PROGRAMME APPENDIX TO THE TEACHING AND EXAMINATION REGULATIONS OF THE BACHELOR’S PROGRAMME CREATIVE TECHNOLOGY

The regulations in this appendix form an integral part of the teaching and examination regulations of the bachelor’s programme Creative Technology of the Faculty of Electrical Engineering, Mathematics and Computer Science of the University of Twente.
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Programme Appendix to the Teaching and Examination Regulations Creative Technology
(Sep 2013)
PARAGRAP 1
THE PROGRAMME SPECIFIC ISSUES OF ARTICLES 3.1 AND 3.2.
(WHW 7.13.2) OF THE REGULATIONS

Art 1.1 - PROGRAMME CONTENTS AND EXAMINATIONS (A)

1) Students who were enrolled for the Bachelor’s programme Creative Technology in the academic year 2012-2013 pass the bachelor’s examination by completing the units of study of tables 1a, 2a and 3a.

2) The units of study of table 1a are no longer taught as separate units (as of September 1, 2013). Provisions for completing these units are in the Transitional arrangements appendix.

3) Students who are enrolled for their first year in Creative Technology at September 1, 2013, or later, pass the bachelor’s examination by completing the units of study of table 1b, and the units of the second and third year.

4) For (almost) every unit of study, with the exception of the units referred to in Article 1.1.2, supervised (teaching) activities are organized. The nature of the activities is included in the tables 1b, 2a, and 3a, using the following abbreviations

A (Assignments) Students work on assignments, under supervision of a teacher and/or assistant.

D (Deliverable) a result is being produced, which can be demonstrated and observed; the product is more than mere text for reading.

G (Group) students collaborate in a group.

I (Interaction) questions are raised, discussed and answered, in collaboration between students and teacher.

L (Lectures) an expert speaker addresses the students.

P (Presentations) the students address their fellow students.

5) Some units in the second and third year are options, some are electives. Options and electives are further specified in this Art 1.1, items 7 – 10 below.

6) The student’s choice of options and electives must meet the requirements of Art 1.12 of this appendix.

7) At the end of the first year students must choose between two options in their second year: Smart Technology and New Media.

8) During the second year students choose between two mathematics courses: Strategies and Protocols and Queues and Logistics.

9) Students have to choose courses with a study load of 30 EC in semester 5 (the first half of the third year of the programme), This is the profileringsruimte, i.e.

1 The regulations are: the teaching and examination regulations for Creative Technology. The letters (a-m) in the article titles of this paragraph refer to the corresponding items in WHW 7.13.2

2 To complete a unit means to pass the unit’s assessment with a sufficient result.
the free space to establish an individual profile in the curriculum. In the *profielingsruimte*

- students can take courses to prepare for further study in a Master’s programme,
- students can take a standard or individual minor programme
- students can take one semester of courses at another (foreign) university (which is in fact a special kind of an individual minor),
- students can take the opposite course of their second year specialization (15 EC), and combine this with a choice of other courses with a 15 EC study load in total, to make an individual 30 EC minor,
- and possibly more.

10) Students have to choose *electives* in their third year totalling at least 15 EC. The choice of electives serves at least two purposes:

- students are confronted with a view on and research into the human-technology relationship which is largely inspired by behavioural or management sciences,
- students work on ethics and professional standards for design.

Table 3a contains the list of electives. The text below the table elaborates the options a student has to deviate from this list.

11) In their Final project at the end of their third year students complete graduation work with a study load of 15 EC.

Graduation work consists of

1. A design project, where context and goals are set preferably by an external party.
2. A graduation report, with appendices when necessary, in which the student renders account of the graduation project and the design approach, and describes and documents literature search, surveys and experiments conducted during the project, as well as the prototypes and other deliverables which result from the project.
3. A summary of the graduation report.
4. A public presentation and defence of the graduation work.

The student can start graduation work at the beginning of a semester.

The deadline for graduation work is at the end of the semester in which it started. This period of time cannot be extended. If the deadline is not met, the examiners will assess the graduation work anyway. This may result in a fail.

12) The Examination Board may decide that students pass their examination even if some results are insufficient. The rules set by the Examination Board for passing examinations are in the *Rules and Regulations* of the Examination Board.
Table 1a: the first year (for students enrolled in 2012-2013)

<table>
<thead>
<tr>
<th>Course</th>
<th>Study Load in ECTS</th>
<th>Teaching Activities</th>
<th>Assessment</th>
<th>Enablers</th>
</tr>
</thead>
<tbody>
<tr>
<td>We Create Identity</td>
<td>5</td>
<td>Q1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Smart Environments</td>
<td>4</td>
<td>Q2</td>
<td>ST</td>
<td></td>
</tr>
<tr>
<td>Living and Working Tomorrow</td>
<td>5</td>
<td>Q3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Have Fun and Play!</td>
<td>5</td>
<td>Q4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Visual Communication</td>
<td>4</td>
<td>Q1</td>
<td>NM</td>
<td></td>
</tr>
<tr>
<td>Sketching for CreaTe</td>
<td>3</td>
<td>Q2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Interactive Visualization</td>
<td>4</td>
<td>Q3&amp;Q4</td>
<td>NM</td>
<td></td>
</tr>
<tr>
<td>Designing in Context</td>
<td>3</td>
<td>Q3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Human Factors</td>
<td>3</td>
<td>Q4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Introduction to Computer Science</td>
<td>2</td>
<td>Q1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Programming and Physical Computing</td>
<td>7</td>
<td>Q1&amp;Q2</td>
<td>NM</td>
<td></td>
</tr>
<tr>
<td>Introduction to Physical Systems and their Dynamic Behaviour</td>
<td>5</td>
<td>Q3&amp;Q4</td>
<td>ST</td>
<td></td>
</tr>
<tr>
<td>Introduction to Mathematics and Modelling</td>
<td>6</td>
<td>Q2&amp;Q3</td>
<td>ST</td>
<td></td>
</tr>
<tr>
<td>First year portfolio</td>
<td>4</td>
<td>Q1-Q4</td>
<td>P</td>
<td></td>
</tr>
<tr>
<td>Year 1</td>
<td>60</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The abbreviations for enablers must be read as follows

