

bachelor - DEVINE -



DIGITAL DESIGN & DEVELOPMENT



Digital Design & Development (Devine) is a unique bachelor's programme at KASK & Conservatorium, the school of arts of HOGENT and Howest.

Check it out!

Bachelor's in Digital Design and Development – is it right for you?

- Do you like **tackling creative challenges** with flair?
- Do you enjoy **thinking outside the box** to solve problems with **fresh ideas**?
- Curious how to mix a wow factor in **design** with smart **code**?
- Interested in how **AI** can make digital experiences more personal?
- Do you want to create **interactive experiences** that leave a lasting impact?
- Do you enjoy **working in a team** to turn a bold idea into a next-level project?



devine.be

Unique Degree

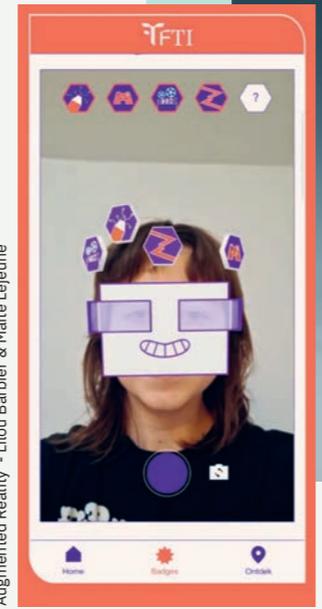
Digital experiences that truly resonate with people

Deviners are the creative digital makers of the future. In this Bachelor's programme, you learn to combine visual design, technology and experience design. Smart AI tools and practical workflows support you throughout the programme, preparing you for the digital professional field of tomorrow. You learn how to design digital experiences that truly resonate with people: from web experiences and applications to interactive installations, motion graphics and immersive experiences.

You receive a broad introduction to a wide range of technologies: from web technologies and creative coding to AI-driven workflows that help you work faster, smarter and more independently. You learn to speak the language of both design and code, and discover how, together, they can tell powerful stories.

As a digital maker, you work on intelligent digital solutions that add real value for organisations and people. You drive innovation by creating solutions that make life more pleasant, simpler, more productive or more exciting. This is not done on intuition alone, but grounded in what is happening in the world around you. Alongside a strong mix of theory courses, practical modules and integrated projects, you actively explore the world beyond the classroom. You broaden your perspective through day trips, study trips, company visits and, of course, your internship in the final year. Industry experts, trendwatchers and guest lecturers introduce you to the dynamic professional field you will enter as a designer and creative technologist.

After graduation, strong career prospects await: Devine offers 100% employment prospects, according to the VDAB graduate report 2025.



Augmented Reality - Lilou Barbier & Maité Lejeune

Student work by Andreea - Ionela Ceban

PEOPLE-CENTRIC

Building Digital Experiences

Devine brings together design, technology and user experience in a single learning environment. Within that environment, experimentation, collaboration and innovation take centre stage. As a result, you do not simply become a designer or developer, but **a creator of digital experiences: a thinker and doer who knows how to connect aesthetics, technology and human insight.**

At Devine, you start completely from scratch, but you learn at a strong, hands-on pace. What do you need? A creative mindset, a passion for digital technology, and (above all) the curiosity and motivation to experiment.

Step by step, you discover how to combine visual design, experience design and creative technology to bring digital experiences to life. From the first sketch to a working prototype, you learn by trying, failing and building again. Along the way, you are introduced to innovative tools ranging from web technologies and motion design to creative coding, and you learn how AI can strengthen your creative process.

You begin your Devine journey with a solid foundation in design, UX and technology. In the Studios, you bring this knowledge together and build your first bridges between disciplines. From the second year onwards, you choose between two pathways, Tech Specialist or UX / Design Specialist, while continuing to grow as a maker through the Personal Development modules.

AI-POWERED

We embrace AI as a supportive tool that enriches our creative process, while maintaining a strong focus on human-centred design. In this way, technology and human creativity remain in balance and reinforce one another in every project.

THE BASICS

You build a strong foundation in visual design, development and experience design.

Visual Design

From colour & atmosphere to storytelling & typography.

Development

Code, technology, and creative coding.

Experience Design

Understanding what resonates with people and how they behave.

STUDIO

This is where you experiment and iterate together with your fellow students, supported by lecturers and experts from the industry.

