BACHELOR COMMUNICATION SCIENCE WELCOME!

3 PILLARS

- Digital society
- Changing organisations
- Persuasive tech

PROJECT BASED EDUCATION

- Learn and directly apply theory
- Academic and professional skills
- High quality and personal attention

JOB PERSPECTIVES

- Public relations and corporate communications
- Marketing and advertising
- Digital and social media analysis
- Event management
- Market research and big data analytics
- Government and public affairs
- Crisis and risk communication



UNIVERSITY OF TWENTE.

PROGRAM THIS SESSION

COMMUNICATION SCIENCE IN TWENTE & PROGRAMME OVERVIEW

TWENTE EDUCATION MODEL & COURSE EXAMPLES

LABOUR MARKET

STUDENT GUIDANCE

UNIVERSITY OF TWENTE.

& ADMISSION

LIFE AS A STUDENT

COMMUNICATION SCIENCE AT THE UT

We study human behavior

based on the interactions we have

with **people** and **organizations**,

in digital and physical places,

and the 'things' around us.

We believe communication is changing and that technology offers unlimited possibilities to improve the way people communicate.

We educate future-proof communication professionals who know how to use these possibilities.



COMMUNICATION SCIENCE IN TWENTE

DIGITAL SOCIETY

MEDIA CONSUMPTION AND PERCEPTION



SOCIAL MEDIA INTERACTIONS



CHANGING ORGANIZATIONS

WORKPLACE COMMUNICATION



PUBLIC RELATIONS AND CRISIS COMMUNICATION



PERSUASIVE TECH

ADVERTISING AND PERSUASION

Consumer psychology Marketing Priming and framing

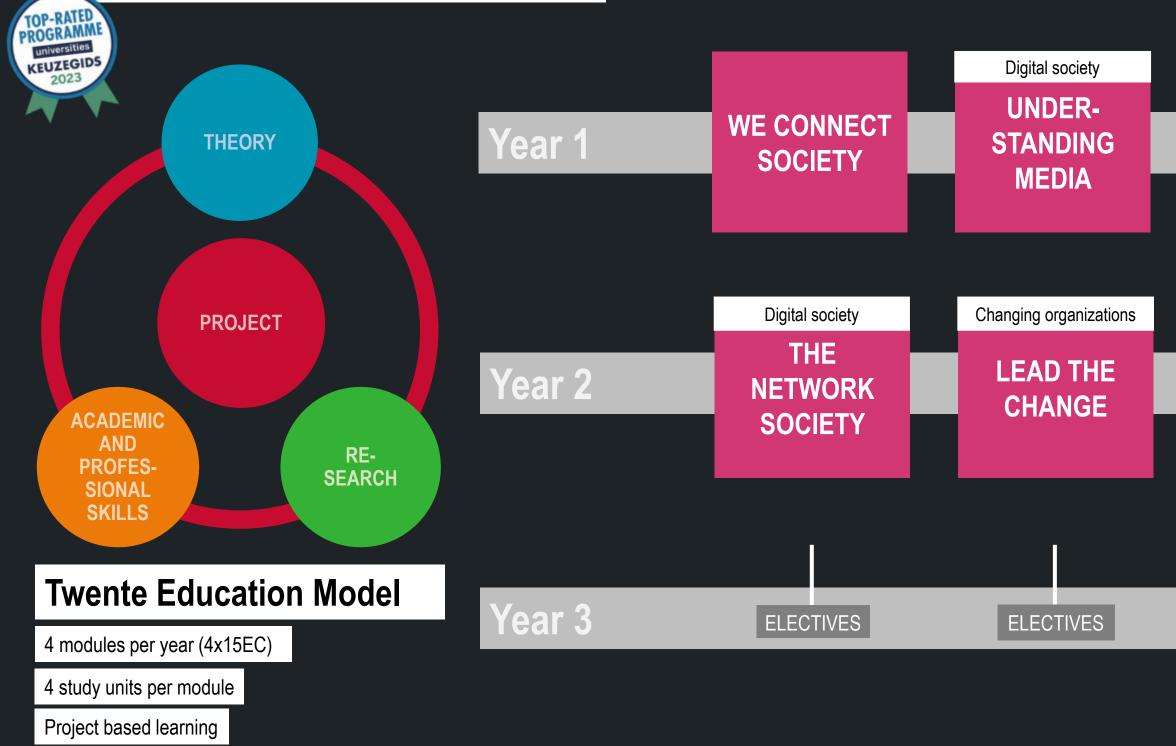
HEALTH COMMUNICATION

ENVIRONMENTAL COMMUNICATION

Corporate social responsibility Environmental design Science communication







Changing organizations

THE INNOVATION JOURNEY Persuasive tech

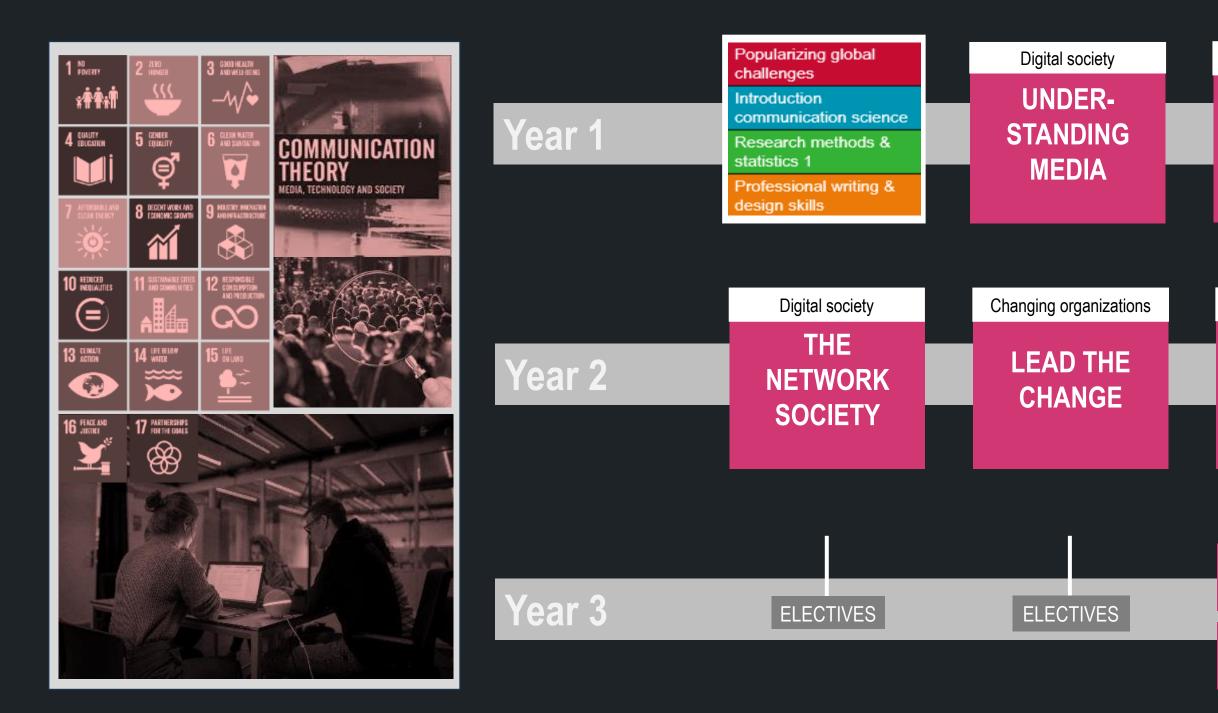
DESIGNING FOR UX

Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK



Changing organizations

THE INNOVATION JOURNEY Persuasive tech

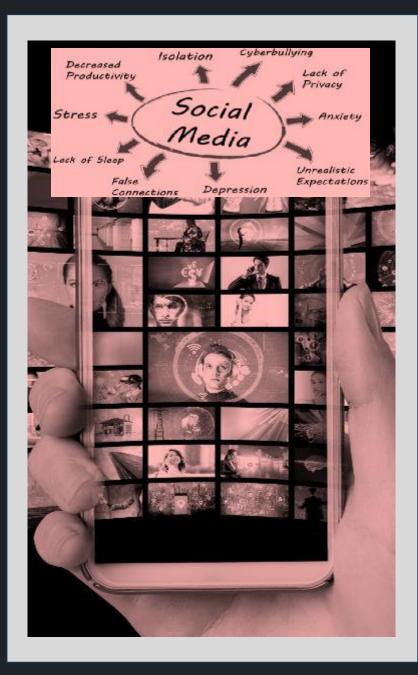
DESIGNING FOR UX

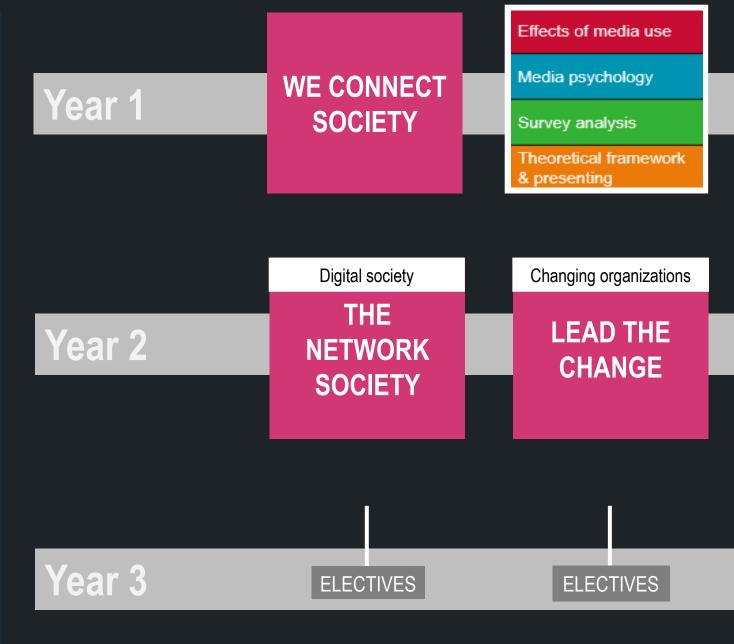
Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK





