

DIGITAL MEDIA DESIGN - YEAR STUDENTS			
	Class	hours total	ECTS
S1	UE 17	Academic writing Argumentation and presentation of research carried out for the MADE project. Analysis and definition of a subject and scientific research within the contemporary context of the project.	30
		Sociology An introduction to the notions and tools of sociology that can be used in a design project.	18
		English Acquiring a B2 level.	32
		Narratives Images Using drawing in a creative way to tell a story. Creative practices and approaches applied to all means of expression, learning to explore your personal artistic approach.	18
		Technology and materials Basics in digital technology : coding, arduino, processing, etc. Research, evaluation, practice, experimentation of materials, personal projects.	18
	UE 18	Tools and digital language 3D modeling. Using digital tools and languages for the design project.	20
		Economic and legal context Collaborative projects and ent	18
		Techniques and skills (Motion design) Project usign After-Effects	18
		Video workshop Photography, recording, writing and monta	28
		Long project Students learn how to use all the skills of a digital designer in a complex professional project, in context, with an industrial partner. Working together in groups on a complex topic related to a professional field. Students learn to develop their own approach.	48
	UE 19	Digital workshop Exploration of digital technology for a visu	28
		Project communication and mediation Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of	20
		Personal project Central point of the semester, the subjet is chosen by the student, based on research and defining the subject and the direction before developing a project.	32
		Profesionalization Professional guidance on portfolio, inter	32
		Project management Tutoring focused on anchoring the personal project and making it realistic in professional terms.	10
TOTAL		360	30

INDUSTRIAL PRODUCT - YEAR STUDENTS			
	Class	hours total	ECTS
S1	UE 17	Academic writing Argumentation and presentation of research carried out for the MADE project. Analysis and definition of a subject and scientific research within the contemporary context of the project.	30
		Sociology An introduction to the notions and tools of sociology that can be used in a design project.	18
		English Acquiring a B2 level.	32
		rough for product designer Sketching techniques for product design. Creative practices and approaches applied to all means of expression, learning to explore your personal artistic approach.	18
		Technology and materials Technology basics, focussing on the study of materials. Research, evaluation practice, experimentation of materials. Implementation of personal project.	18
	UE 18	Tools and digital language 3D modeling : Rhino. Using digital tools and languages for the design project	20
		Economic and legal context Collaborative projects and e	18
		Techniques and skills (model making) Students are given topic and are asked to create a model based on the topic. Students work in the workshop to develop knowledge and skills relating to processes, drawing and materials.	18
		Video workshop Photography, recording, writing and monta	28
		Long project Students learn how to use all the skills of a product design in a complex professional project, in context, with an industrial partner. Working together in groups on a complex topic related to a professional field. Students learn to develop their own approach.	48
	UE 19	Product workshop Product design workshop based on soft	28
		Project communication and mediation Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of	20
		Personal project Central point of the semester, the subjet is chosen by the student, based on research and defining the subject and the direction before developing a project.	32
		Profesionalization Professional guidance on portfolio, inter	32
		Project management Tutoring focused on anchoring the personal project and making it realistic in professional terms.	10
TOTAL		360	30

