Bachelor Program

Academic Year 2022-2023

Year 1

Quarter 1	Quarter 2	Quarter 3	Quarter 4
2WAB0 Calculus	3NAB0 Applied natural sciences	2IAB0 Data analytics for engineers	0SAB0 USE basic: ethics and history of technology
DCB100 From idea to design	DDB200 User-centred design	DBB200 Creative electronics	DAB100 Making sense of sensors / Elective
DBB100 Creative programming	Elective	DPB100 Challenge 1 – Introduction to self-directed learning	
DPB381 Professional Identity and Vision			

Year 2

Quarter 1	Quarter 2	Quarter 3	Quarter 4
DPB210 Challenge 2 – Design		DPB220 Challenge 3 – Design Research	
4WBB0 Engineering design	DDB100 Design <> research	DCB200 Aesthetics of interaction / DAB200 Design Innovation methods	DAB100 Making sense of sensors / Elective
Elective/USE/ Coherent package	Elective/USE/ Coherent package	Elective/USE/ Coherent package	Elective/USE
DPB382 Professional Identity and Vision			

Year 3

Quarter 1	Quarter 2	Quarter 3	Quarter 4
External learning activities	External learning activities	DCB200 Aesthetics of interaction / DAB200 Design Innovation methods	Elective
		DPB390 Challenge 4 – Final Bachelor Project	
DPB383 Professional Identity and Vision			

Expertise Areas

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