Changing organizations

THE INNOVATION JOURNEY Persuasive tech

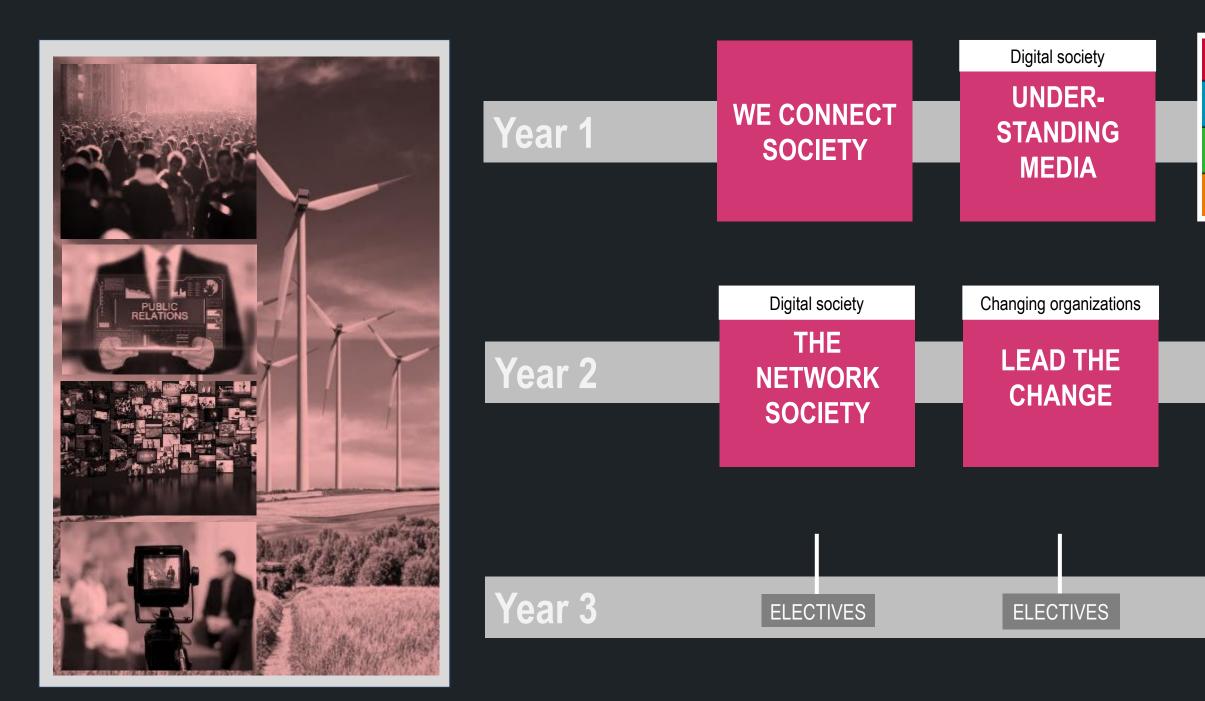
DESIGNING FOR UX

Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK



Stakeholder & reputation management

Public relations of innovations

Big data & text mining

Media framing & crisis response

Persuasive tech

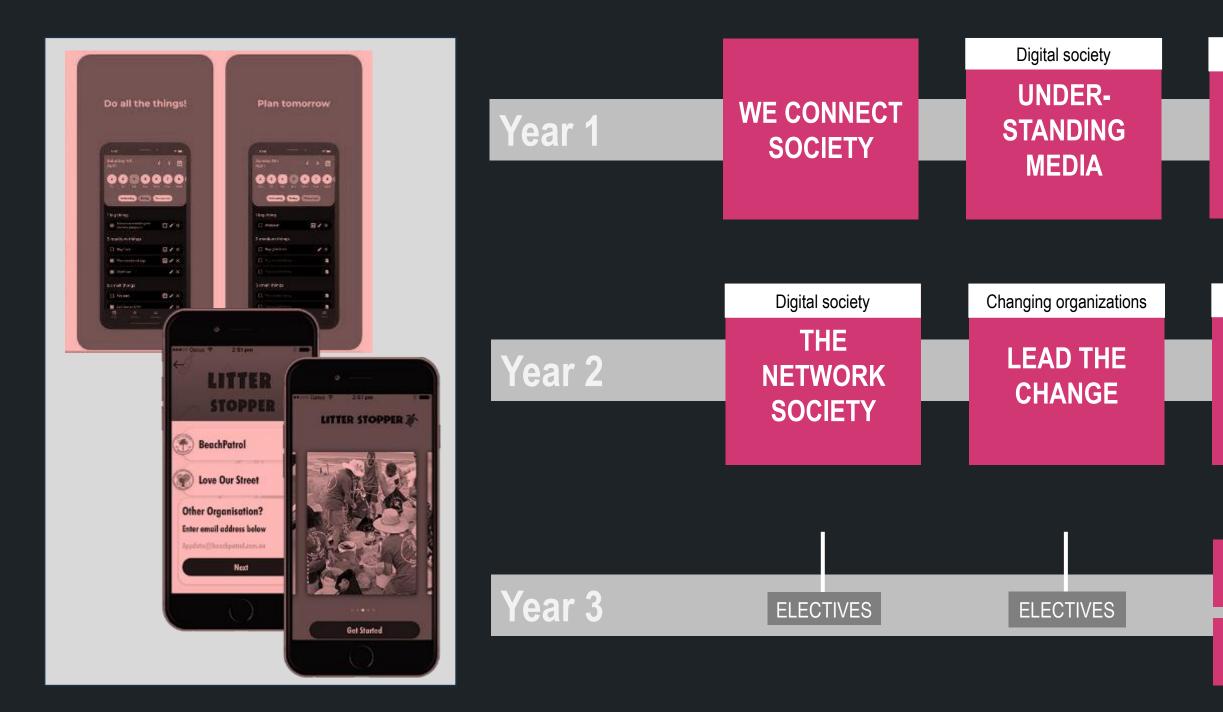
DESIGNING FOR UX

Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK



Changing organizations

THE INNOVATION JOURNEY User-centered design

Human-technology interaction

Usability testing & interviewing

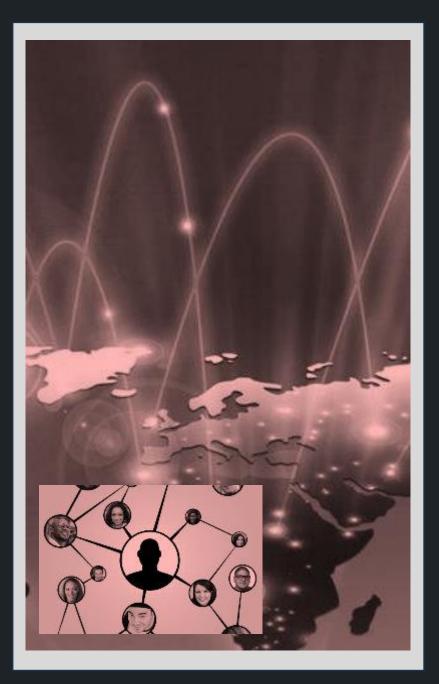
Business case proposition

Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK



Year 2The media influencersChanging organizationsThe digital societyBig data & network analysisLEAD THE CHANGEStorytelling & audio- visual designStorytelling & audio- visual designELECTIVES	Year 1	WE CONNECT SOCIETY	Digital society UNDER- STANDING MEDIA
Year 2The digital society Big data & network analysis Storytelling & audio- visual designLEAD THE CHANGE			
CHANGE CHANGE CHANGE CHANGE	Year 2	The digital society	LEAD THE
Year 3 ELECTIVES ELECTIVES		analysis Storytelling & audio-	CHANGE
Year 3 ELECTIVES ELECTIVES			
	Year 3	ELECTIVES	ELECTIVES