ELECTIVE TRACK

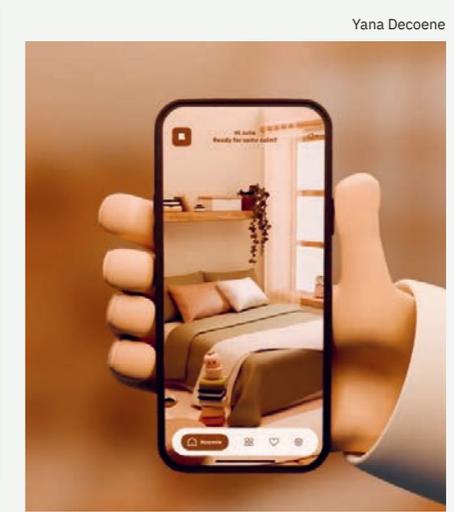
Choose the pathway that best matches your talents and ambitions: you become either a **Tech Specialist** or a **UX / Design Specialist**.

GROWTH

In the Personal Development modules, you grow as a maker. You discover your strengths and learn how to plan and manage your projects effectively. Your dream portfolio becomes a guide towards your future in the digital world.



Noor Deweirtdt



Yana Decoene



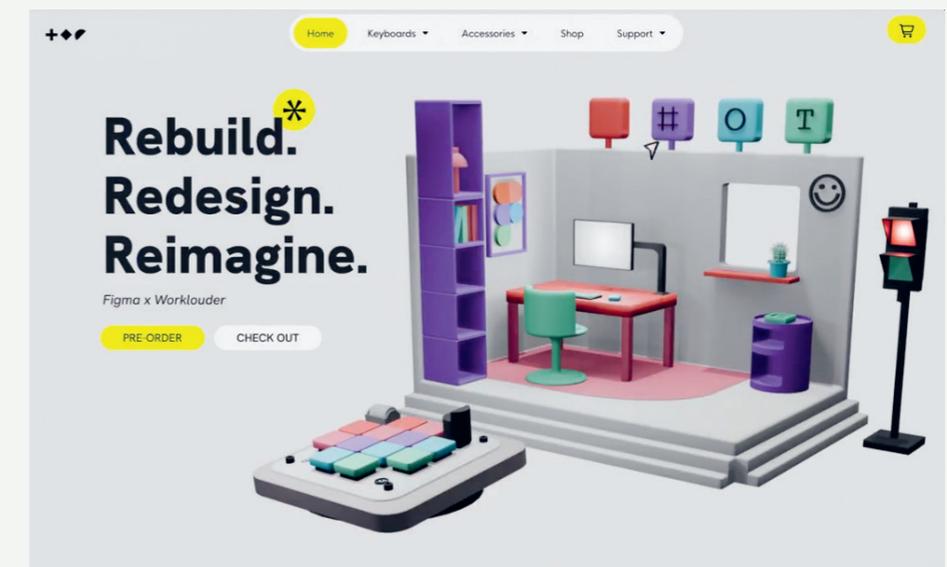
Audrey De Vleeschauwer



Jan-Frederik de Graaf
Audrey De Vleeschauwer



Bachelor's Thesis - Loeka Wyseure & Gerrijan Vermaerke



Ella Gaublonme

Development Visual design Experience Design

Before you fully dive into experimentation, you first build a solid foundation. In the first year of Devine, you explore the three core areas: creative technology, design and UX. Here, you establish the theoretical and technical basis you need to grow independently within the Studio later on. This includes hard skills, methods and frameworks that help you bring ideas to life.

Specialisation

From the second year onwards, you choose the direction that best matches your talents and ambitions. You become either a Technology Specialist, with a focus on development and creative coding, or a UX / Design Specialist, with an emphasis on user experience, visual design and storytelling.

The programme remains strongly interdisciplinary. Through shared projects and integrated modules, you continue to collaborate with students from the other pathway. The Studios remain the connecting space where technology, design and user experience continue to strengthen one another.

Studio

The Studio is a creative lab that runs across four semesters, where curiosity and digital skills come together. This continuously evolving course embraces play, iteration and discovery. You explore design thinking, graphic styles and digital production. The goal is not perfection, but insight and surprise.

