

Block 1A		Block 1B		Block 2A		Block 2B		
B1	Module 1	EC	Module 2	EC	Module 3	EC	Module 4	EC
	<b>We create identity</b>		<b>Smart Environments</b>		<b>Living and working tomorrow</b>		<b>Art, Impact and Technology</b>	
	Introduction to CreaTe Theory Intercultural communication Interactive video project Web Technology Mathematics Programming Introduction to Computer Science Visualisation Communication Professional Development	4 1 1,5 2,5 2,5 2,5 1	Smart Environments core Smart Environments project Introduction to Engineering Ubiquitous computing Sketching Professional development	11 3 1	Fixing the future Living and working tomorrow project Human Centred Design Interactive Visualization Introduction to Physical systems Math and modelling Professional Development	7,5 1 3 2,5 1	Have Fun and Play! Project Design for experience Tech Art Algorithm for Creative Technology Statistics Professional development	7 1 3 3 1
<b>B2</b>	<b>Module 5</b>	<b>EC</b>	<b>Module 6</b>	<b>EC</b>	<b>Module 7</b>	<b>EC</b>	<b>Module 8</b>	<b>EC</b>
	<b>A. Smart Technology*</b>		<b>Intelligent Interaction Design</b>		<b>Innovation and Entrepreneurship</b>		<b>Data: from the source to the senses</b>	
	Smart Technology Core Circuits and Electronics Modelling and control Systems and signals Hackaton Sensors Literature Research Project Professional Development	12,5 2 0,5	Design and Research of User Experience Theory Project Artificial Intelligence Theory Practice Statistical techniques Professional development	6,5 5 3 0,5	Innovation & Entrepreneurship Theory Practice Acting Responsibly Empirical Research Methods Professional Development	7 3,5 0,5	Hybrid Worlds project Internet Technology Data Visualisation Data driven applications ST: Biosignals and medical electronics IM: Animated storytelling Professional development	4,5 2,5 2,5 2,5 2,5 0,5
	<b>B. Interactive Media*</b>							
	Interactive Media core Interactive Media project Game design Game Engine Technology 3D modelling and animation Sound engineering Mathematics for Interactive Media Literature Research Project Professional Development	10,5 2 2 0,5						
<b>B3</b>	<b>Module 9</b>	<b>EC</b>	<b>Module 10</b>	<b>EC</b>	<b>Module 11</b>	<b>EC</b>	<b>Module 12</b>	<b>EC</b>
	<b>Minor</b>		<b>Minor</b>		<b>Real World Challenges</b>		<b>We Create Impact</b>	
	<i>Minor**</i>		<i>Minor**</i>		Graduation project Reflection Thesis part I Academic writing Elective Documentary Practice Remote care nearby Design of persuasive technology	7 3 5	Graduation project part II Reflection Thesis part II	15

\* elective: students can choose between Smart Technology or Interactive Media

\*\* minor: validity of study units (module elements) has to be checked with programme coordinator of the host programme of the chosen minor