



Quarter 1	Quarter 2	Quarter 3	Quarter 4		
Interactive materiality Miguel Bruns	DCM180 The sound of smart things Bart Hengeveld	DBM200 Unexpected material engagements Bahareh Barati	DCM190 Matter of transformation Caroline Hummels		
E	А	А	E		
DDM110 Design for behavioural change Panos Markopoulos	DAM210 Designing conversational experiences Minha Lee	A designerly perspective on IoT; a growing systems approach Joep Frens Track Course RDD	DDM190 Interactional morality Minha Lee E		
DAM180 Design entrepreneurship Yuan Lu	DCM130 Design for social innovation Gabriele Ferri	DCM210 Creativity and aesthetics of data & Al Stephan Wensveen	DAM170 Values based leadership in business innovation Yuan Lu		
Track Course DLE	Track Course DLE E	E	Track Course DLE A		
DBM140 Embodying intelligent behavior in social context Emilia Barakova	DBM180 Designing with advanced artificial intelligence Jun Hu A	User experience theory and practice Berry Eggen Track Course RDD	DBM160 Data-enabled design Mathias Funk A		
	DBM170 Designing user interfaces with emerging technologies Rong-Hao Liang E	DDM140 Research methods Panos Markopoulos Track Course CDR	DCM170 Researching the future everyday Cancelled		
		DBM190 Designing with and for digital twins: a data-driven design perspective Regina Bernhaupt A			

Expertise Areas

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

Professional Identity & Vision

Professional Identity & Vision (PI&V)

DLM100
ID PI&V*
Yuan Lu

DLM100
ID PI&V*
Yuan Lu

Quarter 2

Quarter 3

Quarter 3

Quarter 4

Track Courses

	Quarter 1		Quarter 2		Quarter 3		Quarter 4	
Constructive Design Research					Research methods Panos Markopoulos			
						Ε		
Design Leadership and Entrepreneurship	DAM180 Design entrepreneurship Yuan Lu		DCM130 Designing for social innovation Caroline Hummels				DAM170 Values based leadership in busin innovation	ess
		Ε		Ε			Yuan Lu	Α
Research, Design and Development					A designerly perspective on IoT; a growing systems approach Joep Frens	E		
					User experience theory and practice Berry Eggen			
						Ε		

^{*} The course is an introductory course offered to new master students who enter the graduate Industrial Design program from other departments, universities and have not completed their bachelor program at ID.