

Electives Bachelor Program

Quarter 1	Quarter 2	Quarter 3	Quarter 4
DBB190 Design for debate Advanced (3)	DCB220 Exploratory making Deepening (2)	DAAU20 Designing for vitality in a real-life setting Advanced (3) - USE LL	DCB250 Design and sensorial form Deepening (2)
DAEU20 Introduction to sport, physical activity and vitality Introductory (1) - USE LL	DZC20 Design for games & play II; learning and persuasion in games Deepening (2) - Coherent Package	DAB130 Stakeholder perspectives in design Deepening (2)	DDb180 ID green - design perspectives on sustainability Introductory (1)
DZB110 Design management Deepening (2)	DZB170 Trend and forecasting Deepening (2)	DZC30 Design for games & play III; playful interactions Advanced (3) - Coherent package	DCB120 Intercultural design Deepening (2)
DZC10 Design for games & play I; game design Introductory (1) - Coherent package	DAB150 Introduction to business design Introductory (1)	DBSU10 Designing connected experiences Deepening (2)	DCB150 Digital craftsmanship Deepening (2)
	DASU20 Data acquisition and visualization through embodied sensors Deepening (2) - USE LL		DBB220 Intelligent interactive products Advanced (3)

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 (1) - USE LL	0LSUD0 Interaction with social robots Deepening (2) - USE LL	7XSUA0 Design for a sustainable future: specializing USER Deepening (2) - USE LL	
	1ZSUA0 Marketing research and design methods Deepening (2) - USE LL	1ZAUA0 Innovating by design Advanced (3) - USE LL	
	8LSU02 Digital twins in healthcare 2: designing phase Deepening (2) - USE LL		

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