From the second year onwards, the Studio becomes the place where the two study pathways come together. Collaboration takes shape through working in pairs and through peer reviews. Together, you create prototypes that respond to human experiences. You integrate user feedback and ethical design principles to ensure your projects are future-proof.

You progress from open exploration in the first year to producing complete, context-aware digital projects that bridge design, technology and society. In the final semester, you work on a practice-based project developed in collaboration with industry partners. Together with students from other disciplines, you design solutions to current societal challenges.

Personal Development

Alongside your creative and technical growth, we place strong emphasis on your personal development. In Personal Development, you learn 'how to learn', covering topics such as digital wellbeing and time management, as well as how to create an effective planning approach. You discover how to use AI as an assistant in your learning process and explore the professional field through your dream portfolio. What role do you want to pursue in the future? What kind of product do you want to create?

In this way, Devine offers a unique mix of creativity, technology and personal growth. You not only learn what to make, but, more importantly, how to continue learning, experimenting and innovating in a rapidly evolving digital world.

CURRICULUM

Catho Panis, Ian de Meyer



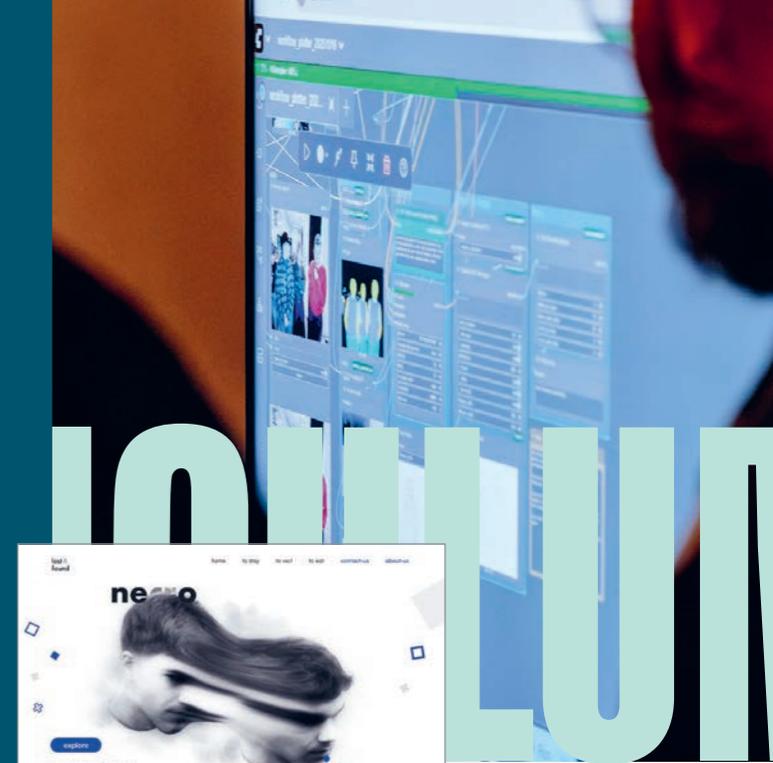
Henri Foucher



Student Work

Curious to see what Deviners have in store? Watch the showreels and internship videos on our YouTube channel.

[Youtube.com/devineKASK](https://www.youtube.com/devineKASK)



Lilia Idagova

Maxim Leyskens

CURRICULUM

semester 1

CONCEPTING // Target audience, Brainstorming, Pitching	3 SP
DESIGN PRINCIPLES // Design principles, History of graphic design	6 SP
CREATIVE CODE // Basic coding principles	3 SP
PLAYFULL TECHNOLOGY // Coding, Interactions, Experiments	3 SP
DIGITAL FOUNDATIONS // Computer science	3 SP
STUDIO // Discover the world in images	9 SP
PERSONAL DEVELOPMENT // Core values, Planning, How-to study	3 SP

semester 2

DESIGN NARRATIVES // Visual storytelling, Target audience	6 SP
PROTOTYPING // Flows, Wireframing	3 SP
WEB FUNDAMENTALS // HTML, CSS	6 SP
INTERACTIVE WEB // Dynamic Web, Interactivity	3 SP
STUDIO // Map your world	9 SP
PERSONAL DEVELOPMENT // Critical reflection, Debating	3 SP

semester 3

DATA VISUALISATION // Storytelling using data	3 SP
CODE & DESIGN // Tinkering	3 SP
STUDIO // Storytelling, Responsive web	9 SP
PERSONAL DEVELOPMENT // Presenting, Teamwork	3 SP

semester 4

FUTURE TOOLING // AI agents	3 SP
MOTION // Animation principles	3 SP
STUDIO // Playful interactions, Transdisciplinarity	9 SP
PERSONAL DEVELOPMENT // Internationalisation, Entrepreneurship	3 SP

