Acquisition of skills in using design methods and approaches from specific expertise areas and knowledge regarding theories from the related domains.

Integration and application of (newly) acquired attitude, skills and knowledge (ASK) in specific application domains/societal contexts by means of dedicated design and research processes, and thereby development of personal competences and professional skills.

Development of a professional identity based on the personal competences, preference for specific types of projects/domains/contexts and design and research approaches.

Sustainability Healthcare Mobility Well-being/fare Education Arts and Humanities Formal Sciences Engineering Disciplines Social Sciences Business and Entrepreneurship Creativity and Aesthetics Math, Data and Computing Technology and Realization User and Society

**Courses**

- Economics and Management
- Arts and Humanities
- Formal Sciences
- Engineering Disciplines
- Social Sciences
- Business and Entrepreneurship
- Creativity and Aesthetics
- Math, Data and Computing
- Technology and Realization
- User and Society

**Projects**

Integration and application of (newly) acquired attitude, skills and knowledge (ASK) in specific application domains/societal contexts by means of dedicated design and research processes, and thereby development of personal competences and professional skills.

- Mobility
- Sustainability
- Education
- Healthcare
- Well-being/fare

**Portfolio**

Development of a professional identity based on the personal competences, preference for specific types of projects/domains/contexts and design and research approaches.

**Practice**

Realisation of the student’s vision

**Mechanisms for self-directed learning**

- Knowledge Base
- Expertise Areas (EAs)
- Electives
- Societal Challenges/Squads
- Personal Development Plan
- Preferred Design and Research Process
- Professional Identity
- FMP context
- Tracks
- Vision

**Learning Activities**

**Learning Outcomes & Context**

**(Formative) Assessment**

- Experts
- Clients and Peers
- Project Coach
- Peers
- Teacher Coach/Mentor
- Society

**Tracks**

- Design
- Entrepreneur
- Design Researcher
- Designer for Industry
- Design Entrepreneur
- Research Groups

**Course Tracks**

- Industry
- Self-defined
- Research Groups

**Sustainability Healthcare Mobility Well-being/fare Education Arts and Humanities Formal Sciences Engineering Disciplines Social Sciences Business and Entrepreneurship Creativity and Aesthetics Math, Data and Computing Technology and Realization User and Society**

**Figure adapted from: Caroline Hummels and Joep Frens. 2009. The reflective transformative design process. In CHI '09 Extended Abstracts on Human Factors in Computing Systems (CHI EA '09). Association for Computing Machinery, New York, NY, USA, 2655–2658. DOI: https://doi.org/10.1145/1520340.1520376**

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