](#))

Lecture: Logics for Media Students (BA) ([Link](#))

Semester Project (with Dr. F. Leitner): Dramaturgy of Signals
(BA/MA) ([Link](#))

Summer term 2017: Seminar: Fractals: Theory, History, and Programming (MA) ([Link](#))

Semester project: Assembler Programming for Media Students
(MA/BA) ([Link](#))

Semester project: Artifacts of the Media Archaeological Fund
(BA/MA) ([Link](#))

University Paderborn:

Winter term 2016/17: Seminar: Assembler Programming for Media Students
(MA/BA Media Studies/Computer Science) ([Link](#))

Seminar: Media Science in the Museum. Media Archaeological
Migration/Infiltration of the HNF (MA Media
Studies/Computer Science) ([Link](#))

Seminar: Retro computing – Theory, Terminology, Scenes
(BA Media Studies) ([Link](#))

Seminar: Logics for Media Students (BA Media Science/
Computer Science) ([Link](#))

Humboldt University Berlin:

Summer term 2016: Seminar: The Commodore 64: History, Archaeology, and
Epistemology of an 8-bit Platform (BA) ([Link](#))

Semester project (with T. Nüchel und J. Maibaum): Artifacts of the
Media Archaeological Fund (MA/BA) ([Link](#))

Winter term 2015/16: Seminar: »Theory of Games and Economic Behavior.«
Game Theory as Media Economy (BA) ([Link](#))

Seminar: (with Dr. N. Braguinski): Check to the Computer. Theory,
History, and Implementation of Computer Chess (MA) ([Link](#))

Semester project (with N. Braguinski): Computer Chess and Chess
Computers (MA) ([Link](#))

Semester project (with T. Nüchel and J. Maibaum): Artifacts of the
Media Archaeological Fund (MA/BA) ([Link](#))

- Summer term 2015: Seminar: Logics for Media Students (BA) ([Link](#))
Semester project: Motorola 6809: Programming the Vectrex with Assembly Language (MA/BA) ([Link](#))
- Winter term 2014/15: Seminar: This is Life. Cellular Automata in Theory and Practice (MA) ([Link](#))
Seminar: Micro – Macro – Media. Optical Media for Visualization of Small and Distant Objects (MA) ([Link](#))
Semester project: Programming Signetics 2650 Workshop (3/4) (MA/BA) ([Link](#))
- Summer term 2014: Seminar: The Yellow Fellow. Pac-Man as an Epistemic Toy/Game (BA) ([Link](#))
Seminar: Knowledge Economy of Museums. Excursion to Berlin Museums (MA) ([Link](#))
Semester project: Programming Signetics 2650 Workshop (2/4) (MA/BA) ([Link](#))
- Winter term 2013/14: Seminar: Hacking as a Cultural Technique. Inner Perspectives of German and International Hacker Scenes of the 1970s and 1980s (MA) ([Link](#))
Seminar: Play, Machine! Gaming Consoles of the first four Generations from a Media Archaeological Perspective (BA) ([Link](#))
Semester project: Programming Signetics 2650 Workshop (1/4) (MA/BA) ([Link](#))
- Summer term 2013: Lecture series: SHIFT – RESTORE – ESCAPE. Sublation of Retro Computings in Media Archaeology (MA) ([Link](#))
Seminar: Strings: manipulating symbols with computers (BA) ([Link](#))
Seminar: Wiring speech. History and Theory of Text and Language Processing with Media (MA) ([Link](#))
- Winter term 2012/13: Seminar: 8 Bit – »Retro« Computing Hands-on (BA) ([Link](#))
Awarded with the faculty prize for good teaching
Seminar: μ P – A History of Micro Processors (MA) ([Link](#))
Semester project: JMP \$6502 – Workshop Assembly Programming (BA) ([Link](#))
- University of Arts Berlin*
- Summer term 2012: Seminar: Near Future Science Fiction – 20 Minutes Into the Future With Max Headroom ([Link](#))

Humboldt University Berlin:

- Summer term 2012: Seminar: Science/Fiction/Computing – Interactions Between Technology and Fiction of Computers (MA) ([Link](#))
- Seminar: DRAWTO X,Y – Programming Computer Graphics With LOGO and BASIC (BA) ([Link](#))
- Semester project Hardwhere? Softwhere? Explorations and Documentation of Single-board Computers (BA) ([Link](#))
- Semester project: RST 012 – Restart and Return to Z80 Assembly (BA/MA) ([Link](#))
- Winter term 2011/12: Seminar: It's More Fun to Compute – Computers & Games, Analog & Digital, Theory & Practice (BA) ([Link](#))
- Semester project: Z80 Assembly Programming (BA/MA) ([Link](#))
- Summer term 2011: Seminar: The Computer as a Medium – Revisited (MA)
- Seminar: Hot Wires – Media in Cold War (MA) ([Link](#))
- Winter term 2010/11: Seminar: Man/Machine: Media, Technology, and Culture (Histories) of Robotics (Magister) ([Link](#))

University Bonn:

- Winter term 2008/09: Tutorial: Electrical Media in the Movies (BA) ([Link](#))
- Summer term 2008: Tutorial: First-person Movies (BA)
- Winter term 2007/08: Main course (with Prof. Dr. M. Wetzel): Authenticity and Simulation in Movies (MA)
- Introductory course: »Look who's talking now?« Author Theory in Movies (MA)