+ **CHOSEN TRACK** 12 SP

+ **CHOSEN TRACK** 12 SP

semester 5

CROSSOVER PROJECT // Cross-departmental group work	9 SP
PASSION PROJECT // Deep dive, Expertise	9 SP
PERSONAL DEVELOPMENT // Coaching, Portfolio	3 SP

+ **CHOSEN TRACK** 9 SP

semester 6

(INTERNATIONAL) INTERNSHIP // 12 weeks	18 SP
BACHELOR'S THESIS	12 SP

This curriculum is subject to change.

TECHNOLOGY

SPECIALISATION

As a creative developer, you use code to bring your ideas to life. Code is your way of making things move, respond and communicate. You start with the fundamentals and build your first web pages. At the same time, you experiment with hardware, including sensors, circuits and physical prototypes. You create systems in which digital and physical worlds reinforce one another, ranging from web applications to installations that respond to movement, touch or sound. You learn how software and hardware work together. One week, you programme a visual that changes in response to music; the next, you create an object that lights up when someone walks past, or you build a small installation controlled by gestures. You develop ideas and turn them into fully functioning outcomes.

semester 3

ADVANCED WEB // Tools, Frameworks	6 SP
MAKER SKILLS // Technical prototypes	3 SP
DESIGNING SYSTEMS // Complex Websites & installations	3 SP

semester 4

BEYOND THE WEB // Experimental web	3 SP
INTERACTIVE MEDIA // Realtime visual content	6 SP
AI WORKFLOWS // AI-tools in creative projects	3 SP

After graduation, you are both a developer, a maker and a creative. You can start working as a creative technologist at a design agency, an interaction developer in an innovation lab, or a technical artist creating interactive installations. Or work as freelancer on projects that combine technology and creativity. Whatever path you choose, you bridge the gap between idea and realisation and help shape how people experience technology.

semester 5

CREATIVE DEVELOPMENT // Native apps, 3D	9 SP
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DESIGN-UX

SPECIALISATION

In this track, you explore design as a way of thinking, making and storytelling. You are curious about how design shapes the way we live and communicate. To investigate this, you learn how to translate ideas into meaningful experiences that engage people. You develop the skills to combine typography, spacing, colour and imagery into effective digital communication. As a 'Deviner', you not only learn how to design, but also why design matters.

semester 3

DESIGN STRATEGY // Core problem solving	6 SP
INTERFACE DESIGN // Designing for multiple screens	6 SP

semester 4

AGENTIC WORKFLOWS // AI native applications	6 SP
EXPERIENCE DESIGN // Behavioural & Interaction Design	6 SP

In your final year, strategy and your imagination come together. Through experimentation and research, you develop into an experience designer, someone capable of shaping systems, platforms and possible futures. Each prototype brings your vision closer to reality. Courses such as Experience Design, Futures Through Design and Design Narratives encourage you to imagine what the future could look like.

semester 5

DESIGN FOR INTERACTION // Non screen interactions	6 SP
FUTURES THROUGH DESIGN // More than human, future	3 SP

At the end of this programme, you are ready to enter the design world with a strong creative identity and a versatile portfolio. Career opportunities are diverse, including roles such as interaction designer, experience designer, brand strategist, user researcher or futures thinker.



Bachelor's Thesis Project



Workshop by Dan Musset



Installation for JEF Youth Film Festival

© Photo Fay Wolfs

OUR EDGE

Focus on Digital

Among all the keywords within Devine (design, storytelling, branding, motion graphics, creative coding, problem-solving, user journeys, creative thinking and data analytics) digital is the most important. Everything you learn is rooted in designing for digital contexts and platforms.

A Unique Combination

Devine offers a unique blend of visual design, creative development and experience design. You acquire all the skills needed to design for digital media and grow into a well-rounded digital designer. Your chosen specialisation track then allows you to develop into a true specialist in either development or design.