Changing organizations

THE INNOVATION JOURNEY Persuasive tech

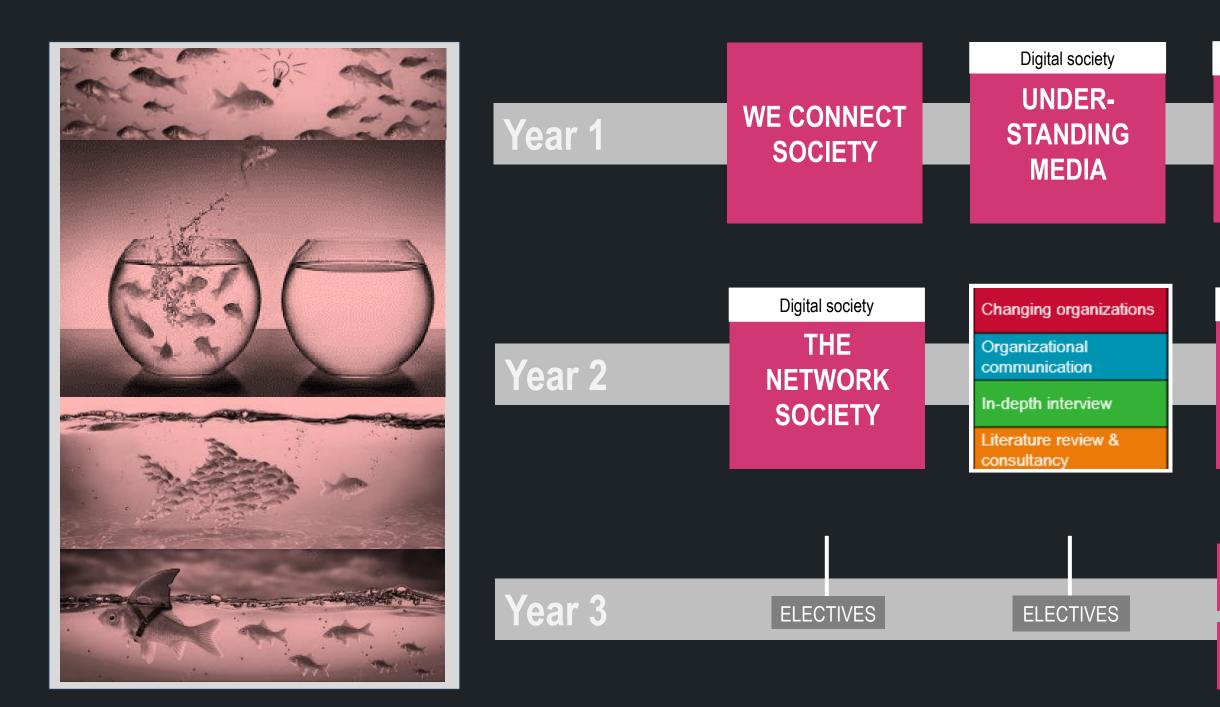
DESIGNING FOR UX

Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK



Changing organizations

THE INNOVATION JOURNEY Persuasive tech

DESIGNING FOR UX

Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK



Changing organizations

THE INNOVATION JOURNEY Persuasive tech

DESIGNING FOR UX

Persuasive environments

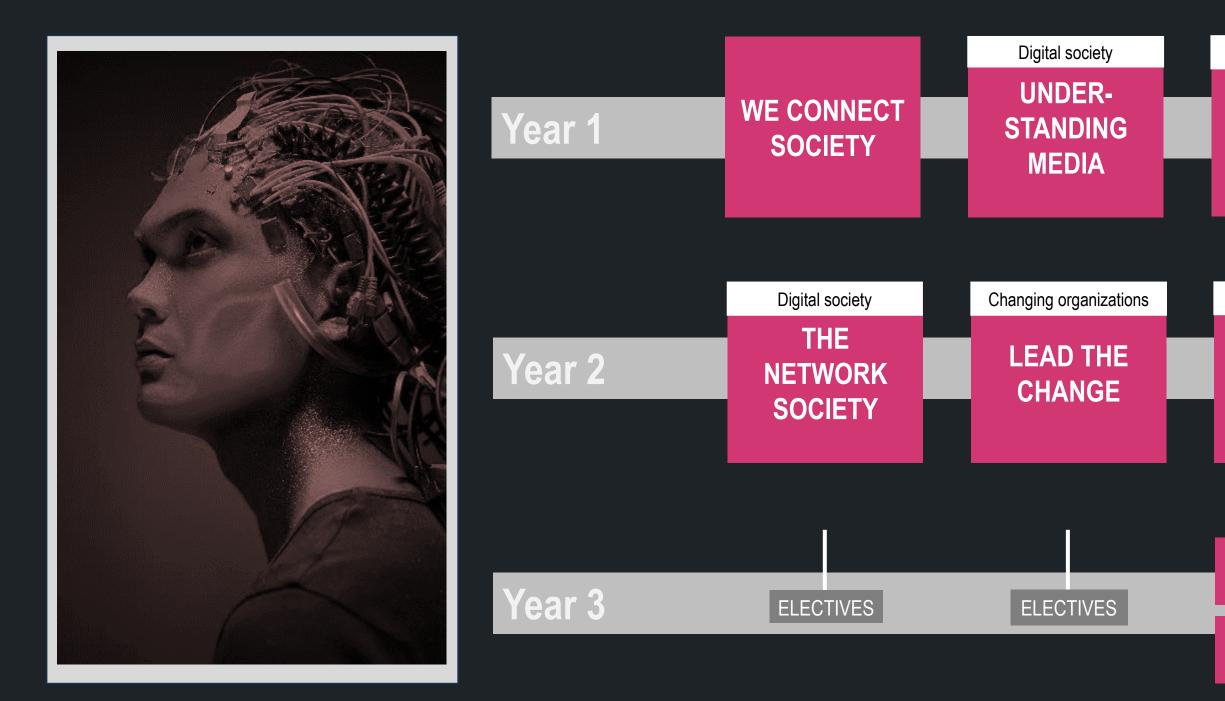
Social psychology & interactive tech

Experimental design & analysis