**NM** (New Media) students must have completed these units before they can participate in the New Media course of the second year (cf. Art 1.1.2 of this appendix).

**ST** (Smart Technology) students must have completed these units before they can participate in the Smart Technology course of the second year (cf Art 1.1.2 of this appendix).

**P** students must have completed the first year portfolio before they can participate in the second year portfolio.

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3 The column is empty since these units of study are no longer taught, cf Art. 1.1.2

4 The column contains quarters where subtests have to be taken to fulfil the assessment requirements, since there will be no more examinations for these units. See the Transitional arrangements appendix.

Programme Appendix to the Teaching and Examination Regulations Creative Technology (Sep 2013)
<table>
<thead>
<tr>
<th>Course</th>
<th>Study load in EC</th>
<th>Teaching activities</th>
<th>Assessment type</th>
</tr>
</thead>
<tbody>
<tr>
<td>We Create Identity</td>
<td>15</td>
<td>LPIADG</td>
<td>ADEOPW</td>
</tr>
<tr>
<td>Smart Environments</td>
<td>15</td>
<td>LPIADG</td>
<td>ADEOPW</td>
</tr>
<tr>
<td>Living and Working Tomorrow</td>
<td>15</td>
<td>LPIADG</td>
<td>ADEOPW</td>
</tr>
<tr>
<td>Have Fun and Play!</td>
<td>15</td>
<td>LPIADG</td>
<td>ADEOPW</td>
</tr>
<tr>
<td>Year 1</td>
<td>60</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

5 The abbreviations are explained in Art. 1.1.4 of this appendix.
6 The abbreviations are explained in Art 1.1.11 of this appendix.
Table 2a: the second year for students enrolled in 2012-2013

<table>
<thead>
<tr>
<th>Study Load in EC</th>
<th>Teaching Activities</th>
<th>Assessment</th>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ambient Screens</td>
<td>5</td>
<td>LPIDG</td>
<td>DEP</td>
</tr>
<tr>
<td>Hybrid Worlds</td>
<td>5</td>
<td>LPIDG</td>
<td>DEP</td>
</tr>
<tr>
<td>Creative Explorations in Art, Science and Technology</td>
<td>2</td>
<td>A</td>
<td>H</td>
</tr>
<tr>
<td>Animated Narration</td>
<td>3</td>
<td>LPID</td>
<td>D</td>
</tr>
<tr>
<td>Innovation and Entrepreneurship for IBA</td>
<td>3</td>
<td>AW</td>
<td></td>
</tr>
<tr>
<td>Startrix for CreaTe</td>
<td>5</td>
<td>DP</td>
<td></td>
</tr>
<tr>
<td>Programming with Structures</td>
<td>5</td>
<td>LID</td>
<td>AO</td>
</tr>
<tr>
<td>Web Services and Data-driven Applications</td>
<td>4</td>
<td>LA</td>
<td>A</td>
</tr>
<tr>
<td>Introduction to Probability and Statistics</td>
<td>3</td>
<td>LI</td>
<td>W</td>
</tr>
<tr>
<td>Research Methodology</td>
<td>2</td>
<td></td>
<td>A</td>
</tr>
<tr>
<td>Systems and Signals</td>
<td>3</td>
<td>W</td>
<td></td>
</tr>
<tr>
<td>either Strategies and Protocols</td>
<td>3</td>
<td>LI</td>
<td>W</td>
</tr>
<tr>
<td>or Queues and logistics</td>
<td>3</td>
<td>LI</td>
<td>W</td>
</tr>
<tr>
<td>either Smart Technology</td>
<td>15</td>
<td>(4)</td>
<td>45+ST</td>
</tr>
<tr>
<td>or New Media</td>
<td>15</td>
<td>(4)</td>
<td>45+NM</td>
</tr>
<tr>
<td>Second Year Portfolio</td>
<td>2</td>
<td></td>
<td>45+P</td>
</tr>
<tr>
<td>Year 2</td>
<td>60</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

A number (n) between brackets in the assessment column indicates that the interim examination for the unit consists of n separate sub tests. For the application of Art. 4.8 of the main text of these regulations, these sub-tests are full tests. The examiner may register such a sub test result as a result for a separate unit of study, but only if it is not mandatory for the student to take the entire unit (see also the Transitional arrangements appendix)

The two pairs of units preceded by “either...or” are options. Each student has to complete at least one of the units of each pair. (cf this Art 1.1 items 6 and 7)

The units which are printed in italics are specific for a specialization. (cf this Art 1.1 items 6 and 7). Students who opt for Smart Technology take the Smart Technology unit. Students who opt for New Media take the New Media unit. Both units have a study load of 15 credits.