Dutch or English

Devine is offered in both Dutch and English. If you choose the English programme, you join a vibrant group of international students from all over the world. We have welcomed students from Iceland, Norway, China, Greece, Canada and Italy. This diverse mix creates a rich learning environment and offers a unique opportunity to strengthen your language skills.

Exciting Internships

Your internship in the final semester is a true highlight of the programme. You complete a three-month internship at a company of your choice. Internship opportunities in Belgium include organisations such as StuBru, Tomorrowland and Volkswagen. Many Deviners also choose international destinations, including New York, London, Berlin or Korea.

Strong Industry Connections

We stay closely connected to developments in the professional field. Industry experts and guest speakers share first-hand insights into what you can contribute later on as a digital designer, experience designer or developer.

A Strong Mix of Theory and Practice

Theory classes, both on campus and online, are combined with hands-on lab sessions on campus. This means you immediately apply theory in assignments and crossover projects, working independently or in groups.

Bump Festival

Each year, the Devine teaching team organises Bump Festival, a leading creative festival for the digital industry featuring international top speakers. You are immersed in inspiring talks on design, motion graphics, creative programming and technological innovation. Curious? Visit bump-festival.be.

Bump festival



100% Employment Prospects

Devine is widely recognised in the professional field as a leading reference. After completing the programme, job opportunities are readily available, both in Belgium and internationally. Graduates find work at large and agencies alike, in roles such as designer, developer or UX researcher. The future looks Devine.

Open Studios in the City Centre

Discover a wide range of learning experiences through our flexible studio spaces. During events such as the Student Studynights, you are welcome in our own bar. In addition, our campus hosts the Buda Makerspace, a campus plotter and a recording studio. In short, everything you need to translate your ideas into compelling projects is within reach.

Personal Guidance

You benefit from the small-scale setting of Howest and the accessibility of our lecturers. Through one-to-one consultations, targeted coaching and tailored guidance, you are never just a number.

Connections

From time to time we put the laptop aside and organise workshops, collaborations with other programmes, excursions, film screenings and hackathons. These weeks take place twice a year and are entirely dedicated to discovery and experimentation.

Projection mapping at Wonder Festival by Devine

© Photo Walle Production



JOBS

After Devine: What's Next?

Graduated Deviners enter the dynamic world of digital communication, working at advertising agencies, webagencies, event builders, creative studios, motion studios or content marketing companies.

Depending on your specialisation as a visual designer, creative developer or experience design expert, you can start working immediately in roles such as brand designer, UI/UX designer, motion designer, digital storyteller, front-end developer, creative coder, mobile developer, data analyst, and many other positions where your future-proof skills create real value.

More than **96% of our alumni find employment immediately** after graduation, both in Belgium and abroad. According to the VDAB Graduate Report, all graduates secure a job within one year, a unique result in our sector. More than 80% even receive a contract at their internship organisation. In today's digital era, choosing Devine means choosing job security. Within the professional field, Devine at Howest is widely recognised as a leading reference for top digital talent.



International bootcamp in co-workingspace Hangar-K



Deviners win prizes at Hack the Future

motion designer

digital product designer

front-end developer

digital maker

UX researcher

digital storyteller

analytics researcher

web developer

mobile developer

UX designer

creative coder

data analyst

UI designer

UX engineer

brand designer

content creator

service designer

Further studies

Further studies aren't necessary to find a job, although it is certainly possible.

If your interest lies primarily in development, you can continue at Howest with the Bachelor's programme in Multimedia and Creative Technologies.

If you want to further develop your animation skills, you can transfer to the Animation and Film programme at KASK.

Are you keen to specialise further in 3D and VR? Then the Bachelor's programme Digital Arts & Entertainment at Howest is an excellent choice.