Scientific publication & animation design

THE QUANTIFIED SELF

COM@WORK



Changing organizations

THE INNOVATION JOURNEY Persuasive tech

DESIGNING FOR UX

Persuasive tech

PERSUASIVE DESIGN

Designing a student algorithm

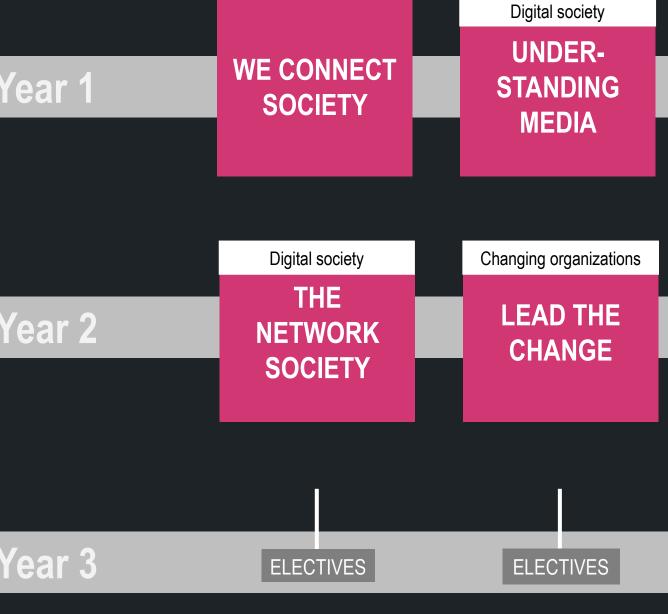
Ethics & philosophy

Deep data and predictive modelling

Rhetoric's & debate

COM@WORK





Changing organizations

THE INNOVATION JOURNEY Persuasive tech

DESIGNING FOR UX

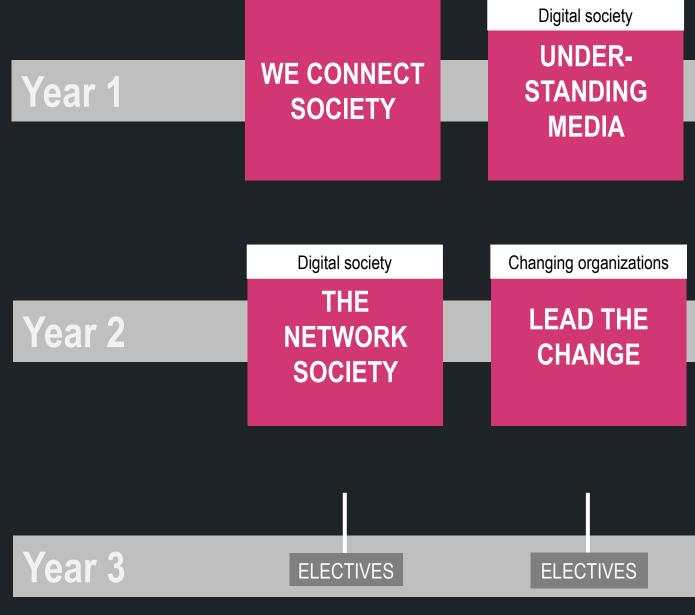
Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK





