

CURRICULUM INDUSTRIAL DESIGN YEAR 2019-2020

	QUARTILE 1	QUARTILE 2	QUARTILE 3	QUARTILE 4
BACHELOR YEAR 1 2019 – 2020	DCB100 From Idea to Design Level 1	DDB200 User-centred Design Level 2	DPB100 Project 1 Design	
	DBB100 Creative Programming Level 1	Elective Course	DBB200 Creative Electronics Level 1	Elective Course
	2WAB0 Calculus	3NAB0 Applied Physics	2IAB0 Data Analytics for Engineers	0SAB0 USE Basics
BACHELOR YEAR 2 2020 – 2021	DPB210 Project 2 Design		DPB220 Project 3 Design Research	
	USE Elective	DDB100 Design < > Research Level 2	DCB200 Aesthetics of Interaction Level 2	DAB100 Making Sense of Sensors Level 2
	4WBBO Engineering Design	USE Course	USE Elective	USE Elective
BACHELOR YEAR 3 2021 – 2022	External Learning Activity Internship / Exchange / Minor / Electives		DPB390 Final Bachelor Project	
	DPB383 Professional Identity and Vision		DAB200 Design Innovation Methods Level 3	Elective Course
			DPB380 Professional Identity and Vision	

*In academic year 2019-2020 Professional Identity and Vision was taught throughout the three years of the bachelor. For an overview please see figure 1 below.

EXPERTISE AREA	QUARTILE 1	QUARTILE 2	QUARTILE 3	QUARTILE 4
CREATIVITY AND AESTHETICS	DZB120 Exploratory Sketching Level 1	DZB120 Exploratory Sketching Level 1	DZB120 Exploratory Sketching Level 1	DZB120 Exploratory Sketching Level 1
		DCB220 Exploratory Making Level 2		DCB150 Digital Craftmanship Level 2
		DCB230 Design and Sensorial Form Level 3		DCB240 Perspectives on Aesthetics Level 3
TECHNOLOGY AND REALIZATION	DZC10 Design for Games and Play I: Game Design Level 1	DBB170 Sensors for Physiology Level 3	DBB130 Creative Apps Level 2	DBB110 Creative Mechanical Engineering Level 2
			DBSU 10 Technologies for Connectivity Level 2	
USER AND SOCIETY		DCB170 Socio-Cultural Sensitivity Level 1	DDB170 User Research in the Wild Level 2	DDB140 User Evaluation Methods Level 2
		DBB190 Design for Debate Level 3		DCB210 Intercultural Design Level 2
		DZC20 Design for Games and Play II: Learning and Persuasion in Games Level 2		
BUSINESS AND ENTREPREURSHIP	DZB110 Design Management Level 2	DZB 170 Trends and Forecasting Level 2	DAB130 Design with and for Multiple Stakeholders Level 2	DAB150 Introduction to Business Design Level 1
MATH, DATA AND COMPUTING				DBB220 Intelligent Interactive Products Level 3
DESIGN RESEARCH PROCESSES			DZC30 Design for Games and Play III: Playful Interactions Level 3	

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			
BUSINESS AND ENTREPREURSHIP				
MATH, DATA AND COMPUTING		DASU20 Data Acquisition and Visualization through Embodied Sensors Level 2		
DESIGN RESEARCH PROCESSES			DAAU20 Designing for PSV in a real-life setting Level 3	

	QUARTER 1	QUARTER 2	QUARTER 3	QUARTER 4
BACHELOR YEAR 1	DPB381 Professional Identity and Vision - year 1			
BACHELOR YEAR 2	DPB382 Professional Identity and Vision - year 2			
BACHELOR YEAR 3	DPB383 Professional Identity and Vision		DPB380 Assessment	

*Figure 1.