

Courses Pre-master Program

Quarter 1	Quarter 2	Quarter 3	Quarter 4
DCB200 Aesthetics of interaction <i>Miguel Bruns</i> E	DDB100 Design <> research <i>Doenja Oogjes</i> E	DEB100 Sustainability <i>Oscar Tomico</i> C	DDB180 ID green - design perspectives on sustainability <i>Lenneke Kuijer</i> A
DZC10 Design for games & play I; game design <i>Erik van der Spek</i> A	DZC20 Design for games & play II; learning and persuasion in games <i>Erik van der Spek</i> A	DAB200 Design innovation methods <i>Carlijn Valk</i> E	DCB210 Intercultural design <i>Daisy Yoo</i> A
	DAB150 Introduction to business design <i>Jim Steenbakkers</i> A		DRB170 Design actuated systems <i>Anke van Oosterhout</i> E
			DAB100 Making sense of sensors <i>Steven Houben</i> E

Expertise Areas

Creativity and Aesthetics

User and Society

Business and
Entrepreneurship

Math, Data and Computing

Technology and Realization

Professional Identity & Vision

