

DIGITAL MEDIA DESIGN - YEAR STUDENTS				
Class		hours total	ECTS	
S1	UE 17	<b>Academic writing</b> 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	4
		<b>Sociology</b> An introduction to the notions and tools of sociology that can be used in a design project.	18	
	UE 18	<b>English</b> Acquiring a B2 level.	32	5
		<b>Narratives Images</b> 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	
		<b>Technology and materials</b> Basics in digital technology : coding, arduino, processing, etc. Research, evaluation, practice, experimentation of materials, personal projects.	18	
		<b>Tools and digital language</b> 3D modeling. Using digital tools and languages for the design project.	20	
		<b>Economic and legal context</b> Collaborative projects and ent	18	
	UE 19	<b>Techniques and skills (Motion design)</b> Project usign After-Effects	18	11
		<b>Video workshop</b> Photography, recording, writing and monta	28	
		<b>Long project</b> 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. Studentsn learn to develop their own approach.	48	
		<b>Digital workshop</b> Exploration of digital technology for a visu	28	
		<b>Project communication and mediation</b> Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of	20	
		<b>Personal project</b> 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	
	UE 20	<b>Profesionalization</b> Professional guidance on portfolio, interr	32	10
		<b>Project management</b> Tutoring focused on anchoring the personal project and making it realistic in professional terms.		
	TOTAL		360	30

INDUSTRIAL PRODUCT - YEAR STUDENTS			
Class		hours total	ECTS
UE 17	<b>Academic writing</b> 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	4
	<b>Sociology</b> An introduction to the notions and tools of sociology that can be used in a design project.	18	
UE 18	<b>English</b> Acquiring a B2 level.	32	5
	<b>Rough for product designer</b> Sketching techniques for product design. Creative practices and approaches applied to all means of expression, learning to explore your personal artistic approach.	18	
	<b>Technology and materials</b> Technology basics, focussing on the study of materials. Research, evaluation practice, experimentation of materials. Implementation of personal project.	18	
	<b>Tools and digital language</b> 3D modeling : Rhino. Using digital tools and languages for the design project.	20	
	<b>Economic and legal context</b> Collaborative projects and e	18	
UE 19	<b>Techniques and skills (model making)</b> 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	11
	<b>Video workshop</b> Photography, recording, writing and mon	28	
	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	
	<b>Product workshop</b> Product design workshop based on soft	28	
	<b>Project communication and mediation</b> Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of	20	
	<b>Personal project</b> 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	
UE 20	<b>Profesionalization</b> Professional guidance on portfolio, inte	32	10
	<b>Project management</b> Tutoring focused on anchoring the personal project and making it realistic in professional terms.		
TOTAL		360	30

RETAIL AND INTERIOR DESIGN - YEAR STUDENTS			
Class		hours total	ECTS
UE 17	<b>Academic writing</b> 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	4
	<b>Sociology</b> An introduction to the notions and tools of sociology that can be used in a design project.	18	
UE 18	<b>English</b> Acquiring a B2 level.	32	5
	<b>Rough for space designers</b> Sketching techniques for spatial design. Creative practices and approaches applied to all means of expression, learning to explore your personal artistic approach.	18	
	<b>Technology and materials</b> Technology basics, focussing on the study of materials. Research, evaluation practice, experimentation of materials. Implementation of personal project.	18	
	<b>Tools and digital language</b> 3D modeling : SketchUP + Vray. Using digital tools and languages for the design project.	20	
	<b>Economic and legal context</b> Collaborative projects and entrep	18	
UE 19	<b>Techniques and skills (model making)</b> 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	11
	<b>Video workshop</b> Photography, recording, writing and montage	28	
	<b>Long project</b> 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 professional field. Students learn to develop their own approach.	48	
	<b>Space workshop</b> Set and exhibit design workshop.	28	
	<b>Project communication and mediation</b> Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of communication.	20	
	<b>Personal project</b> 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	
UE 20	<b>Profesionalization</b> Professional guidance on portfolio, internshi	32	10
	<b>Project management</b> Tutoring focused on anchoring the personal project and making it realistic in professional terms.		
TOTAL		360	30

