

Electives Bachelor Program

Quarter 1	Quarter 2	Quarter 3	Quarter 4
DBB190 Design for debate Advanced	DCB220 Exploratory making Deepening	DZC30 Design for games & play III; playful interactions Advanced - Coherent package	DZB120 Exploratory sketching Introductory
DZB120 Exploratory sketching Introductory	DZC20 Design for games & play II; learning and persuasion in games Deepening - Coherent Package	DAAU20 Designing for vitality in a real-life setting Advanced - USE LL	DCB250 Design and sensorial form Deepening
DAEU20 Introduction to sport, physical activity and vitality Introductory - USE LL	DZB170 Trend and forecasting Deepening	DAB130 Stakeholder perspectives in design Deepening	DDB180 ID green Introductory
DZB110 Design management Deepening	DAB150 Introduction to business design Introductory	DBSU10 Designing connected experiences Deepening	DCB120 Intercultural design Deepening
DZC10 Design for games & play I; game design Introductory - Coherent Package	DBB113 Creative mech. desi/engi/manu - basic Introductory		DCB150 Digital craftsmanship Deepening
	DASU20 Data acquisition and visualization through embodied sensors Deepening - USE LL		DBB114 Creative mech. desi/engi/manu Deepening
			DBB220 Intelligent interactive products Advanced

Expertise Areas

Creativity and Aesthetics

User and Society

Business and
Entrepreneurship

Math, Data and Computing

Technology and Realization

Proposed Electives from other Departments

Quarter 1	Quarter 2	Quarter 3	Quarter 4
5UEUA0 From idea to blueprint Introductory	0LSUD0 Introduction with social robots Deepening - USE LL	7XSUA0 Design for sustainable future: specializing USER Deepening - USE LL	
	1ZSUA0 Marketing research and design methods Deepening	1ZAUA0 Innovating by design Advanced - USE LL	
	8LSU02 Digital twins in healthcare 2: designing phase Deepening - USE LL		

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