



Waldemar Jenek

Dr Waldemar Jenek is a senior lecturer at Bochum University of Applied Science in Germany. He is interested in studio-based pedagogy and architectural design tools and technologies used by architects and how they influence design work. He is fascinated by interactive architecture and how architectural design can be linked with the environment and people.

His current research foci include immersive environments, interactive computer graphics, visualisation, and parametric design to build systems that enable new connections between the digital and physical worlds. He combines his research interests with how students can be educated by employing immersive technologies. Waldemar develops impactful design curricula. He connects academia with industry, fostering student learning and motivation. He is active in the fields of software design, immersive technologies, architecture education, and media architecture, while he regularly publishes articles and presents at international conferences and exhibitions.

He taught digital media, design and architecture courses in several institutions, including the Queensland University of Technology, the University of Sydney and the University of Queensland. Next to his academic career, he works for Graphisoft and has been engaged with several other software provider, such as Vectorworks, Allplan and Epic Games.

Areas of interest: studio-based pedagogy, learning environments, learning experiences, immersive technologies, media architecture, software tools