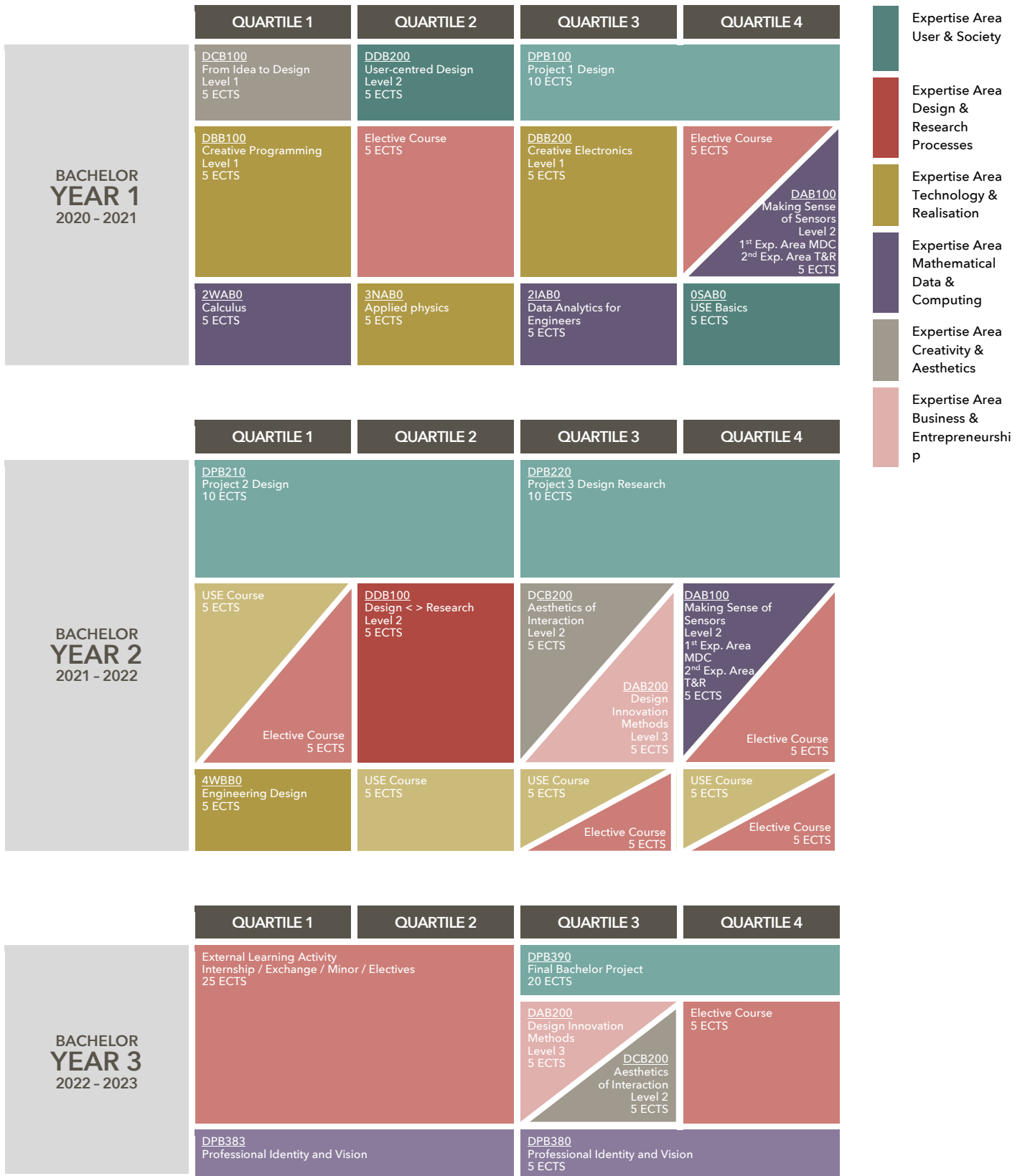


CURRICULUM INDUSTRIAL DESIGN

BACHELOR 2020-2021



*In academic year 2020-2021 Professional Identity and Vision was taught throughout the three years of the bachelor. For an overview, please see figure 1 below.

