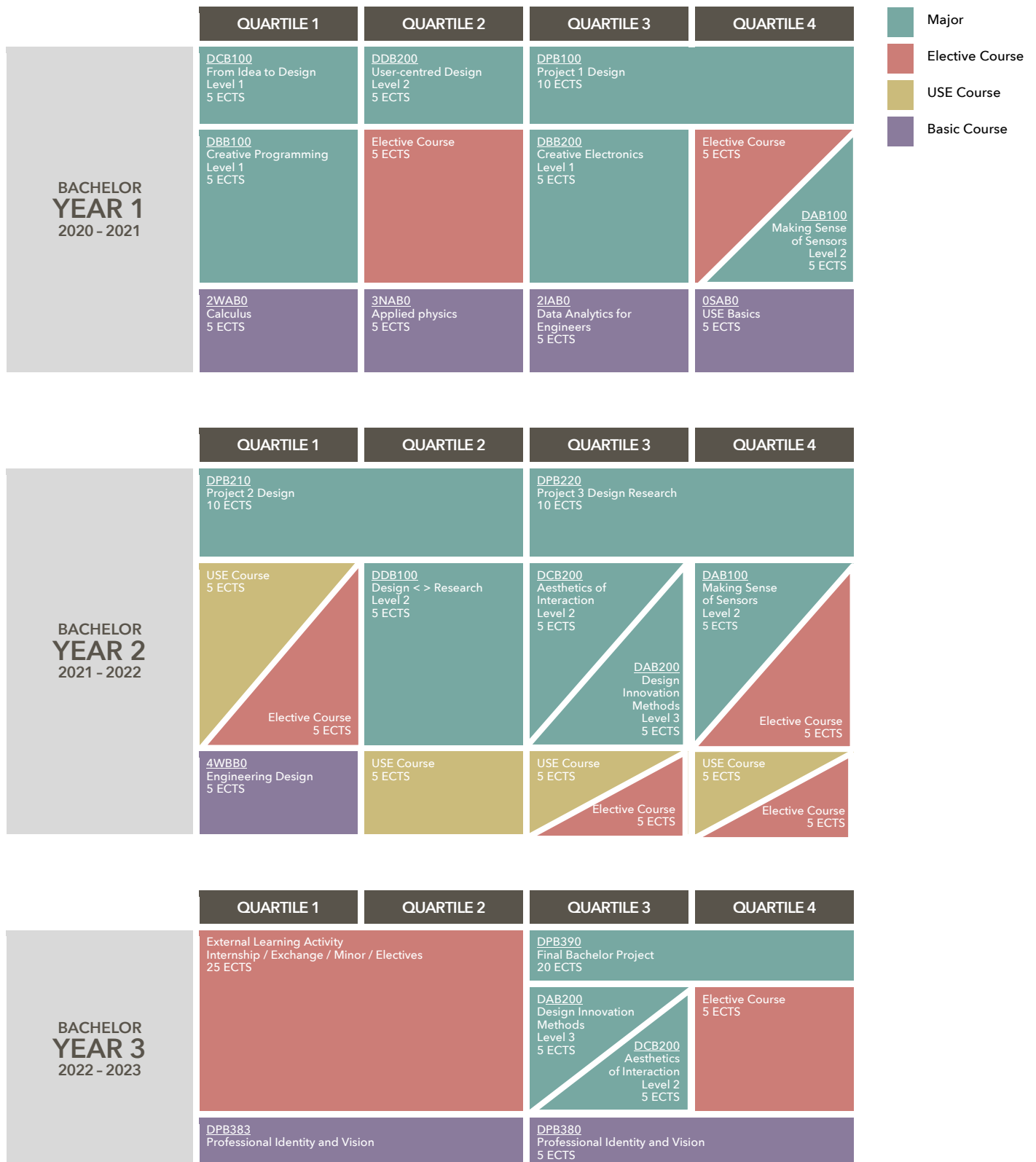


CURRICULUM INDUSTRIAL DESIGN BACHELOR 2020-2021



*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