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7 The abbreviations are explained in this Art 1.1.3
8 The abbreviations are explained in Art 1.11 of this appendix.
The prerequisites must be understood as follows (see also Art 1.12 of this appendix):

45 To participate, students must have completed units of the first year with a total study load of at least 45 EC

+r To participate, students have to register, and their registration must be accepted; the courses have a limited capacity for participation

+NM (New Media) To participate, students must have completed the NM enablers of table 1.

+ST (Smart Technology) To participate, students must have completed the ST enablers of table 1.

+P To participate, students must have completed the first year portfolio.
### Table 3a: the third year for students enrolled in 2012-2013

<table>
<thead>
<tr>
<th>study load in EC</th>
<th>teaching activities</th>
<th>assessment</th>
<th>prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Free space to establish a profile (profielingsruimte)</strong></td>
<td>30</td>
<td>90</td>
<td></td>
</tr>
<tr>
<td><strong>Electives, choice from</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Design Against Crime, 6EC</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Remote Care Nearby, 5EC</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Entertainment Education, 5EC</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Creative Collaboration, 5EC</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ethics for CreaTe, 5EC</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Final Project</strong></td>
<td>15</td>
<td>90</td>
<td></td>
</tr>
<tr>
<td><strong>Year 3</strong></td>
<td>150</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The units of table 3 which are printed in italics describe electives and options for the student. See Art 1.1.8 and 1.1.9.

Provisions for the choice of options and electives are further elaborated in Art. 1.12.5.

Students may replace Ethics for Creative Technology by other Ethics courses, if their tutor approves. Students may propose to take other courses as elective than the courses in the list; however, they need explicit permission of the Examination Board to take an elective (non-ethics) course which is not in the list.

The prerequisites must be understood as follows (see also Art 1.12 of this appendix)

90 To participate in these units of study, students must have completed units of their first and second year totalling at least 90 credits.

150 To start the Final Project, students must have completed 150 EC of the entire programme.
**Art 1.2 - CONTENTS OF EXAMINATION SPECIALIZATIONS (B)**

There are no specializations a student can choose for graduation.

**Art 1.3 - FINAL QUALIFICATIONS (C)**

The intended learning outcomes of the Creative Technology curriculum are captured by the following 12 final qualifications for the Creative Technology graduates. Names for the qualifications are in boldface.

1. Graduates are skilled in problem-finding, idea and concept generation, and in the identification of opportunities for the exploitation of new technology; they can develop concepts and ideas, using the latest tools, into key prototypes. *(Concept generation and prototype development)*

2. Graduates can evaluate concepts and ideas from the viewpoints of functionality, performance, experience, user acceptance and usability, marketing and societal implications (issues like privacy and security); they can present the results of their evaluation in an understandable manner. *(Evaluation of concepts)*

3. Graduates understand the workflow of a design process, can plan such a design process, and are aware of the effects that unforeseen circumstances (new ideas, new requirements, lack of resources) may have on this planning. *(Understanding and planning the design process)*

4. Graduates can assume a role in a multi-disciplinary team, are aware of personal strengths and weaknesses, can develop a personal vision and can capture requirements and knowledge from different fields of specialization. *(Collaboration and multidisciplinarity)*

5. Graduates know the relevant theories underpinning graphic design in all its aspects (including the use of colour and motion, the combination of text and other visual means, and even the combination of graphics and sound) *(Skills and knowledge in graphic design)*

6. Graduates know the relevant (web technology, databases, dynamic and control systems) technologies to be used, and the relationships they have to one another and to graphic and motion design (qualification 5), concerning both principles and functionality. In addition to this, each student has additional technological knowledge, which concerns, depending on his specialization, either knowledge of (serious) games and 3D (virtual) environments or knowledge of sensors, wireless communication and electronics. *(Knowledge of technology)*

7. Graduates can implement algorithms and combine principles from physics and mathematics at the level required to demonstrate an application. *(Skills in technology)*

8. Graduates can analyze and classify system behaviour and express the analysis in mathematical models; they can use tools to perform simulations, they are capable of critical evaluation of their simulations. *(Skills and knowledge in modelling and simulation)*

9. Graduates know how to develop a business plan. *(Business knowledge)*
10. Graduates are aware of the roles of designers in society, and the standards (ethically and legally) for professional behaviour. (Roles in society)

11. Graduates can communicate with experts and non-experts about all aspects of his field, i.e. firstly concerning concepts, ideas, opportunities, and design workflow (qualifications 1, 3), secondly concerning evaluation of concepts (qualification 2), and finally concerning prototype development and technological and modelling issues (1, 6, 7, 8); this communication covers presentation, justification and documentation, and (to a limited extent) scientific debate; in this communication the graduate knows how to employ modern media. (Communication)

12. Graduates are capable of logical reasoning; they are inquisitive and capable of posing proper questions; they can critically evaluate results obtained (by themselves and others); they are capable of critical reflection and can adapt their behaviour on the basis of that reflection, and are aware of gaps in their own knowledge and skills; they are prepared to learn and capable of learning. (Basic academic attitude)

Art 1.4 - PRACTICAL WORK AND PRACTICAL EXERCISES (D)

There are no special provisions for practical work and exercises.

