

Course Catalogue Engineering and ICT

EXCHANGE PROGRAMME

All-round Designer 2023-2024

University of
Applied Sciences

Windesheim



| Course summary | | | |
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| VOE Code: EDPADENG.18.V.01 | | ECTS credits: 21 | |
| Level: Bachelor's degree (full-time) | | | |
| Course Title | Project Allround Designer: Engineering | | |
| Type | Compulsory | | |
| Learning competences | BoE1 Analysing BoE2 Designing BoE3 Realize BoE4 Manage BoE5 Managing BoE6 Advise BoE7 Research BoE8 Professionalize | | |
| Learning outcomes | <p>The objective of this project is to have the students execute as independently as possible a full scale design process in order to prepare them further for their professional situation.</p> <p>The aim of this project is that when the student successfully completes this project he will have more in depth knowledge and experience in designing a product in the line of the curriculum paths "Working" and "Making".</p> | | |
| Course content | <p>The project focuses on the working and the making of a product. Subjects that are part of the process are;</p> <ul style="list-style-type: none"> • Biomimicry • Functional testing • Factory excursions (self organised) and design rules of production techniques • Mechanical strength analysis | | |
| Planned learning activities and teaching methods | Project activities, lectures and workshops. | | |
| Recommended or required reading and other learning resources / tools | Everything that is needed for the project and that can be made available. | | |
| Prerequisites and co-requisites | You are required to have two years of Bachelor's study experience in a relevant field (e.g. Bachelor's degree in Engineering or Business) and English-language skills at B2 level. Want to follow the Innovation variant? Then you are required to have business related study experience | | |
| Level | Bachelor | | |
| Grading scale | P1 = 1 up to 10, 1 dec. P2/P3/P4/P5 = Not Achieved/Achieved | | |
| Assessment methods and criteria | Type of assessment | Grade weighting | Criteria |
| | P1 Project Allround Designer Engineering: Project grading | 1 | Higher or equal to 5.5 |
| | P2 Project Allround Designer Engineering: Biomimicry | 0 | Higher or equal to 5.5 |
| | P3 Project Allround Designer Engineering: Functional testing | 0 | Higher or equal to 5.5 |
| | P4 Project Allround Designer Engineering: Excursions & Design rules | 0 | Higher or equal to 5.5 |
| | P5 Project Allround Designer Engineering: Mechanical Strength Analysis | 0 | Higher or equal to 5.5 |
| Language of Instruction | English | | |
| Name of lecturer | For information about the lecturers you can contact Martijn Verkuijl | | |
| Mode of delivery | Coaching | | |

| Course summary | | | |
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| VOE Code: EDPADPE.18.V.01 | | ECTS credits: 21 | |
| Level: Bachelor's degree (full-time) | | | |
| Course Title | Project Allround Designer: Product Experience | | |
| Type | Compulsory | | |
| Learning competences | BoE1 Analysing BoE2 Designing BoE3 Realize BoE4 Manage BoE5 Managing BoE6 Advise BoE7 Research BoE8 Professionalize | | |
| Learning outcomes | The objective of this project is to have the students execute as independently as possible a full scale design process in order to prepare them further for their professional situation. The aim of this project is that when the student successfully completes this project he will have more in depth knowledge and experience in design a product in the line of the curriculum path "product experience" | | |
| Course content | The project focuses on product experience. Subjects that are part of the process are; <ul style="list-style-type: none"> • Consumer Experience • Meaningful Design • Design Research • Product Context | | |
| Planned learning activities and teaching methods | Project activities, lectures and workshops. | | |
| Recommended or required reading and other learning resources / tools | Everything that is needed for the project and that can be made available. | | |
| Prerequisites and co-requisites | You are required to have two years of Bachelor's study experience in a relevant field (e.g. Bachelor's degree in Engineering or Business) and English-language skills at B2 level. Want to follow the Innovation variant? Then you are required to have business related study experience | | |
| Level | Bachelor | | |
| Grading scale | P1 = 1 up to 10, 1 dec. P2/P3/P4/P5 = Not Achieved/Achieved | | |
| Assessment methods and criteria | Type of assessment | Grade weighting | Criteria |
| | P1 Project Allround Designer Product Experience: Project grading | 1 | Higher or equal to 5.5 |
| | P2 Project Allround Designer Product Experience: Consumer Experience | 0 | Higher or equal to 5.5 |
| | P3 Project Allround Designer Product Experience: Product Research | 0 | Higher or equal to 5.5 |
| | P4 Project Allround Designer Product Experience: Meaningful Design | 0 | Higher or equal to 5.5 |
| | P5 Project Allround Designer Product Experience: Product Context | 0 | Higher or equal to 5.5 |
| Language of Instruction | English | | |
| Name of lecturer | For information about the lecturers you can contact Martijn Verkuijl | | |
| Mode of delivery | Coaching | | |

