Electives Bachelor Program

TU/e DEPARTMENT OF INDUSTRIAL DESIGN

Quarter 1	Quarter 2	Quarter 3	Quarter 4
DBB190 **Design for debate** *Ron Wakkary* Advanced (3) E	DCB220 **Exploratory making** *Joep Frens* Deepening (2) E	DCB250 **Design and sensorial form** *Simone de Waart* Deepening (2) E	DDB180 **ID green – design perspectives on sustainability** *Lenneke Kuijer* Introductory (1) A
DAB230 **Design in context** *Caroline Hummels* Deepening (2) A	DZC20 **Design for games & play II; learning and persuasion in games** *Erik van der Spek* Deepening (2) A	DUB220 **Participatory reimagining: imagining with {** *Dan Lockton* Deepening (2) A	DCB210 **Intercultural design** *Daisy Yoo* Deepening (2) A
DUB210 **Designing with more-than-human worlds** *Doenja Oogjes* Advanced (3) A	DZB170 **Trends and forecasting** *Zuzanna Skalska* Deepening (2) A	1ZAUA0 **Innovating by design** *Jim Steenbakkers* Advanced (3) – USE LL A	DRB170 **Design actuated systems** *Miguel Bruns* Advanced (3) A
DZC10 **Design for games & play I; game design** *Erik van der Spek* Introductory (1) A	DAB150 **Introduction to business design** *Jim Steenbakkers* Introductory (1) A	DBSU10 **Designing connected experiences** *Mathias Funk* Deepening (2) A	DBB220 **Intelligent interactive products** *Rong-Hao Liang* Advanced (3) E
DCB150 **Digital craftmanship** *Kristina Andersen* Deepening (2) E			

Expertise Areas

- Creativity and Aesthetics
- User and Society
- Business and Entrepreneurship
- Math, Data and Computing
- Technology and Realization