Art 1.5 - STUDY LOAD OF THE PROGRAMME AND ITS UNITS (E)

The study load of units of study is in the tables of article 1.1 of this appendix. The study load of the entire programme is 180 EC..

Art 1.6 - ADDITIONAL REQUIREMENTS REGARDING BSA (NOTICE OF EXCLUSION) (F)

The programme imposes no additional requirements regarding BSA (the “bindend studieadvies”).

Art 1.7 - STUDY LOAD MASTER’S PROGRAMME (G)

Does not apply.

Art 1.8 - PROVISIONS REGARDING THE ORDER OF TESTS AND INTERIM EXAMINATIONS (H)

The provisions regarding the order of tests and exams are contained in the admission conditions of Art 1.12 of this appendix. The same provisions appear in the tables of Art 1.1 of this appendix.

Art 1.9 - THE FULL-/PART-TIME STATUS (I)

The programme enrols only students with a full-time status.

Art 1.10 - TEST AND EXAMINATION PERIODS (J)

1) Periods for tests and exams are in the rosters.
2) There is no specific period to take the bachelor’s examination.

**Art 1.11 - TYPE AND ORGANIZATION OF TESTS AND ASSESSMENT (K)**

1) The way test and assessment are organized can be found in the tables 1a, 1b, 2a, and 3a of Art 1.1 of this appendix. The following abbreviations are used:

- A (Assignments) students hand in (homework) assignments.
- D (Deliverable) students demonstrate the results of an assignment (a working prototype, a result to be analysed and observed, not mere text)
- E (Essay) students hand in one or more essays.
- O (Oral) oral examination
- P (Public defence) student give a presentation and (publicly) defend the results of an assignment
- W (Written) students participate in a session for a written exam.

These codes for assessment characterize exams. The examiner will observe these characteristics, but may add more detailed requirements for assessment.

2) For units in table 1b (Article 1.1 of this appendix) the examiners will set and publish (available at the start of the unit)

   a. an overview of the various tests involved, and the nature of each individual test in terms of Article 1.11.1

   b. a required minimum score for each test, in order to achieve a result for the entire module.

   c. the weight that each test will have in determining the final grade for the entire module.

3) Sub tests and repair options (applicable only to units of Article 1.1 table 1b)

A test may be divided into sub tests, which are graded separately. Before the start of the unit he examiner sets and publishes the rules by which the final test result is determined, based on the sub test results.

Tests and sub tests are organized in such a way that participants have the option of ‘repair’ before the final result of the entire unit is determined.

4) Authority of the Examiner and the Examination Board regarding supplementary assessment (applicable only to units of Article 1.1 table 1b)

The examiner of each unit can offer participants a *supplementary assessment* for the unit.

Admission to supplementary assessment can be granted only to students who failed the unit, but who were close to success, and who have shown, despite their failure for this module, clear progress towards reaching the final qualifications of the programme.

The Examination Board gives directions to the examiner regarding the admission of students to supplementary assessment.

5) Supplementary assessment (applicable only to units of Article 1 table 1b)

Supplementary assessment for a unit is conducted within a 10 weeks period after the moment the result of the unit is set.
For candidates who are admitted to the supplementary assessment, the result of the unit is suspended, until the result of the supplementary assessment is available (i.e. the suspension lasts at most 10 weeks)

If the result of the supplementary assessment is positive, the candidate is awarded by a grade 6 for the entire unit.

If the result of supplementary assessment is negative, the result of the unit is the original result, that has been suspended until the supplementary assessment.

**Art 1.12 - CONDITIONS OF ADMISSION TO UNITS OF STUDY (L)**

1) Specific conditions of admission to (i.e. prerequisites for) units of study are in the tables of Article 1.1 of this appendix, where the units of study are listed. For units of the second year these requirements partly coincide with the conditions for a notice of admission.

2) To participate in units of study of the second year the following conditions must be met:
   a. There is a registration as either New Media or Smart Technology student
   b. Study units of the first year with a total study load of at least 45 credits have been completed.

   c(Math) To take either Queues and Logistics or Strategies and Protocols, the student’s registration for the course of his/her choice must have been accepted. There is a registration procedure for students to apply for participation, the number of participants for each course is limited.

   d(ST). To take Smart Technology as a specialization in the second year, the enabling units of the first year must have been completed. The enabling units for ST are (see also table 1a)
   - Smart Environments
   - Introduction to Physical Systems and their Dynamic Behaviour
   - Introduction to Mathematics and Modelling

   d(NM). To take New Media units as a specialization in the second year, the enabling units of the first year must have been completed. The enabling units for NM are (see also table 1a)
   - Visual Communication
   - Interactive Visualization
   - Programming and Physical Computing

3) With the last study advice preceding the final notice of exclusion or admission for the second year, the Examination Board will ask the students to announce their choice of track. After the registration for a specialization, and a check if all conditions are met, the Examination Board issues a formal permission for the participation in second year units. Students without such a permission can be excluded from classes and interim examinations.

4) The Examination Board issues a regulation for students who wish to change their registration (from NM to ST or conversely).

