Electives Master Program Industrial Design

Quarter 1	Quarter 2	Quarter 3	Quarter 4
Interactive materiality (DCM160)	The sound of smart things (DCM180)	A designerly perspective on IoT; a growing systems approach (DCM110)	Researching the future everyday (DCM170)
Embodying intelligent behavior in social context (DBM140)	Matter of transformation (DCM190)	User experience theory and practice (DDM150)	Community xperience design (DDM170)
Design for behavioral change (DDM110)	Designing user interfaces with emerging technologies (DBM170)	Creativity and aesthetics of data & AI (DCM210)	Design innovation strategies (DAM120)
	Designing with advanced artificial intelligence (DBM180)	Creating corporate entrepreneurship (DAM160)	Data-enabled design (DBM160)
	Design for social innovation (DCM130)	Research methods (DDM140)	

- Business and Entrepreneurship
- Math Data and Computing
- Design and Research Processes
- Creativity and Aesthetics
- Technology and Realization
- User and Society

Academic Year 2021-2022
TRACK COURSES

	Quarter 1	Quarter 2	Quarter 3	Quarter 4
Constructive Design Research			Research methods (DDM140)	
Research Design and Development			User experience theory and practice (DDM150)	
			Designerly perspectives on IoT; a growing systems approach (DCM110)	
Design Leadership and Entrepreneurship		Design for social innovation (DCM130)	Creating corporate entrepreneurship (DAM160)	Design innovation strategies (DAM120)