| Course summary | | | |
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| VOE Code: EDPADI.23 | | ECTS credits: 21 | |
| Level: Bachelor's degree (full-time) | | | |
| Course Title | Project Allround Designer: Innovation | | |
| Type | Compulsory | | |
| Learning competences | BoE1 Analysing BoE2 Designing BoE3 Realize BoE4 Manage BoE5 Managing BoE6 Advise BoE7 Research BoE8 Professionalize | | |
| Learning outcomes | The objective of this project is to have the students execute as independently as possible a full scale design process in order to prepare them further for their professional situation. The aim of this project is that when the student successfully completes this project he will have more in depth knowledge and experience in designing a product in the line of the curriculum path "Selling". | | |
| Course content | The project focuses on product experience. Subjects that are part of the process are; <ul style="list-style-type: none"> • Advanced marketing • Innovation Method Management • Business Strategy • Market Research | | |
| Planned learning activities and teaching methods | Project activities, lectures and workshops. | | |
| Recommended or required reading and other learning resources / tools | Everything that is needed for the project and that can be made available. | | |
| Prerequisites and co-requisites | You are required to have two years of Bachelor's study experience in a relevant field (e.g. Bachelor's degree in Engineering or Business) and English-language skills at B2 level. Want to follow the Innovation variant? Then you are required to have business related study experience | | |
| Level | Bachelor | | |
| Grading scale | P1 = 1 up to 10, 1 dec. P2 = Not Achieved/Achieved | | |
| Assessment methods and criteria | Type of assessment | Grade weighting | Criteria |
| | P1 Project Allround Designer Innovation | 1 | Higher or equal to 5.5 |
| | P2 Project Allround Designer Innovation: Innovation Development Tools | 0 | Higher or equal to 5.5 |
| Language of Instruction | English | | |
| Name of lecturer | For information about the lecturers you can contact Martijn Verkuijl | | |
| Mode of delivery | Coaching | | |

| Course summary | | | |
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| VOE Code: EDPL.16.V.01 | | ECTS credits: 2 | |
| Level: Bachelor's degree (full-time) | | | |
| Course Title | Professional Life | | |
| Type | Optional | | |
| Learning competences | | | |
| Learning outcomes | This subject is part of the curriculum of the minor all round design which aims at preparing students on a professional life as a general designer. The course gives a | | |

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| | multi sided view of the profession. Many students will work for smaller companies or will start their own bureau. For the latter the utility of this course is obvious. Also when working in a smaller company the student will be confronted with all aspects of a business. This course will give a first glimpse of what is important and what aspects are to be dealt with in small businesses. During the course there will be opportunities to discuss about actual developments in the business. | | |
| Course content | The course will deal with the main subject "starting as a professional designer": <ul style="list-style-type: none"> • The design office • A professional LinkedIn page • Your portfolio • Choosing a job • Applying for a job • Pitching • Meeting alumni • Protecting your ideas • Networking • Website setup • Start up subsidies | | |
| Planned learning activities and teaching methods | Classroom lessons and individual assignments | | |
| Recommended or required reading and other learning resources / tools | Kitty de Jong e.a. (2010). For the Dutch students: Handboek voor het opzetten van een ontwerppraktijk.. Amsterdam: Business | | |
| Prerequisites and co-requisites | See the entry requirements of the students' statute (SNS) of Industrial Design. Foreign students must have proven advanced knowledge of industrial design. | | |
| Level | Bachelor | | |
| Grading scale | P1 = 1 up to 10, 1 dec. | | |
| Assessment methods and criteria | Type of assessment | Grade weighting | Criteria |
| | P1 Professional life | 1 | Higher or equal to 5.5 |
| Language of Instruction | English | | |
| Name of lecturer | For information about the lecturers you can contact Martijn Verkuijl | | |
| Mode of delivery | Coaching | | |

