

» STUDY PROGRAMME

2026-2027

You enter a renewed, up-to-date programme that responds to new trends in industry and society. To understand the programme, you start from the listed jobs and design roles, linked to five design areas, each with its own color. In year 1, you build a strong foundation. You develop your creativity and practice your prototyping and drawing skills. You learn to recognize different materials, technologies, and production techniques. You also explore how form relates to both the user and the context of the product. From year 2 onward, you work more in teams. Using a strong design methodology and an expanding set of design tools, you tackle larger and more

complex projects. You develop ideas ergonomically, sustainably, and technically into well-founded, circular, future-oriented, and manufacturable solutions. Within the passion project, you explore a unique interest or area of expertise, alongside your internship search. In year 3, the focus shifts to practice, entrepreneurship, strategic and future-oriented thinking, industrialization, and product market launch. You work interdisciplinarily and increasingly independently with experts from other fields. You sharpen your unique profile in an elective course, focusing either on technical engineering in the course “R&D” or on the formal details of “Product Design”.

JOB	innovation engineers, sustainability officers, product & process engineers ...	3D visual designers, product visualizers, product rendering specialists, technical illustrators, CAD designers, CNC programmers, craftsmen, prototypers ...	product designers, concept designers, creative directors, service designers, UX/UI designers ...	product engineers, mechanical engineers, industrial engineers, test engineers, production engineers, technical sales engineer ...	product managers, product entrepreneurs, start-up founder, ... project manager, R&D leaders...
DESIGN ROLES	creator innovator facilitator	communicator maker	creator facilitator	creator maker	communicator facilitator
STUDY AREA	METHODOLOGY	DESIGN TOOLS	EXPERIENCE	TECHNICALITY	SOFT SKILLS
CONTENT	creativity design process sustainability innovation...	software toolbox prototyping ...	concept design language user experience...	R&D engineering test & validation...	personal development professionality, teamwork, pitching, project management ...

YEAR 1	SEMESTER 1 PERSONAL DEVELOPMENT I 3D CAD I DESIGN SKETCHING MAKER SKILLS MATERIALS & PRODUCTION PRODUCT & SOCIETY CREATIVITY SEMESTER 2 3DCAD II VISUALISATION MAKER SKILLS TECHNOLOGY I PRODUCT & FORM METHODICAL DESIGN	YEAR 2	SEMESTER 3 PERSONAL DEVELOPMENT II 3D CAD III MODERN PRODUCTION TECHNOLOGY II PRODUCT & ERGONOMICS SUSTAINABLE DESIGN SEMESTER 4 PERSONAL DEVELOPMENT III  VISUAL STORYTELLING 3D CAD IV PASSION PROJECT INDUSTRIAL DESIGN	YEAR 3	SEMESTER 5  PERSONAL DEVELOPMENT IV R&D  PRODUCT DESIGN  THE COLLECTIVE FUTURE DESIGN START - UP SEMESTER 6  INTERNSHIP GRADUATION WORK
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Short-term mobility: Within these courses, you can choose a short-term experience abroad.



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

Schedule subject to change