

Design (B.A.)

Faculty of Design
Examination Regulations 2020

Module Overview

- Design Basics: Color
- Design Basics: Drawing
- Design Basics: Graphic Design
- Design Basics: Three-Dimensional Design
- Science and Theory: Cultural History in the Context of Design
- Science and Theory: Design Science/Scientific Work
- Science and Theory: Markets and Management
- Project Development: Project Development: Typography and Layout 1
- Project Development: Spatial Planning, Color Planning, Lighting Planning 1
- Project Development: Materials and Applications
- Project Development: Project Development 2, KF: AD, BD, DE, GD
- Project Development: Spatial Planning, Color Planning, Lighting Planning 2
- Project Development: Design Methodology for Objects
- Design Techniques: Applied Market Research
- Design Techniques: Field Trip (7 days)
- Design Techniques: Portfolio, Case Studies, and Competitions
- Design Techniques: Text and Storytelling
- Design Techniques: Prepress
- Design Techniques: Software and Tools
- Design Techniques: Text and Image
- Design Techniques: Layout and Print
- Design Techniques: Motion Design Basics – Animation and Compositing
- Design Techniques: 3D Animation
- Design Techniques: Motion Design Basics – Cinematic Design
- Design Techniques: Generative Design
- Design Techniques: Physical Computing
- Design Techniques: Virtual, Mixed, and Augmented Realities
- Design Techniques: Photography
- Design Techniques: Typography 1
- Design Techniques: Typography 2
- Design Techniques: Events and Conferences
- Design Techniques: Mobile and Web Design
- Design Techniques: Designing with Light
- Design Techniques: Color, Tools, Techniques
- Design Techniques: Color, Style, and Trend Development
- Design Techniques: CAD 1—Space/Color/Light
- Design Techniques: Finishing Construction
- Design Techniques: Building Construction, Structural Engineering
- Design Techniques: Building Services, Building Law, Construction Management
- Design Techniques: Interior Lighting Design
- Design Techniques: Exterior Lighting Design
- Design Techniques: Displaying, Narrating, and Presenting with Light
- Design Techniques: Market and Products
- Design Techniques: Product Modeling
- Design Techniques: CAD 2—Digital Model Development
- Design Techniques: CAD 3—Visualization
- Design Techniques: Field Trip (3 days)

- Design Technology: Fundamentals of Photography
- Design Technology: Digital Basics—Print
- Design Technology: Exhibition Design and Interior Architecture
- Design Technology: Fundamentals of Metalwork
- Design Technology: Special Metalworking Techniques
- Design Technology: Design Technology—Elective Module
- Theory: Communication Theory and Research
- Theory: Branding Strategy and Corporate Identity
- Theory: Digital Environments
- Theory: Perception, Light, and Color
- Theory: Space
- Theory: Material Aesthetics
- Theory: Ergonomics and New Materials
- Design-Experiment-Explore: Experimental Communication
- Design-Experiment-Explore: Packaging Experience
- Design-Experiment-Explore: Brand Experiment and Experience
- Design-Experiment-Explore: Text as a Visual Experiment
- Design-Experiment-Explore: Digital Future Lab – Narration and Experience (A)
- Design-Experiment-Explore: Digital Future Lab – Narration and Experience (B)
- Design-Experiment-Explore: Color as an Experiment – Color Perception Lab
- Design-Experiment-Explore: Plastic Design 2
- Design-Experiment-Explore: Experimental Wood Design
- Design-Experiment-Explore: Metal Object Experiment
- Design-Experiment-Explore: Jewelry/Object Experiment
- Design-Experiment-Explore: Material Appropriateness and Experimentation
- Design-Experiment-Explore: Digital 3D Tools
- Design-Experiment-Explore: Illustrative Printmaking
- Design-Experiment-Explore: Experimental Printmaking
- Design-Experiment-Explore: The Artist’s Book – Concept and Design
- Design-Experiment-Explore: Printmaking: Experiment, Material, Composition
- Design-Experiment-Explore: Photography/Experiment
- Design-Experiment-Explore: Experimental Information Design
- Design-Experiment-Explore: Finding and Presenting Ideas
- Design-Experiment-Explore: “Wild Thinking” – Developing Individual Artistic Concepts
- Design-Experiment-Explore: Free Experiment
- Project: PR Strategic Advertising
- Project: Activation Advertising
- Project: Corporate Design Basics A / B with varying themes
- Project: Packaging Design
- Project: Motion Design
- Project: Interaction Design
- Project: Color and Architecture
- Project: Color and Surface – CMF, Surface Lab
- Project: Color and the Future
- Project: Information Design
- Project: Photography
- Project: Illustrative Information Graphics
- Project: Editorial Design A / B with varying themes
- Project: Architecture/Space Project
- Project: Trade Show, Exhibition, and Retail Space Project
- Project: Integrative Project: International Studio
- Project: Architectural Lighting Project
- Project: Lighting Design – Research Project
- Project: Light and Project
- Project: Metal Design Series
- Project: Metal Design – One-of-a-Kind Piece
- Project: Product Design Project 1
- Project: Product Design Project 2
- Project: Sculptural Design
- Project: Independent Project
- Mobility Semester: Supplementary Module
- Mobility Semester: Integrative Project (BA)
- Mobility Semester: Research Project
- Bachelor’s Program
- Bachelor’s Degree