## 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

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## 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			
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#### Changing organizations

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#### 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

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## 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

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### **UP NEXT: BMS LAB TOUR / PARENTS MEETING**

## FOLLOW US ON SOCIAL MEDIA



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