

# WEB DEVELOPMENT & DESIGN + 3D AUGMENTED REALITY



	SEMESTER 1 (30 SP)	SEMESTER 2 (29 SP)	SEMESTER 3 (31 SP)	SEMESTER 4 (30 SP)
	BASIC & INTERMEDIATE SKILLS		ADVANCED SKILLS	PROFESSIONAL SKILLS
<b>DESIGN THINKING</b>	<b>Web Design</b> (6 SP) –User Experience & User Interface Design Essentials (3 SP) –Web Design Essentials (3 SP)	<b>User Experience (6SP)</b> –User Experience & User Interface Design Advanced (3 SP) –Customer Journey (3 SP)		<b>Internship</b> (24 SP)
<b>DESIGN SKILLS</b>	<b>Graphic Skills</b> (6 SP) –Design Principles Basics (2 SP) –Vector Skills (2 SP) –Photomanipulation (2 SP)	<b>AR Editing</b> (9 SP)	<b>Immersive Design</b> (9 SP)	
	<b>3D/AR Skills</b> (3 SP)		<b>Content Management System</b> (3 SP)	
<b>DEVELOPMENT</b>	<b>Web Development</b> (6 SP)	<b>Dynamic Web Development</b> (5 SP)	<b>Front-end</b> (6 SP)	
	<b>Coding Skills</b> (6 SP)	<b>Web API</b> (3 SP)	<b>Frameworks</b> (4 SP)	
<b>INTEGRATION</b>	<b>Skills Project</b> (3 SP)	<b>Competence Project</b> (6 SP)	<b>Professional Project</b> (9 SP)	

= Werkplekieren: het aanleren en inoefenen van algemene en/of beroepsgerichte competenties waarbij de arbeidssituatie de leeromgeving is.

= Verschil tussen de keuzetrajecten van Web Development & Design: Front-end Web, Video Content Creation en 3D Augmented Reality.

*Programma onder voorbehoud*