OVERVIEW INDUSTRIAL DESIGN BACHELOR 2020-2021

ELECTIVE COURSES

OFFERED IN ACADEMIC YEAR 2020-2021

EXPERTISE AREA	QUARTILE 1	QUARTILE 2	QUARTILE 3	QUARTILE 4
CREATIVITY AND AESTHETICS	DZB120 Exploratory Sketching Level 1 5 ECTS	DZB120 Exploratory Sketching Level 1 5 ECTS	DZB120 Exploratory Sketching Level 1 5 ECTS	DZB120 Exploratory Sketching Level 1 5 ECTS
		DCB220 Exploratory Making Level 2 5 ECTS		DCB150 Digital Craftmanship Level 2 5 ECTS
		DCB250 Design and Sensorial Form Level 2 5 ECTS		DCB240 Perspectives on Aesthetics Level 3 5 ECTS
		DBB190 Design for Debate Level 3 5 ECTS		
TECHNOLOGY AND REALIZATION	DZC10 Design for Games and Play I: Game Design Level 1 5 ECTS	DBB170 Sensors for Physiology Level 3 5 ECTS	DBSU10 Technologies for Connectivity Level 2 5 ECTS	DBB110 Creative Mechanical Engineering Level 2 5 ECTS
	DBB130 Creative Apps Level 2 5 ECTS			DBB220 Intelligent Interactive Products Level 3 5 ECTS
USER AND SOCIETY		DCB170 Socio-Cultural Sensitivity Level 1 5 ECTS	DDB170 User Research in the Wild (ethnographics) Level 2 5 ECTS	DDB140 User Evaluation Methods Level 2 5 ECTS
		DBB190 Design for Debate Level 3 5 ECTS		DCB210 Intercultural Design Level 2 5 ECTS
		DZC20: Design for Games and Play II: Learning and Persuasion in Games Level 2 5 ECTS		DDB180 ID Green - design perspectives on sustainability Level 1 5 ECTS
BUSINESS AND ENTREPRENEURSHIP	DZB110 Design Management Level 2 5 ECTS	DZB170 Trends and Forecasting Level 2 5 ECTS	DAB130 Design Methods for Multiple Stakeholders Level 2 5 ECTS	DAB150 Introduction to Business Design Level 1 5 ECTS
MATH, DATA AND COMPUTING			DBSU10 Technologies for Connectivity Level 2 5 ECTS	DBB220 Intelligent Interactive Products Level 3 5 ECTS
DESIGN RESEARCH PROCESSES			DZC30 Design for Games and Play III: Playful Interactions Level 3 5 ECTS	

USE COURSES

OFFERED IN ACADEMIC YEAR 2020-2021

EXPERTISE AREA	QUARTILE 1	QUARTILE 2	QUARTILE 3	QUARTILE 4
CREATIVITY AND AESTHETICS				
TECHNOLOGY AND REALIZATION				
USER AND SOCIETY	DAEU20 Introduction to Sport, Physical Activity and Vitality Level 1 5 ECTS			
BUSINESS AND ENTREPRENEURSHIP				
MATH, DATA AND COMPUTING		DASU20 Data Acquisition and Visualization through Embodied Sensors Level 2 5 ECTS		
DESIGN RESEARCH PROCESSES				DAAU20 Designing for PSV in a real- life setting Level 3 5 ECTS

PROFESSIONAL IDENTITY AND VISION

OFFERED IN ACADEMIC YEAR 2020-2021

	QUARTILE 1	QUARTILE 2	QUARTILE 3	QUARTILE 4
BACHELOR YEAR 1	DPB381 Professional Identity and Vision - year 1			
	QUARTILE 1	QUARTILE 2	QUARTILE 3	QUARTILE 4
BACHELOR YEAR 2	DPB382 Professional Identity and Vision - year 2			
	QUARTILE 1	QUARTILE 2	QUARTILE 3	QUARTILE 4
BACHELOR YEAR 3	DPB383 Professional Identity and Vision - year 3		DPB380 Professional Identity and Vision 5 ECTS	

*Figure 1