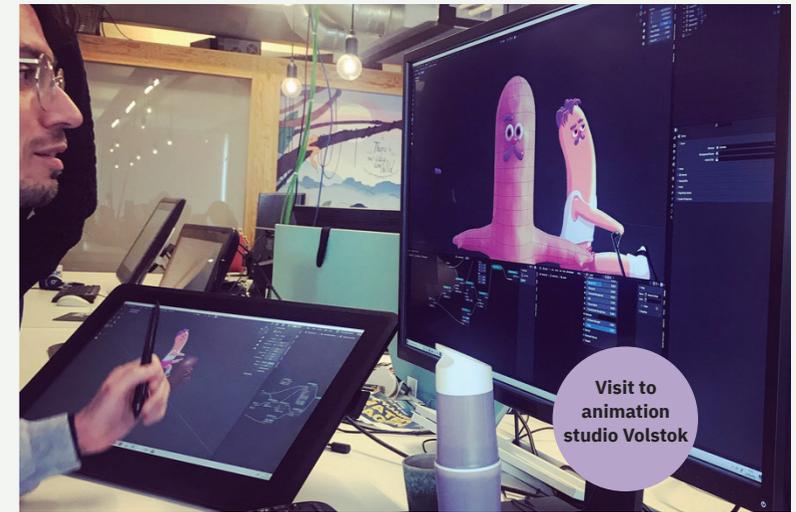
There are also opportunities for further growth within the programme itself. For example, you can contribute to exciting research projects in our research lab or take part in a Masterclass at the Industrial Design Center, where you work within the R&D departments of multinational companies such as Barco.



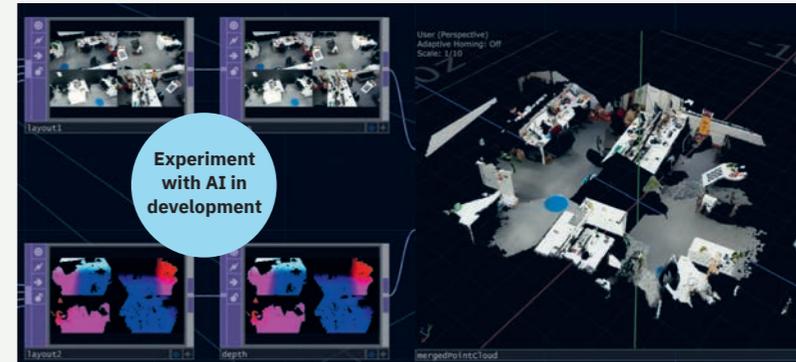
Noor Vandamme
Winner Rookies Peoples Choice Award: Game of the year.



Expert talk by Belgian broadcaster VRT



Visit to animation studio Volstok



Experiment with AI in development



Xander Van der Sijpt and Elena Mihai on a study trip to New York. Together with Kaat Clincemallie, they were awarded three of the twelve scholarships available to students from Flemish higher education institutions and completed their internships in Washington, D.C.

LOOKING BEYOND BORDERS

International opportunities

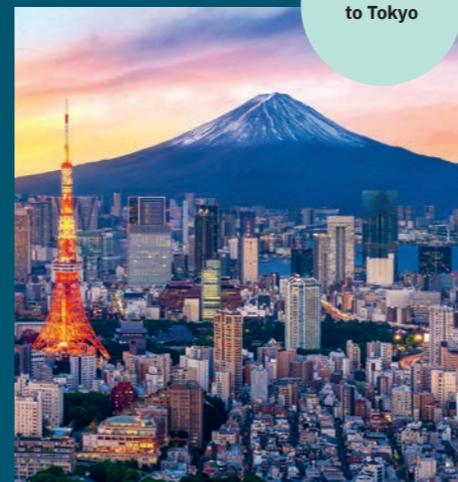
Looking beyond borders? Devine at Howest offers plenty of chances to explore the world. In the second year, you can join a study trip to destinations like Berlin, San Francisco, or Tokyo. For your integration project, you'll take part in an international exchange in Rotterdam.

In your final year, you can spend a semester abroad or do your internship overseas, anywhere in the world. Howest supports you in finding a quality internship that ensures the right guidance and learning experience.

International students

International students are very welcome to join the English-taught version of the programme. They become part of a diverse mix of students from countries like Mexico, Spain, Norway, Hong Kong, Italy, Canada, Poland, Romania, Mongolia, Tanzania, Germany, Iceland, Greece, and Finland.

The interactive classes include both international students and Flemish students who opted to study in English. Each international student is also paired with a Devine buddy, who helps them settle into their exciting new life in the heart of Europe.