5) To participate in units of the third year, the following conditions must be met
   a. Study units of the first and second years must have been completed with a total study load of at least 90 credits.
b. (profileringsruimte) The second year tutor has given permission (on behalf of the Examination Board) for the courses in the profileringsruimte; the tutor has the authority to refuse permission even if a proposed choice of courses meets the requirements b1, b2 and b3.

b1. (profileringsruimte) The units of study in the profileringsruimte are courses offered by an institution or programme which has an accreditation proving its university level, or comparable.

b2. (profileringsruimte) The units of study of an introductory nature among the courses in the profileringsruimte have a total study load of at most 20 EC; the amount of practical work in the profileringsruimte does not exceed a study load of 15 EC.

b3. (profileringsruimte) The units of study devoted to foreign culture and language among the courses in the profileringsruimte have a total study load of at most 10 EC.

c (electives) The second year tutor has given permission (on behalf of the Examination Board) for the choice of electives; the tutor has the authority to refuse permission even if a proposed choice of courses meets the requirements c1, c2, c3 and c4.

c1 (electives) At least one unit among the electives deals with ethics and professional standards.

c2 (electives) other units among the electives deal with research into human-product relationships, from the perspective of behavioural and/or management sciences, except for students who opt for an effort as described under c3 or c4.

c3 (electives) one unit among the electives, with a study load of 5 EC maximum, can be an assistantship in a final project of a fellow student. It must be clear that the student doing the final project defines the work of the assistant, and acts as his or her manager. An examiner appointed by Examination Board is responsible for the assessment of the assistant’s work.
This option cannot be combined with the option under c4.

c4 (electives) one unit among the electives, with a study load of 5 EC maximum, can be devoted to academic writing. This option cannot be combined with the option under c3.

6) The Examination Board sets rules for the assistantships under 1.12. item 5.c3.

7) To start their Final Project, students must have completed units totalling 150EC of the programme.

Art 1.13 - MANDATORY PARTICIPATION IN PRACTICAL WORK AND/OR PRACTICAL EXERCISES TO BE ADMITTED TO THE EXAMINATION (M)

The tables in Art 1.1 of this appendix show for which units of study participation in practical work is mandatory in order to be admissible to the exam (if any).

Provisions (if any) regarding mandatory practical work are also to be found in Art 1.12 of this appendix.
PARAGRAPH 2
OTHER PROGRAMME SPECIFIC CHARACTERISTICS

Art 2.1 - LANGUAGE

1) The language of the programme is English. This applies to teaching and examination.

2) The Examination Board can grant permission to teach and conduct interim examination in another language. Permission can be granted only if it serves the quality of the assessment.

3) The dean issues a regulation concerning the assessment of English language proficiency of staff members who teach courses in the programme, and of the support staff for the programme. All staff involved must meet the language requirements of the regulation. Courses to improve English proficiency of staff members are provided.

Art 2.2 - STUDY PLAN

1) Students who were enrolled before September 1st, 2013, must submit a study plan to the study adviser at the beginning of each semester. The study adviser initiates the submission procedure by sending the students a digital form to fill. The student should return his filled-in form for the next semester ultimately the last working day before the examination period of the previous semester. The study adviser will ensure that the student has 10 days to fill the form.

2) Students may adapt their study plans for a semester only after consultation of the study adviser.

3) The study adviser will give those students an advice regarding their study plan for whom he/she considers it necessary to do so. The study adviser determines both the timing and the nature of the feedback he/she gives. In most cases feedback on the study plan will be given during the regular counselling meetings, for which the students are invited. In some cases the feedback on the study plan will be a written opinion.

4) A student who asks for feedback will get a response.

Art 2.3 - STUDENT COUNSELLING

By Art. 6.2.2 of the teaching and examination regulations, each student has a student adviser, who, in accordance with the university directive for study advice and notices of exclusion, is the primary person to address for students in matters concerning their study.

The student adviser for Creative Technology has a task in mentoring, i.e. personal guidance oriented to personal problems and personal growth.

Art 2.4 - TUTORING

Every student of Creative Technology has a tutor. Tutors are university staff members who take care of academic guidance and professional growth of their tutees (a tutee is a student who is guided by the tutor).
The Examination Board delegates advice and approval for choices of specializations, courses in the profileringsruimte, and choices of electives to the tutors.

**Art 2.5 - REGULATIONS REGARDING REGISTERING FOR TESTS AND EXAMS**

Regulations regarding the registration as a participant before taking a test or exam can be found at the Creative Technology web site.

**Art 2.6 - THE DESIGNATED MASTER’S PROGRAMME**

1) The master’s programme for Creative Technology graduates, in accordance with section 7.13, subsection 3 of the Act, is the Human Media Interaction Programme of the University of Twente.

2) Admission to other Master’s programmes may depend on study units in the student’s “profileringsruimte”. The Admissions Board of the Master’s programme defines the requirements an applicant must meet to be eligible for admission.

**Art 2.7 - THE ADMINISTRATION OF THE RESULTS FOR TESTS AND EXAMS**

1) When an exemption is granted for a test, this is registered in the student information system as a result for that test, with code VR (Dutch: Vrijstelling). This VR result will count as a mark 6 when a (weighted) average of test results is determined.