Changing organizations

THE INNOVATION JOURNEY Persuasive tech

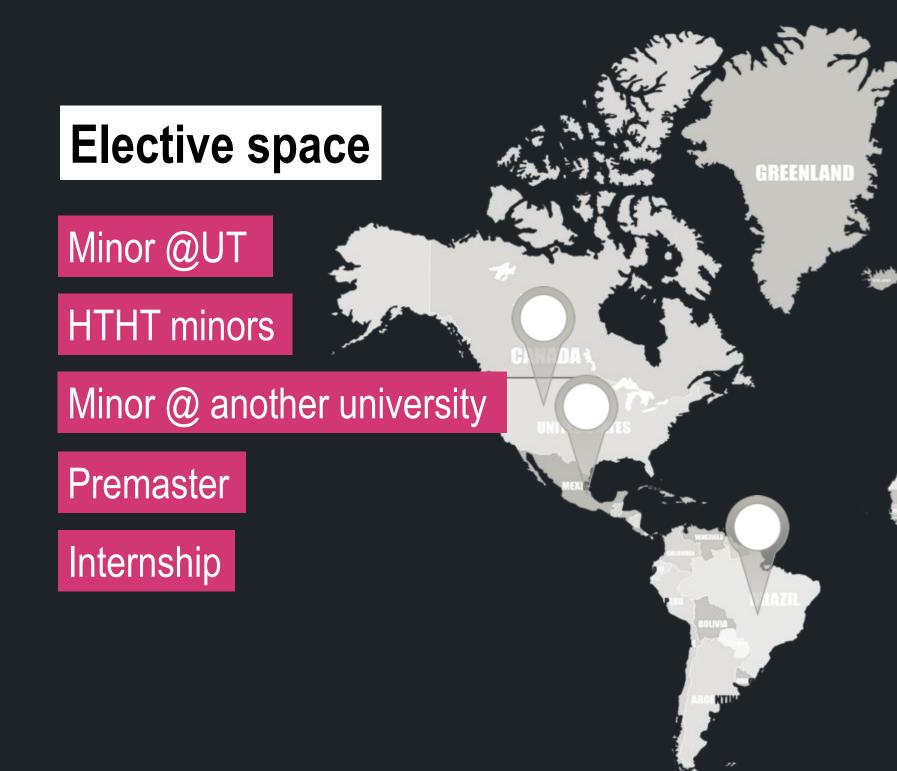
DESIGNING FOR UX

Persuasive tech

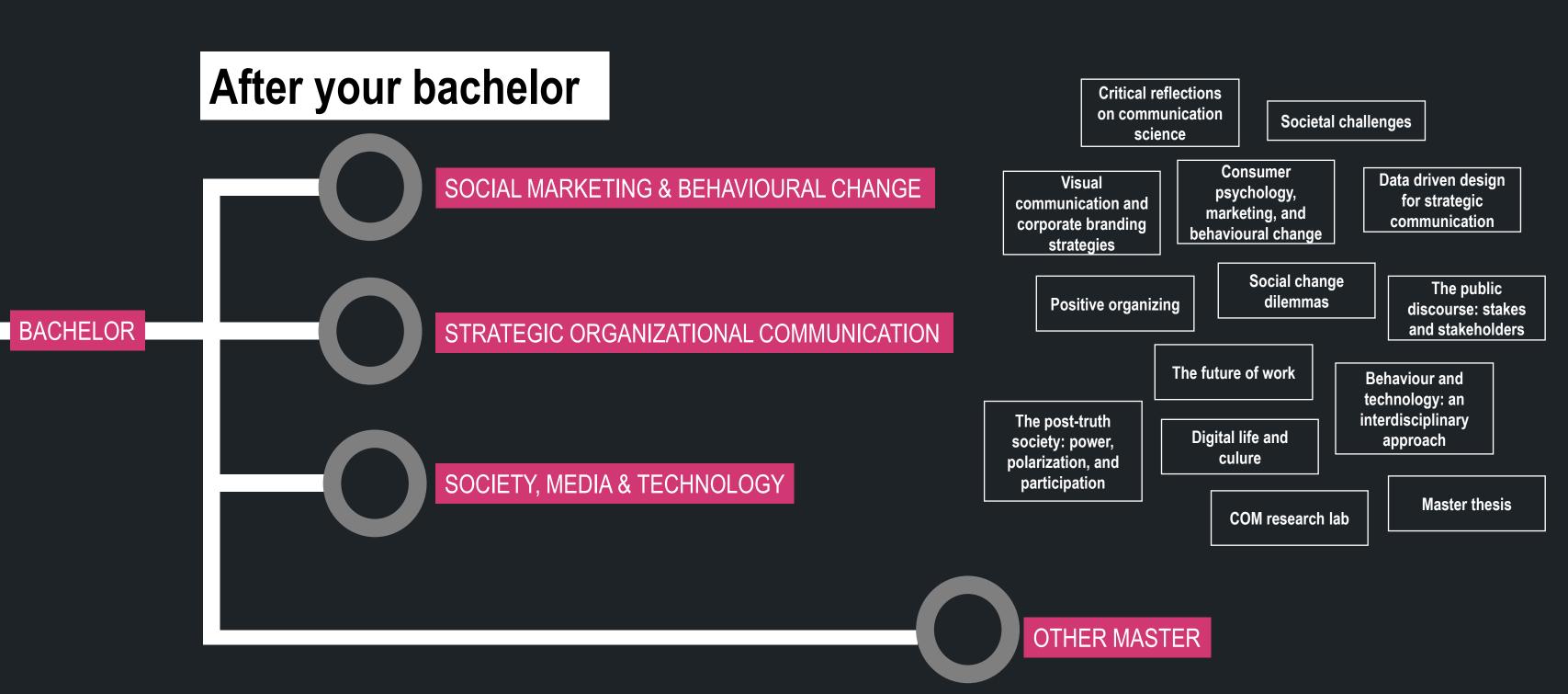
PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK

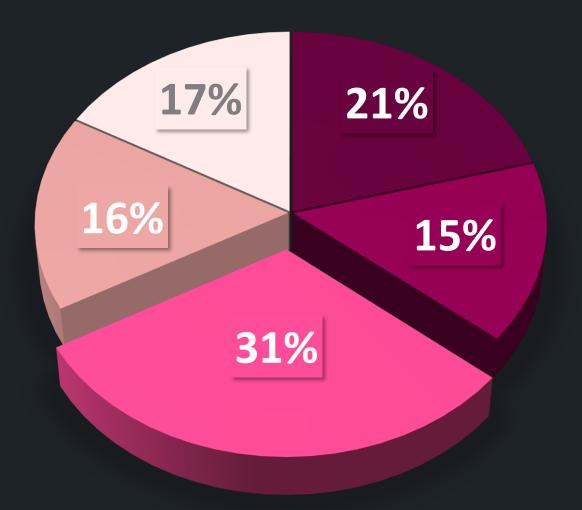






Labour market

Time span until first job – MSc. graduates 2018 – 2023 (n=323)



- Employed prior to graduation
- Within 1 month after graduation
- Between 1 and 3 months after graduation
- Between 3 and 6 months after graduation
- Longer than 6 months after graduation

UNIVERSITY OF TWENTE.



