

» STUDY PROGRAMME 2026-2027



semester 1

CONCEPTING // Target audience, Brainstorming, Pitching	3 ECTS
DESIGN PRINCIPLES // Design principles, Graphic history	6 ECTS
CREATIVE CODE // Basic coding principles	3 ECTS
PLAYFULL TECHNOLOGY // Coding, Interactions, Experimenting	3 ECTS
DIGITAL FOUNDATIONS // Computer science	3 ECTS
STUDIO // Discover the world through images	9 ECTS
PERSONAL DEVELOPMENT // Core values, Planning, How to study	3 ECTS

semester 2

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

semester 3

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

semester 4

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



CHOSEN TRACK

12 ECTS



CHOSEN TRACK

12 ECTS

semester 5



CROSSOVER PROJECT // Interdisciplinary group work	9 ECTS
PASSION PROJECT // Deep dive, Expertise	9 ECTS
PERSONAL DEVELOPMENT // Coaching, Portfolio	3 ECTS

semester 6



(INTERNATIONAL) INTERNSHIP // 12 weeks	18 ECTS
BACHELOR THESIS	12 ECTS



CHOSEN TRACK

9 ECTS



Long-term mobility: within these semesters, you can choose to study abroad or do an internship abroad.

Programme is subject to change

» TECHNOLOGY TRACK

semester 3

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

semester 4

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

semester 5

CREATIVE DEVELOPMENT // Native apps, 3D	9 ECTS
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» DESIGN-UX TRACK

semester 3

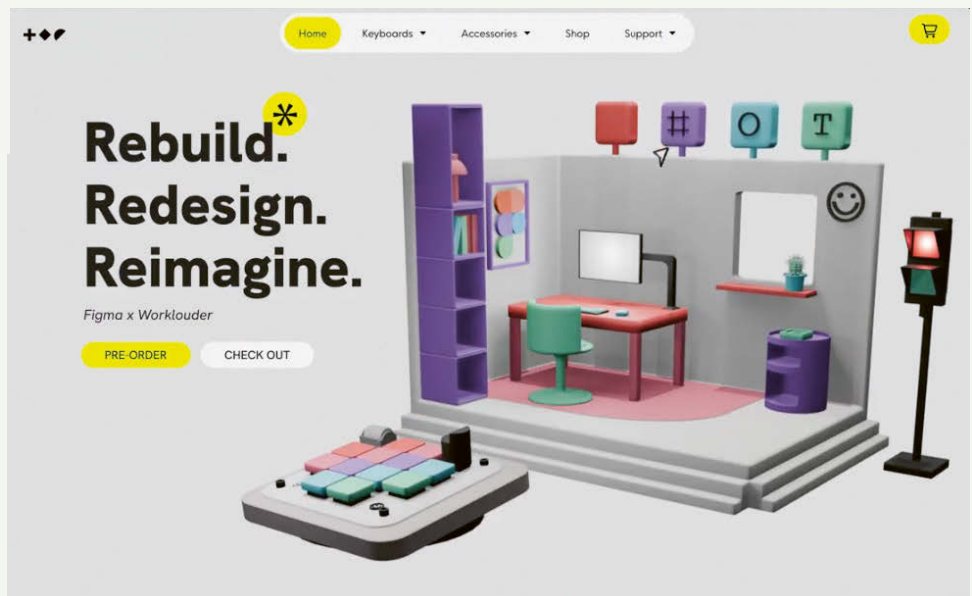
DESIGN STRATEGY // Core problem solving	6 ECTS
INTERFACE DESIGN // Designing for multiple screens	6 ECTS

semester 4

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

semester 5

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



Ella Gaublomme



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