2) A student who is entitled to an exemption for a test, may decide to take the test anyway, in order to get a proper mark, instead of the VR and its associated 6.

3) A test may be marked by Pass or Fail only, instead of a score on the standard numeric scale. A Fail is registered by code NVD (Dutch: niet voldaan), a Pass is registered by code V (Dutch: voldaan). No numeric values are associated with these codes for the purpose of determining averages.

4) If more than one mark is registered (for different attempts at the same test or exam), the highest mark counts.

**Art 2.8 - REGULATIONS REGARDING BSA (NOTICE OF EXCLUSION)**

1) Creative Technology uses the BSA module of the student information system.

2) Recommendations regarding the continuation of studies are based on results that are registered for units of study (i.e. not on the results of (sub)tests). After the first quarter a preliminary advice can be given, which is either positive, negative or neutral.

3) There are two moments in time when formal recommendations are issued, the intermediate and the final recommendation. If the final recommendation is negative, this is compelling, a negative final recommendation is a notice of exclusion.

4) Formal recommendations are issued by the Examination Board.

5) Students will receive their formal recommendations digitally (i.e. not on paper, and with a digital signature). The recommendations are formulated in accordance with the provisions of these regulations.
The regulations in this appendix form an integral part of the teaching and examination regulations of the bachelor’s programme Creative Technology of the Faculty of Electrical Engineering, Mathematics and Computer Science of the University of Twente.
Art 1.1 - TRANSITIONAL ARRANGEMENTS

1. Regulation 2012-2013 regarding the first year’s exam (propedeuse)

**Occasion:** This regulation is necessary because the first year’s programme changes, starting September 2012.

The earlier regulation regarding study units of the first year of 2011-2012 is incorporated in this regulation.

**Term of validity:** until September 1, 2014.

**Contents of the regulation:**
To complete their first year, students who were first enrolled in 2010-2011 or 2011-2012 must comply to provisions 1 – 4. Where these provisions speak of “lines” and “columns”, they refer to lines and columns in Table 1 - first year courses in the academic years 2010-2011, 2011-2012, 2012-2013.

1 (Applies to all students who were first enrolled in either 2010-2011, or 2011-2012)
To meet the requirements of the first year, a unit of study (or a combination of units, when applicable) must be completed at each of the lines 1 through 13 of table 1. The unit which is completed can be a unit from a column corresponding to a later academic year than the year of the student’s first enrolment. It can never be a unit from a column corresponding to an academic year preceding the year of first enrolment.

2a. (Applies only to students who were first enrolled in 2010-2011)
To meet the requirements of the first year, units from lines 14 – 16 must be completed, with a study load which is enough to reach a total first year study load of (at least) 60 EC.

2b. (Applies only to students who were first enrolled in 2011-2012)
To meet the requirements of the first year, the First Year Portfolio course (line 14) must be completed.

3. (Applies to all students who were first enrolled in either 2010-2011, or 2011-2012)
Tests passed for Introduction to Computer Science (line 1), Interactive Visualization (line 10), and/or Introduction to Dynamical Systems and their Dynamic Behaviour...
During the academic year 2012-2013 in order to comply to provision 1, may be regarded as resits for tests for the corresponding courses of the academic year 2011-2012, and the results can hence be registered for those courses, with the study load of 2011-2012.

4. (Applies to all students who were first enrolled in either 2010-2011, or 2011-2012) If the student's first year course programme complies to provisions 1 and 2 (either 2a or 2b), but totals less than 60 EC in study load, the student's tutor will issue a supplementary assignment to meet the requirement that the first year programme must have a 60 EC study load.

2. Regulation 2012-2013 regarding the second year programme and the Bachelor's exam

**Occasion:** This regulation is necessary because the second year programme changes, starting September 1, 2012.

**Term of validity:** until September 1, 2015.

**Contents of the regulation:**
To meet the second year requirements towards their bachelor's exam, students who were first enrolled in 2010-2011 or 2011-2012 must comply to provisions 1 – 3, called the initial requirements, and the additional requirements laid down in provisions 4a, 4b, 5 and 6. Where these provisions speak of “lines” and “columns”, they refer to lines and columns in Table 2 - second year courses in the academic years 2011-2012 and 2012-2013.

1 (Applies to all students who were first enrolled in either 2010-2011, or 2011-2012) To meet the requirements of the second year, a unit of study must be completed at each of the lines 1 through 7 of table 2. The unit which is completed can be a unit from a column corresponding to a later academic year than the year of the student's first enrolment. It can never be a unit from a column corresponding to an academic year preceding the year of first enrolment.

2 (Applies to all students who were first enrolled in either 2010-2011, or 2011-2012) To meet the requirements of the second year, the student must complete units with a study load totalling 15 EC for his/her specialization, either New Media or Smart Technology.
For Smart Technology it is necessary to complete units online 8 (of table 2). When applicable, the result of a subtest of the 15 EC Smart Technology course in the 2012-2013 column may be registered in the student information system as a result for the (applicable) "old" course of the 2011-2012 column.
New Media is completed by combining results for units on lines 9, and 17 – 20. A result for a subtest of the 15 EC New Media course in the 2012-2013 column cannot be registered as a result for an "old" course in the 2011-2012 column. But conversely, results for courses in the 2011-2012 column may be recognized by the New Media examiner as grounds for exemption from subtests in the 15 EC New Media course.
It is possible for the New Media examiner to register results for separate courses corresponding to parts of the 15 EC New Media course. These separate courses are Sound Engineering, Graphics, Game Development, and Serious Gaming. They are distinct from each of the "old" courses in the 2011-2012 column, but a student may use them to combine with results for courses in the 2011-2012 column to accumulate
the required 15 EC study load in New Media results. Note however that a result for Game Development as part of the 15 EC New Media course cannot be combined with a result for Game Development in the 2011-2012 column. A combination of 3D Modelling (2011-2012) and Graphics (part of 2012-2013 New Media) is equally impossible.