Digital society

Technical communicator PhD candidate Social media manager Media designer

Digital transformation specialist

Big data analyst

Changing organizations

Senior consultant Corporate communications **Innovation coach Communications** advisor **Business developer PR officer**/ **Corporate social** responsibility coordinator advisor Communication Account manager employee **Crisis and risk manager Change communication expert**

Persuasive tech

Sustainability advisor

Marketing manager

Marketing- and communication specialist

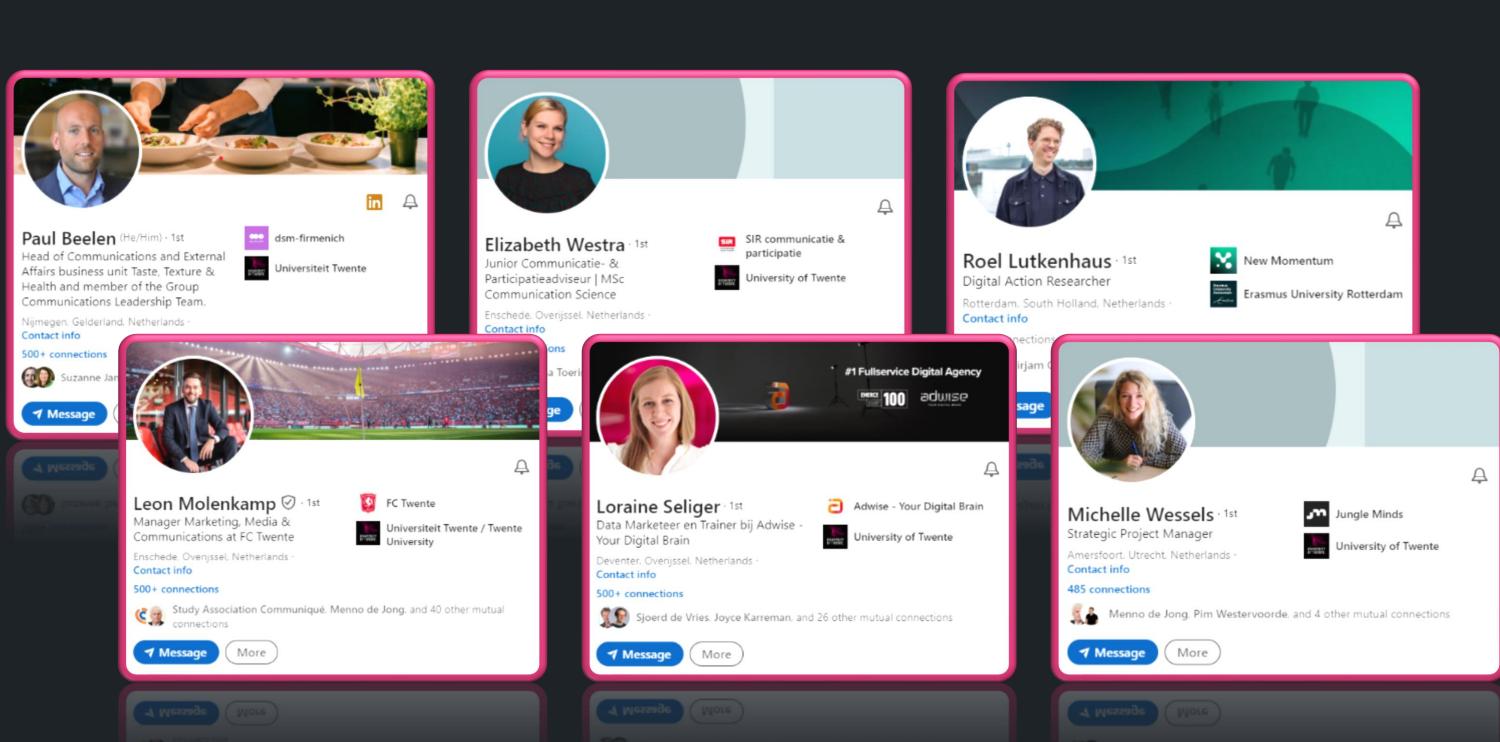
Digital marketing and sales

Management advisor **E-commerce**

SEA/SEO specialist specialist

User experience designer

Career opportunities



о де торій кліш механлоогреї вод ні сторі заличні сороесцої

Student guidance and well-being

Your first contact in the educational programme is your study adviser.

The study adviser:

- monitors study progress;
- advises and assists students with study-related issues such as study choices, progress, process, and planning and carrying out assignments;
- helps and advises students about their academic skills, studying under specific personal circumstances, and about rules and regulations.

Additional support:

• Student Affairs Coaching & Counselling (SACC): student psychologists, career counselling, confidential advisors, contact persons, UT Language Centre.



Admission

- Dutch students: VWO (all profiles) ullet
- International students: \bullet
 - Certificate equivalent to Dutch VWO (such as Abitur, International Baccalaureate, British A-levels) •
 - English level: CEFR B2/C1; IELTS 6.0, TOEFL 80 or Cambridge CAE \bullet
 - **Mathematics** \bullet

Questions? Discuss it with the admission office via <u>admissionoffice@utwente.nl</u> or call +31-53-4894358

More information: www.utwente.nl/en/education/bachelor/admission

Sign up for a Student-for-a-day!

Apply via Studielink: www.studielink.nl

Study start: September

UNIVERSITY OF TWEN



UNIVERSITY OF FRAUKE

21 years old

Comes from Arnhem

Lives at city centre of Enschede

UNIVERSITY OF TWENTE.