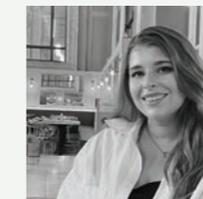
Study trip to Tokyo



Second year on exchange to Rotterdam

On our **YouTube channel**, you can watch internship videos from both our Belgian and international placements.

[Youtube.com/devineKASK](https://www.youtube.com/devineKASK)



INTERNATIONAL STUDENT

Paulina Kuchta - Lesniak, Poland

Choosing Devine was one of the best decisions I ever made! This unique program has provided me with countless opportunities to grow and develop my skills. To my surprise, the past year has been a remarkably transformative period, fueling my creativity and inspiring me like never before. In my opinion, the program is challenging but the teachers are always there to provide support, not just academically but also regarding the challenges that international students may encounter. I appreciate that they constantly encourage us to think outside the box through engaging projects and activities.

However, what is making my international journey at Devine even more incredible are the people I met there. Being away from home can be tough, but friends can provide strong support that makes the transition much easier and offer help in moments of uncertainty. Choosing Devine means embracing hard work, but I can personally attest that it's worth every effort. The unique set of skills and knowledge you acquire will undoubtedly set you apart.



Study trip to San Francisco

STUDENT

STEF PIETERS

3RD YEAR DEVINE

What really surprised me was the amazing learning environment. The Budafabriek is a refreshing change from the typical school building. The most remarkable experience was undoubtedly the study trip to Rotterdam. We brainstormed concepts, explored the city, and got to know each other better.

Devine also taught me the invaluable importance of feedback, both from fellow students and lecturers. Learning from feedback prepares you for a job in the industry. The same applies to my expert project. I chose the design track and worked for JINC vzw. I developed an interactive iPad app for them that introduces children to different professions through information and mini-games in a playful way.

Favourite Devine-tool?

Github

Internship?

Barco.com, Kortrijk



STUDENT

AVA MIRZAEI CHESHMEH

3RD YEAR DEVINE

After a study programme filled with theory and abstract concepts, I realised I was craving something more creative. I found that at Devine. This course is incredibly hands-on: you learn by doing. You get to unleash your creativity in various projects, both in design and development lessons.

The one assignment that will always stay with me is the bachelor's project. I worked independently for a real client. My proudest moment? Presenting our project to a large audience and seeing how completely immersed they were in our installation. Truly an unforgettable experience!

A Devine tip? If you want to organise a fun event at school, there's a good chance Devine will provide free pizza.

Favourite campus location?

Buda Kitchen and the water fountain

Internship?

InthePocket.com, Ghent



STUDENT

EMIEL CATTEEUW

3RD YEAR DEVINE

After considering several options, I chose Devine: a course that would not only guarantee job opportunities but also is future-oriented. More importantly, I wanted a path that would challenge me to keep growing.

Looking back, I'm so glad I didn't let programming or my lack of design experience hold me back. Choosing Devine turned out to be one of the best decisions I've ever made.

My advice to future Deviners?

Don't doubt yourself, work hard, and remember to take a well-earned break now and then. I have a real passion for motion design and 3D, so I definitely see myself pursuing a career in that field.

Favourite Devine-tool?

After Effects & Blender

Internship?

Wellplayed.video, Ghent



ALUMNA

MARGOT VERBEKE

UX DESIGNER at Little Miss Robot, Ghent

I chose Devine because it allowed me to combine my interest in development with creativity. What I really appreciate about Devine is its constant focus on innovation, ensuring that students always get the best opportunities. I try to apply this mindset in my work today as well.

It's important to stay curious, keep up to date, and not be afraid to reinvent yourself from time to time. This attitude is also reflected in our workplace. At Little Miss Robot, we place great emphasis on sharing ideas to inspire each other's creativity.