3. (Applies to all students who were first enrolled in either 2010-2011, or 2011-2012)
   To meet the requirements of the second year, one of the units of study at the lines 10 and 11 of table 2 must be completed.

4a (Applies to students who were first enrolled for 2011-2012)
   To meet the requirements of the second year, the units at lines 12 – 16 in the 2012-2013 column of table 2 must be completed.

4b (Applies to students who were first enrolled for 2010-2012)
   To comply with provisions 1 – 3 units with a total study load of 45,5 EC (minimum) and 52 EC (maximum) must be completed. To meet the requirements of year 2, the units completed in order to comply with provisions 1 – 3 must be supplemented by additional units.
   Firstly, it is mandatory to complete units from the following list. They will count as a supplement to the units that are used to comply with 1 – 3, unless they have already been used to meet other requirements.
   1. Systems and Signals (line 14) must be completed, but it counts as a supplement only if it has not been used to meet first year’s requirements;
   2. Introduction to Statistics and Probability (line 15) must be completed, but it counts as a supplement only if it has not been used to meet first year’s requirements;
   3. One of the two units at line 12, Web Services and Data-driven Applications in the 2012-2013 column and Data-driven applications in the 2011-2012 column, must be completed, and will count as a supplement. If both are completed, only one can count. However, the obligation to complete one of the line 12 courses ceases if Web 2.0 Mashups is completed, and not used to meet the New Media requirements of provision 2. Then Web 2.0 Mashups counts as a supplement for his provision 4b, instead of one of the line 12 courses.

Secondly, the student may use other units that have been completed as a supplement. Completion is not mandatory, but the study load of the units in support of the initial requirements (provisions 1 – 3) together with the supplementary units, must add up to a total study load of at least 58 EC. The optional units are
   4. The units at lines 10, 11, 17 and 18, but (obviously) not the ones that have been used to meet initial requirements, or as substitute for a mandatory supplement in 4b under 3
   5. Research Methodology.
   6. Second Year Portfolio, but only if Research Methodology is also used as a supplementary unit.

5 (Applies to students who were first enrolled for 2010-2012)
   If the student’s first year course programme complies to provisions 1 – 3 and 4b, but totals less than 58 EC in study load, the student’s tutor will issue a supplementary assignment.

6 (Applies to students who were first enrolled for 2010-2012)
UNIVERSITEIT TWENTE.

If the student’s second year course programme complies to all provisions but totals to a study load which is not exactly 60 EC (at least 58 is mandatory), the difference (both shortage and excess) will be compensated in the “proefleringsruimte”.

Transitional Arrangements Appendix to the Teaching and Examination Regulations
Creative Technology (Sep 2013)
3. Regulation 2013-2014 regarding the first year’s exam (propedeuse)

Occasion: This regulation is necessary because the first year’s programme changes, starting September 2013.

More specifically, none of the units of study of Table 1 in section b, Programme and examination will be offered (nor examined) in 2013-2014.

Term of validity: until September 1, 2014.

Contents of the regulation:
Students who started their studies before September 1, 2013 can take their first year’s exam if they meet the following requirement:

For every unit of study of Table 1a in Art 1.1 of the programme appendix of the teaching and examination regulations they have completed a substitute (if not the unit itself), i.e.

1. They have completed units of study of Table 1; and
2. For units that were not completed they have completed substitute units, in accordance with Regulation 1 of these Transitional arrangements, or
3. For units that were not completed they have successfully passed (sub)tests in one of the four modules of the 2013-2014 programme,

The modules (15 EC units of study of the 2013-2014 programme) consist of parts which correspond to first year courses of 2012-2013.

Table 1a in Art 1.1 of the programme appendix of the teaching and examination regulations indicates in which of the 4 modules these corresponding elements can be found.

The substitute (sub)tests will be in the corresponding quarters.

4. Regulation 2013-2014 regarding the first year’s exam (propedeuse)

Occasion: This regulation is necessary because the first year’s examination is no longer an official examination of the bachelor’s programme, starting September 1, 2013.

Term of validity: until September 1, 2014.