Student life

Study association Communique









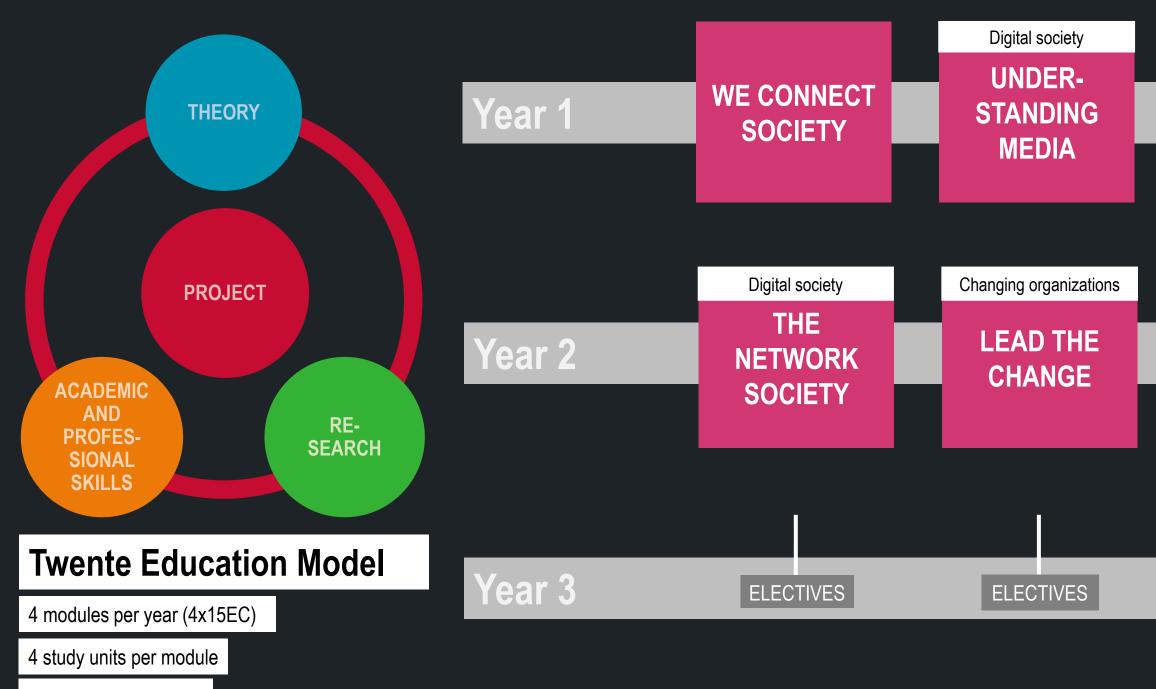




Student lifeNL's first real campus







Project based learning

Changing organizations

THE INNOVATION JOURNEY Persuasive tech

DESIGNING FOR UX

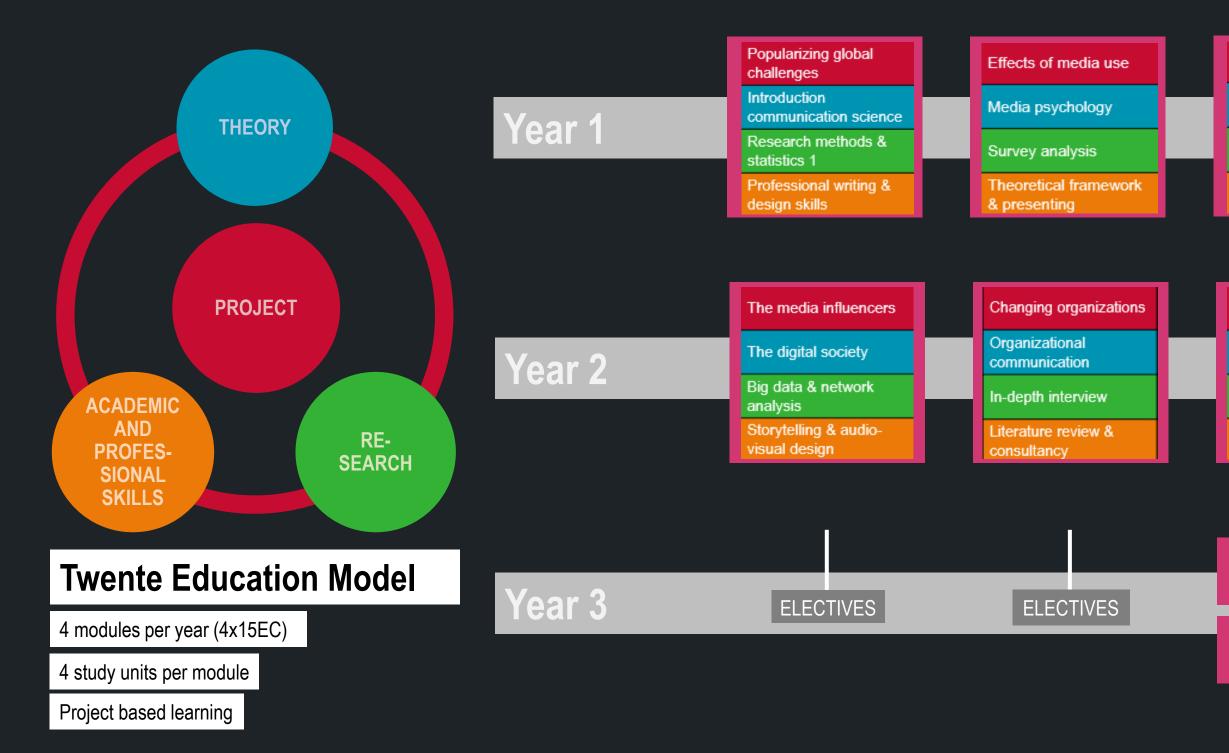
Persuasive tech

PERSUASIVE DESIGN

THE QUANTIFIED SELF

COM@WORK





Stakeholder & reputation management

Public relations of innovations

Big data & text mining

Media framing & crisis response

User-centered design

Human-technology interaction

Usability testing & interviewing

Business case proposition

Persuasive environments

Social psychology & interactive tech

Experimental design & analysis

Scientific publication & animation design

Designing a student algorithm

Ethics & philosophy

Deep data and predictive modelling

Rhetoric's & debate

COM@WORK













BACHELOR COMMUNICATION SCIENCE



3 PILLARS

- Digital society
- Changing organisations
- Persuasive tech

PROJECT BASED EDUCATION

- Learn and directly apply theory
- Academic and professional skills
- High quality and personal attention

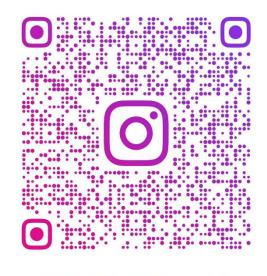
JOB PERSPECTIVES

- Public relations and corporate communications
- Marketing and advertising
- Digital and social media analysis
- Event management
- Market research and big data analytics
- Government and public affairs
- Crisis and risk communication



UP NEXT: BMS LAB TOUR / PARENTS MEETING

FOLLOW US ON SOCIAL MEDIA



UTWENTE_COM