		DIGITAL MEDIA DESIGN - YEAR STUDENTS		
		Class	hours total	ECTS
S2	UE 21	<b>Academic writing</b> Work on the argumentation of personal p	18	4
	UE 22	<b>English</b> Acquiring a B2 level.	32	6
		<b>Digital visual arts</b> Exploration of digital and visuals tools for the personal project. Using graphic tablets, virtual reality in visual arts.	20	
		<b>Technology and materials</b> Research and experimentation of different technologies ofr the personal project.	18	
		<b>Tools and digital language</b> Using different tools and language for a diploma project. Students learn to use UNREAL, a 3D real time tool.	20	
		<b>Economic and legal context</b> Collaborative projects and ent	18	
	UE 23	<b>Techniques and skills (UI Design)</b> Graphic design skills applied to digital interfaces.	18	17
		<b>Sustainability workshop</b> Workshop focussing on sustainable development and eco design in multidisciplinary groups.	28	
		<b>Short project</b> Project based on a given research question without any particular context (related to technology, society, art, etc...).	32	
		<b>International workshop</b> Students work on a given subject chosen and led by invited Erasmus partner school.	28	
		<b>Project communication and mediation</b> Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of	21	
		<b>Personal project</b> Design and development phases of the MADE project students choose their own subjects.	88	
	UE 24	<b>Profesionalization</b> Professional guidance on portfolio, interr	24	3
		<b>Project management</b> Tutoring focused on anchoring the pe		
	TOTAL			365

INDUSTRIAL PRODUCT - YEAR STUDENTS			
Class		hours total	ECTS
UE 21	<b>Academic writing</b> Work on the argumentation of personal	18	4
UE 22	<b>English</b> Acquiring a B2 level.	32	6
	<b>Sketching for prodct designers</b> Exploration of sketching techniques for personal project.	20	
	<b>Technology and materials</b> Research and experimentation of different technologies ofr the personal project.	18	
	<b>Tools and digital language</b> Using different tools and language for a diploma project.	20	
	<b>Economic and legal context</b> Collaborative projects and e	18	
UE 23	<b>Techniques and skills (model making)</b> Model making for the personal project.	18	17
	<b>Sustainability workshop</b> Workshop focussing on sustainable development and eco design in multidisciplinary groups.	28	
	<b>Short project</b> Project based on a given research question without any particular context (related to technology, society, art, etc...).	32	
	<b>International workshop</b> Students work on a given subject chosen and led by invited Erasmus partner school.	28	
	<b>Project communication and mediation</b> Graphic design for a dissertation or a presentation. Designing, writing and choosing the appropriate means of	21	
	<b>Personal project</b> Design and development phases of the MADE project students chose their own subjects.	88	
UE 24	<b>Profesionalization</b> Professional guidance on portfolio, inte	24	3
	<b>Project management</b> Tutoring focused on anchoring the p		
TOTAL		365	30

RETAIL AND INTERIOR DESIGN - YEAR STUDENTS			
Class		hours total	ECTS
UE 21	<b>Academic writing</b> Work on the argumentation of personal proje	18	4
UE 22	<b>English</b> Acquiring a B2 level.	32	6
	<b>Sketching spaces</b> Fast drawing techniques for space design. Creative practices and approaches applied to all modes of expression, students develop their own creative approach.	20	
	<b>Technology and materials</b> Research and experimentation of different technologies ofr the personal project.	18	
	<b>Tools and digital language</b> Using different tools and language for a diploma project. Students learn to use UNREAL, a 3D real time tool.	20	
	<b>Economic and legal context</b> Collaborative projects and entrep	18	
UE 23	<b>Techniques and skills (model making)</b> Model making for the personal project.	18	17
	<b>Sustainability workshop</b> Workshop focussing on sustainable development and eco design in multidisciplinary groups.	28	
	<b>Short project</b> Project based on a given research question without any particular context (related to technology, society, art, etc...).	32	
	<b>International workshop</b> Students work on a given subject chosen and led by invited Erasmus partner school.	28	
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	<b>Personal project</b> Design and development phases of the MADE project students chose their own subjects.	88	
UE 24	<b>Profesionalization</b> Professional guidance on portfolio, internshi	24	3
	<b>Project management</b> Tutoring focused on anchoring the perso		
TOTAL		365	30