Electives Master Program

Quarter 1	Quarter 2	Quarter 3	Quarter 4
DCM160 Interactive materiality	DCM180 The sound of smart things	DCM110 A Designer Perspective on IoT; a growing systems approach **Track Course RDD**	DCM170 Researching the Future Everyday
DBM140 Embodying intelligent behavior in social context	DCM190 Matter of transformation	DCM210 Creativity and aesthetics of data & AI	DCM220 Conversational design with multi-modalities
DDM110 Design for Behavioural Change	DCM130 Designing for social innovation **Track Course DLE**	DDM150 User experience theory and practice **Track Course RDD**	DDM190 Interactional morality
DBM190 Designing with and for digital twins: a data-driven design perspective	DBM180 Designing with advanced artificial Intelligence	DDM140 Research methods **Track Course CDR**	DAM170 Values based leadership in business innovation **Track Course DLE**
	DBM170 Designing user interfaces with emerging technologies	DAM180 Design entrepreneurship **Track Course DLE**	DBM160 Data-enabled design
		DBM200 Unexpected Material Engagements	

Expertise Areas

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

Track Courses

	Quarter 1	Quarter 2	Quarter 3	Quarter 4
Constructive Design Research			DDM140 Research methods	
Research, Design and Development			DCM110 A Designer Perspective on IoT; a growing systems approach	
			DDM150 User experience theory and practice	
Design Leadership and Entrepreneurship		DCM130 Designing for social innovation	DAM180 Design entrepreneurship	DAM170 Values based leadership