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|--|-------------------------------|--|--|--|
| | Business and Entrepreneurship | | | |
| | Math Data and Computing | | | |
| | Design and Research Processes | | | |
| | Creativity and Aesthetics | | | |
| | Technology and Realization | | | |
| | User and Society | | | |

Bachelor Program Industrial Design

| | Quarter 1 | Quarter 2 | Quarter 3 | Quarter 4 |
|--------|----------------------------|----------------------------------|---|--------------------------------------|
| Year 1 | Calculus | Applied Physics | Data Analytics for Engineers | USE Basics |
| | From Idea to Design | User-centered Design | Project 1 | |
| | Creative Programming | Elective / Coherent Package | Creative Electronics | Making Sense of Sensors/ Elective |
| Year 2 | Project 2 - Design | | Project 3 - Design Research | |
| | Engineering Design | Design <=> Research | Aesthetics of Interaction/ Design Innovation Methods | Making Sense of Sensors/ Elective |
| | USE | USE | USE | Elective / Coherent Package |
| Year 3 | External learning activity | External learning activity | Final Bachelor Project | |
| | External learning activity | External learning activity | | |
| | External learning activity | Professional Identity and Vision | Aesthetics of Interaction/ Design Innovation Methods | Elective / Coherent Package |

Electives Bachelor Program Industrial Design

| | Quarter 1 | Quarter 2 | Quarter 3 | Quarter 4 |
|--|---|---|--|--|
| | Exploratory Sketching | Exploratory Sketching | Exploratory Sketching | Exploratory Sketching |
| | Design for Debate | Design and Sensorial Form | Exploratory making | Digital craftsmanship |
| | Design for Games & Play I; Game Design | Creative mechanical design, engineering and manufacturing (Basic) | Technologies for connectivity | Perspectives on aesthetics |
| | Design Management | Design for Games & Play II; Learning and Persuasion in Games | Stakeholder perspectives in design | Creative mechanical design, engineering and manufacturing (Advanced) |
| | | Introduction to business design | Design for games & play III; playful interactions | Intelligent Interactive Products |
| | | Trends and forecasting | | User Evaluation Methods |
| | | | | Intercultural design |
| | | | | ID Green- design perspectives on sustainability |

USE COURSES

| | Quarter 1 | Quarter 2 | Quarter 3 | Quarter 4 |
|--|---|---|---|-----------|
| | Introduction to Sport, Physical Activity and Vitality | Data Acquisition and Visualization through Embodied Sensors | Designing for vitality in a real-life Setting | |

PROFESSIONAL IDENTITY AND VISION

| | Quarter 1 | Quarter 2 | Quarter 3 | Quarter 4 |
|--------|---|-----------|----------------------------------|-----------|
| Year 1 | Professional Identity and Vision - year 1 | | | |
| Year 2 | Professional Identity and Vision - year 2 | | | |
| Year 3 | Professional Identity and Vision - year 3 | | Professional Identity and Vision | |