

Subject	1	2	3	4	Prerequisite	Credit value to be achieved	Number of classes	Method of evaluation	Comment
Interaction design						45			
Interaction design basics	15					15	144	term mark	
Market and products		15			Interaction design basics	15	144	term mark	
Emergent and experimental design			15		Market and products	15	144	term mark	
Support for masterwork						5			
Support for masterwork				5		5	36	term mark	
Internship						5	6		
Internship				5		5	6	term mark	
Common R & D & I subjects						15	324		
R & D & I group course	5	5	5	5		5	48-60	term mark	15 credits must be completed during four semesters
R & D & I Individual activity	5	5	5	5		5	48-60	term mark	
R & D & I group course	5	5	5	5		5	48-60	term mark	
R & D & I Individual activity	5	5	5	5		5	48-60	term mark	
R & D & I group course	5	5	5	5		5	48-60	term mark	
R & D & I Individual activity	5	5	5	5		5	48-60	term mark	
Course Week courses						--	60		
Course week course 1	-	-	-	-		0	20-40	signature	Two courses must be completed during four semesters.
Course week course 2	-	-	-	-		0	20-40	signature	
Optional subjects						15	126		
Optional 1.	5	5	5	5		5	36-48	exam	15 credits must be completed during four semesters
Optional 2.	5	5	5	5		5	36-48	term mark	
Optional 3.	5	5	5	5		5	36-48	term mark	
General theoretical studies						15	168		
Complex introduction	5					5	48	exam	
Theory-based project development	5	5	5			5	48	exam	Once in the course of three semesters
Theoretical lecture and reading seminar	5	5	5			5	48	exam	lecture and related seminar once in the course of three semesters
Thesis seminar and communication training			-			--	24	signature	at the expense of credits for the thesis
Integrated theoretical / practical research and design						--			integrated into a design course
Diploma						20	0		
Diploma project				15		15		term mark / term mark, 2 levels	
Thesis				5		5			