Contents of the regulation:
Students enrolled at the University of Twente in the academic year 2012-13 for the first (propedeuse) year of the Bachelor’s programme, can take the propedeuse examination, and, if they pass that examination, will receive the propedeuse diploma. The opportunity to take the examination ceases to exist per September 1, 2014.
### TABLE 1 - FIRST YEAR COURSES IN THE ACADEMIC YEARS 2010-2011, 2011-2012 AND 2012-2013

<table>
<thead>
<tr>
<th>Course</th>
<th>EC</th>
<th>2010-2011</th>
<th>EC</th>
<th>2011-2012</th>
<th>EC</th>
<th>2012-2013</th>
<th>EC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction to Computer Science</td>
<td>3</td>
<td>Int. CS</td>
<td>3</td>
<td>Int. CS</td>
<td>2</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>Web technology</td>
<td>3</td>
<td>WebTech</td>
<td>3</td>
<td>WeCreate</td>
<td>5</td>
<td>-1</td>
<td>5</td>
</tr>
<tr>
<td>We Create Identity</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Smart Environments</td>
<td>3</td>
<td>SmartEnt</td>
<td>3</td>
<td>SmartEnt</td>
<td>4</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Living and Working Tomorrow</td>
<td>6</td>
<td>LW</td>
<td>5</td>
<td>LW</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Have Fun and Play!</td>
<td>6</td>
<td>HFp</td>
<td>5</td>
<td>HFp</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sketching for CreaTe</td>
<td>2</td>
<td>Sketch</td>
<td>2</td>
<td>Sketch</td>
<td>3</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Graphic Design</td>
<td>2</td>
<td>GraD</td>
<td>4</td>
<td>Visual Com</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Designing in Context</td>
<td>2</td>
<td>DesignInC</td>
<td>2</td>
<td>DesignInC</td>
<td>3</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Human Factors</td>
<td>3</td>
<td>Human</td>
<td>3</td>
<td>Human</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Interactive Visualization</td>
<td>5</td>
<td>IntVis</td>
<td>5</td>
<td>IntVis</td>
<td>4</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>Programming for CreaTe</td>
<td>5</td>
<td>Prog</td>
<td>7</td>
<td>Prog</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Creative Exploration of Structures Motion and Modelling</td>
<td>2</td>
<td>CreE</td>
<td>6</td>
<td>IntMathM</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dynamical systems</td>
<td>6</td>
<td>DynSys</td>
<td>6</td>
<td>DynSys</td>
<td>5</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>First Year Portfolio</td>
<td></td>
<td>FYP</td>
<td>4</td>
<td>FYP</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Systems and Signals</td>
<td>3</td>
<td>SysSig</td>
<td>3</td>
<td>SysSig</td>
<td>-3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Introduction to Statistics and Probability</td>
<td>3</td>
<td>StatsPry</td>
<td>3</td>
<td>StatsPry</td>
<td>-3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

13 lines in the table show units (in 2010-2011 combinations of 2 units) which persisted throughout the three academic years.
Line 14 shows a unit which has been introduced in 2011-2012.
Lines 15 and 16 show units which were first year units in 2010-2011, but which since moved to the second year programme.
Almost all of the persisting units changed over the three academic years, with a change in study load as indicated. (In 2011-2012 a load of 9 EC has been reallocated, in 2012-2013 the reallocation totalled 3 EC)
<table>
<thead>
<tr>
<th>Table 2 - Second Year Courses in the Academic Years 2011-2012 and 2012-2013</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2011-2012 (for students first enrolled in 2010)</strong></td>
</tr>
<tr>
<td>EC</td>
</tr>
<tr>
<td>---</td>
</tr>
<tr>
<td>1 Ambient Screens</td>
</tr>
<tr>
<td>2 Hybrid Worlds</td>
</tr>
<tr>
<td>3 Creative Explorations in Art, Science and Technology</td>
</tr>
<tr>
<td>4 Advanced Graphic Design</td>
</tr>
<tr>
<td>5 Marketing for IBA</td>
</tr>
<tr>
<td>6 Project Startrix</td>
</tr>
<tr>
<td>7 Programming with structures</td>
</tr>
<tr>
<td>Introduction to electronics</td>
</tr>
<tr>
<td>8 Wireless communication systems</td>
</tr>
<tr>
<td>Control systems</td>
</tr>
<tr>
<td>Sensors</td>
</tr>
<tr>
<td>9 New Media courses of 2011-2012 are in lines 18-20</td>
</tr>
<tr>
<td>10 Strategies and Protocols</td>
</tr>
<tr>
<td>11 Queues and logistics</td>
</tr>
<tr>
<td>12 Data-driven Applications</td>
</tr>
<tr>
<td>13 Systems and Signals was a first year course for students of 2010</td>
</tr>
<tr>
<td>14 Intro Statistics and Probability was a first year course for students of 2010</td>
</tr>
<tr>
<td>15</td>
</tr>
<tr>
<td>16</td>
</tr>
<tr>
<td>17 3-D Modelling</td>
</tr>
<tr>
<td>18 Web 2.0 Mashups</td>
</tr>
<tr>
<td>19 Game Development</td>
</tr>
<tr>
<td>20 Virtual Environments</td>
</tr>
</tbody>
</table>

In 2011-2012 the four courses combined in line 8 were Smart Technology specialization courses; in 2012-2013 there was a single 15 EC specialization course Smart Technology, with the same contents.

In 2011-2012 the courses in lines 18-20 were New Media specialization courses; in 2012-2013 there was a single 15 EC New Media specialization course, with different contents. The new 15 EC New Media course combines Sound Engineering (absent the year before), Graphics (was 3D Modelling the year before), Game Development (part of the Game Development course of the year before) and Serious Gaming (which was absent the year before).

In 2012-2013 students could choose between the math courses of lines 10 and 11; the year before it was mandatory to take both.