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| Course summary | | | |
| VOE Code: | EDDIP.18.V.01 | ECTS credits: 3 | Level: Bachelor's degree (full-time) |
| Course Title | Designing Interactive Products | | |
| Type | Optional | | |
| Learning competences | | | |
| Learning outcomes | The aim of this course is to provide students with the tools, knowledge and skills for designing and prototyping interactive products. | | |
| Course content | The following subjects will be discussed: <ul style="list-style-type: none"> • User-product interaction / Interaction Design • User experience • Sensors and actuators • Programming Arduino • Prototyping Students will create an interactive prototype taking the subjects above into account | | |
| Planned learning activities and teaching methods | Lessons, workshops and coaching. | | |

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| Recommended or required reading and other learning resources / tools | | | |
| Prerequisites and co-requisites | You are required to have two years of Bachelor's study experience in a relevant field (e.g. Bachelor's degree in Engineering or Business) and English-language skills at B2 level. Want to follow the Innovation variant? Then you are required to have business related study experience. | | |
| Level | Bachelor | | |
| Grading scale | P1 = 1 up to 10, 1 dec. | | |
| Assessment methods and criteria | Type of assessment | Grade weighting | Criteria |
| | P1 Designing Interactive Products | 1 | Higher or equal to 5.5 |
| Language of Instruction | English | | |
| Name of lecturer | For information about the lecturers you can contact Martijn Verkuijl | | |
| Mode of delivery | Frontal class teaching and coaching. | | |

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| Course summary | | | |
| VOE Code: EDINW.20 | ECTS credits: 2 | Level: Bachelor's degree (full-time) | |
| Course Title | International Workshop | | |
| Type | Optional | | |
| Learning competences | | | |
| Learning outcomes | Undertake a real life, one week, project with an international group of students who take part in the carousel project. The objective is to create a tangible project result in a very short time in an international context. | | |
| Course content | The project undertaken will be a project as assigned by an external client. Generally this project will be more in the conceptual phase of a product development project. | | |
| Planned learning activities and teaching methods | Project | | |
| Recommended or required reading and other learning resources / tools | | | |
| Prerequisites and co-requisites | | | |
| Level | Bachelor | | |
| Grading scale | P1 = Not Achieved / Achieved | | |
| Assessment methods and criteria | Type of assessment | Grade weighting | Criteria |
| | P1 International Workshop | 1 | Higher or equal to 5.5 |
| Language of Instruction | English | | |
| Name of lecturer | For information about the lecturers you can contact Martijn Verkuijl | | |
| Mode of delivery | Coaching by IPO staff and briefing and evaluation by the client. | | |

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| Course summary | | | |
| VOE Code: EDOSMAD1.20 | ECTS credits: 2 | Level: Bachelor's degree (full-time) | |
| Course Title | Open subject Allround Design | | |
| Type | Optional | | |
| Learning competences | | | |

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| Learning outcomes | The students is free to choose an activity or subject that fits/is relevant to the general purpose of the minor Allround Designer. The choice of the student must be approved by the minor coach. | | |
| Course content | Free project or subject. Students have a free choice as long as the topic is related to the Minor Allround Designer. The students make a proposal which must be approved by the coach. No past activities are allowed. Hobby projects are excluded. | | |
| Planned learning activities and teaching methods | Project activities, lectures and workshops. | | |
| Recommended or required reading and other learning resources / tools | Everything that is needed for the project and that can be made available. | | |
| Prerequisites and co-requisites | | | |
| Level | Bachelor | | |
| Grading scale | P1 = Not Achieved / Achieved | | |
| Assessment methods and criteria | Type of assessment | Grade weighting | Criteria |
| | P1 Open subject MAD 1: projects | 1 | Higher or equal to 5.5 |
| Language of Instruction | English | | |
| Name of lecturer | For information about the lecturers you can contact Martijn Verkuil | | |
| Mode of delivery | Coaching | | |