ALUMNUS

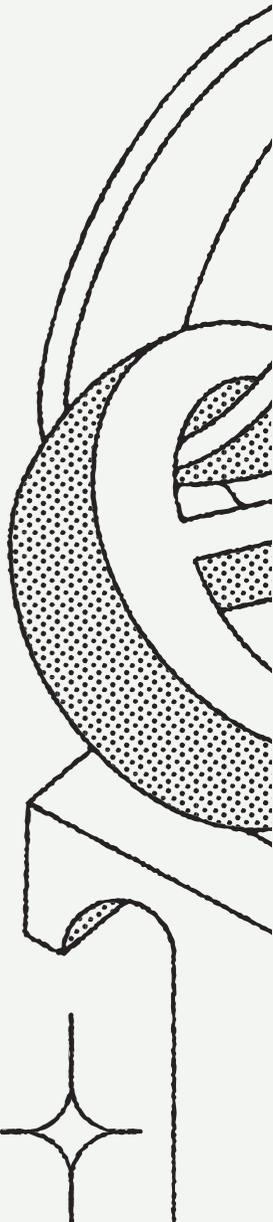
JOHANNES HERMANS

AIML Data Operations Analyst at Apple.com, Ireland

"In Kortrijk? Something with computers? So, you make games?" I get that question a lot, and I'm always happy to explain what Devine is really about. With a Multimedia degree in hand, Devine felt like the natural next step for me. The combination of Experience Design, Visual Design, and Creative Development provides a strong foundation, allowing you to shape a wide range of digital applications. The diverse and up-to-date curriculum, along with a well-balanced mix of theory, practice, and research, ensures that. Those three years were intense but unforgettable, filled with hands-on lessons and lab sessions where friendships and lifelong connections were made.

In my final year, I had the unique opportunity to intern at a renowned Swedish design studio. That was followed by an unexpected request from Apple's headquarters in Cork, Ireland, asking if I wanted to join AIML Data Operations. "And are you willing to relocate?" Less than four weeks later, I was working there and had moved to Ireland. A dream come true, as I had dreamed of working for Apple since I was twelve. I can confidently say that my Devine skills make a difference every day, helping to improve and refine the digital world for everyone.

Deviners share their story





Creative festival 'Wonder' at the Devine campus



Illustrator Dieter Van Der Ougstraete leaves his mark on the campus

Campus Buda, the creative hotspot

Devine's home base is the Budafabriek, right in the heart of Buda Island, a cultural hub buzzing with creative energy. A wide range of organisations in culture, education, healthcare, and business are thriving here, alongside vibrant student and community initiatives.

Just around the corner, you'll find Broelkaai 6, the city's newest creative hotspot. As a co-working space, it serves as the gateway to Buda Island and a showcase for Kortrijk's creativity. Artists, designers, students, creative entrepreneurs, active citizens, and cultural organisations come together to collaborate. It's also a place where you can work, relax, eat, drink, explore, and enjoy.

This dynamic meeting point opens the door to the rest of the island, from the Budascoop arthouse cinema to the Budafabriek, and from the community gardens at Leilekkerland to the grassy lounging areas and skate bowl at Buda Beach.

Kortrijk, a city in transformation

At first glance, Kortrijk may seem like a quiet city, but it is full of energy. In recent years, the city has undergone a true transformation. Today, you'll find modern architecture, great spots for dining and drinks, and a diverse cultural and sports scene.

Buda Kitchen

At Buda Kitchen, you can enjoy pasta, soup, freshly prepared daily specials, homemade veggie dishes, creative salads, and sweet treats. With stunning views of the Leie, it's the perfect place for a delicious lunch at student-friendly prices.



Info days

Saturday 14/03/2026 from 10:00 to 16:00

Saturday 9/05/2026 from 10:00 to 16:00

Saturday 27/06/2026 from 10:00 to 16:00

Saturday 29/08/2026 from 10:00 to 16:00

Friday 11/09/2026 from 17:00 to 19:30

www.howest.be/en/info-days

Register

Did you make your choice? The next step is to register. More info at

www.howest.be/en/how-to-apply-as-an-international-student

During the welcome days, you'll receive all the information you need for a smooth start, including your class schedule, regulations, student support, software, and more.

Laptop

At www.howest.be/en/hardware you will find information on recommended laptops to follow the classes.

Location

Campus Buda, Devine, Dam 2a, Kortrijk

General info

www.devine.be
www.howest.be/devine
www.schoolofartsghent.be

Student services - Stuvo

www.howest.be/stuvo

Contact

Left with questions about the study programme? Contact our international coordinator Kim.diependael@howest.be - International Students Contact klaus.delanghe@howest.be - Programme Coordinator Phone: +32 56 24 12 64

Questions about applications?

Contact Howest International Office admissions@howest.be Phone: +32(0)56 24 12 90



Design by alumna Lisa Lapon for Devine.