RETAIL AND INTERIOR DESIGN - YEAR STUDENTS			
	Class	hours total	ECTS
S1	UE 17	Academic writing Argumentation and presentation of research carried out for the MADE project. Analysis and definition of a subject and scientific research within the contemporary context of the project.	30
		Sociology An introduction to the notions and tools of sociology that can be used in a design project.	18
		English Acquiring a B2 level.	32
		Rough for space designers Sketching techniques for spatial design. Creative practices and approaches applied to all means of expression, learning to explore your personal artistic approach.	18
		Technology and materials Technology basics, focussing on the study of materials. Research, evaluation practice, experimentation of materials. Implementation of personal project.	18
	UE 18	Tools and digital language 3D modeling : SketchUP + V-ray. Using digital tools and languages for the design project	20
		Economic and legal context Collaborative projects and entre	18
		Techniques and skills (model making) Students are given topic and are asked to create a model based on the topic. Students work in the workshop to develop knowledge and skills relating to processes, drawing and materials.	18
		Video workshop Photography, recording, writing and monta	28
		Long project Students learn how to use all the skills of a space designer in a complex professional project, in context, with an industrial partner. Working together in groups on a complex topic related to a professional field. Students learn to develop their own approach.	48
	UE 19	Space workshop Set and exhibit design workshop.	28
		Project communication and mediation Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of communication.	20
		Personal project Central point of the semester, the subjet is chosen by the student, based on research and defining the subject and the direction before developing a project.	32
		Profesionalization Professional guidance on portfolio, internshi	32
		Project management Tutoring focused on anchoring the personal project and making it realistic in professional terms.	10
TOTAL		360	30

DIGITAL MEDIA DESIGN - YEAR STUDENTS			
	Class	hours total	ECTS
S2	UE 21	Academic writing Work on the argumentation of personal p	18
		English Acquiring a B2 level.	32
		Digital visual arts Exploration of digital and visual arts tools for the personal project. Using graphic tablets, virtual reality in visual arts.	20
		Technology and materials Research and experimentation of different technologies of the personal project.	18
		Tools and digital language Using different tools and language for a diploma project. Students learn to use UNREAL, a 3D real time tool.	20
	UE 23	Economic and legal context Collaborative projects and ent	18
		Techniques and skills (UI Design) Graphic design skills applied to digital interfaces.	18
		sustainability workshop Workshop focussing on sustainable development and eco design in multidisciplinary groups.	28
		Smart project Project based on a given research question without any particular context (related to technology, society, art, etc...).	32
		international workshop Students work on a given subject chosen and led by invited Erasmus partner school.	28
	UE 24	Project communication and mediation Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of	21
		Personal project Design and development phases of the MADE project students chose their own subjects.	88
		Profesionalization Professional guidance on portfolio, intern	24
		Project management Tutoring focused on anchoring the pe	3
		TOTAL	365

INDUSTRIAL PRODUCT - YEAR STUDENTS			
	Class	hours total	ECTS
S2	UE 21	Academic writing Work on the argumentation of personal	18
		English Acquiring a B2 level.	32
		Sketching for product designers Exploration of sketching techniques for personal project.	20
		Technology and materials Research and experimentation of different technologies of the personal project.	18
		Tools and digital language Using different tools and language for a diploma project.	20
	UE 23	Economic and legal context Collaborative projects and e	18
		Techniques and skills (model making) Model making for the personal project.	18
		sustainability workshop Workshop focussing on sustainable development and eco design in multidisciplinary groups.	28
		Smart project Project based on a given research question without any particular context (related to technology, society, art, etc...).	32
		international workshop Students work on a given subject chosen and led by invited Erasmus partner school.	28
	UE 24	Project communication and mediation Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of	21
		Personal project Design and development phases of the MADE project students chose their own subjects.	88
		Profesionalization Professional guidance on portfolio, intern	24
		Project management Tutoring focused on anchoring the pe	3
		TOTAL	365

RETAIL AND INTERIOR DESIGN - YEAR STUDENTS			
	Class	hours total	ECTS
S2	UE 21	Academic writing Work on the argumentation of personal	18
		English Acquiring a B2 level.	32
		Sketching spaces Fast drawing techniques for space design. Creative practices and approaches applied to all modes of expression, students develop their own creative approach.	20
		Technology and materials Research and experimentation of different technologies of the personal project.	18
		Tools and digital language Using different tools and language for a diploma project. Students learn to use UNREAL, a 3D real time tool.	20
	UE 23	Economic and legal context Collaborative projects and entre	18
		Techniques and skills (model making) Model making for the personal project.	18
		sustainability workshop Workshop focussing on sustainable development and eco design in multidisciplinary groups.	28
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