



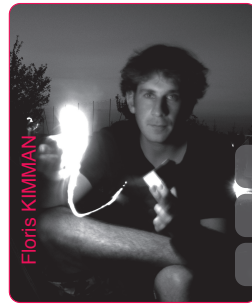
Tom VAN BERGEN

- Flash
- Working Prototypes
- Automobility



Thomas "Flow" DE WOLF

- Communication
- Flash & Actionscript
- Research Proposals



Floris KIMMAN

- Mock ups
- Photography
- NOT programming



Paula KASSENAAR

- Reasoning
- Presentations
- Soft Electronics



Niek MURIS

- 3D CAD Modeling
- Teamwork
- Sports & Games



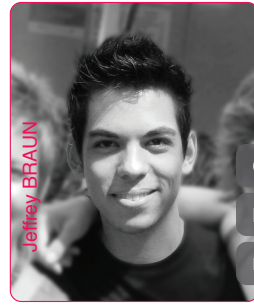
Jasper PIETERSE

- Processing
- 3D CAD
- Digital Electronics



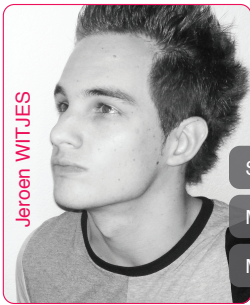
Bart NAAJKENS

- Solving problems
- Programming
- Web



Jeffrey BRAUN

- Graphic Design
- Lateral Thinking
- Research Based Design



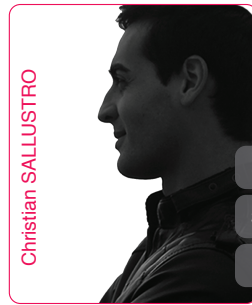
Jeroen WITJES

- Sketching
- Modeling
- Mechanics



Gordon TIEMSTRA

- Creating Experiences
- Sophisticated Design
- Photography



Christian SALLUSTRO

- Sketching
- 3D Modelling
- Ergonomics



Amaia QUESADA LEJARAZU

- Manufacturing processes
- Materials selection
- Systemic Design



Sijme GEURTS

- Concept Appraisal
- Design Research
- Adobe Flash



Ibai PEREZ ARTIEDA

- Mechanism Design
- Idea Generation
- UGS [Cad-Cam]



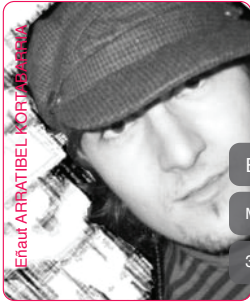
Bastiaan EKELER

- Physical Computing
- Sound Design
- Rapid Prototyping



Federico DE ANGELIS

- Concept Generation
- Communication
- Mock-ups



Enaur ARRATIBEL KORTU MARINKO

- Eco-design
- Manufacturing Processes
- 3D UGS NX4 Modelling



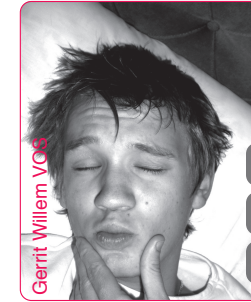
Hakki ALTUN

- Ideation
- Scenario creation
- Graphics



Jesper SCHWACHÖFER

- Phidgets
- Flash
- Tangible Interaction



Gerrit Willem VGG

- Drawing/Sketching
- Rich Interaction
- Foam/Cardboard



Conne GOLSTEIN

- Flash
- Rhinoceros
- Reflection



Repée VAN DEN BERG

- Graphic Design
- Trends
- Pep Talks



Rob TIEBEN

- Design Processes
- Integrating Tech
- Justification



Bas GOUDSMIT

- Idea Generation
- Prototyping
- Sketching Techniques



Maarten BRUGMANS

- Design processes
- Design for public space
- User experience design



Mathijs KWAK

- Idea Generation
- Prototyping
- Project Process



Kim BÖHRE

- Planning
- Rhinoceros
- Sewing



Norma DE BOER

- Drawing in Painter
- Brainstorming
- Model making



Marcel VAN HEIST

- Constructive Thinking
- Web & Graphics
- Technology



Meriete HORST

- Medication Management
- Empathic Design
- Concept Development



Jop JAPENGA

- Concept Credibility
- Cultural Differences
- Children & Games



Marnick MENTING

- Programming
- Prototyping
- SolidWorks™



Sebastiaan PIJAPPEL

- Rhinoceros
- Electronics
- Photography



Lizette REITSMA

- Cultural design
- User testing
- Vision design



Billy SCHOENBERG

- Sketching
- Flash
- Graphic Design



Manon SPERMON

- Scenario Creation
- Scientific Writing
- Research Based Design



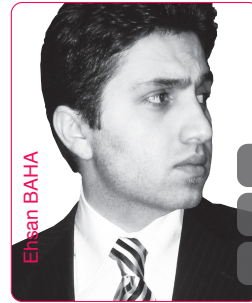
Koen VERBRUGGEN

- Programming
- Prototyping
- User inspired design



Jerdy WUBBELS

- Ideas & Concepts
- Model Making
- Photography



Eisan BAHHA

- Synthesizing
- Interface Design
- History & Aesthetics



Jan BELON

- Sustainability
- Technology Management
- Graphic Design



Jeroen BROK

- Model making
- Design for sustainability
- 3D CAD



Frank DE JONG

- Presentations
- Drawing & Sketching
- Experience Design



Jeanine KIERSKELS

- User Research
- Visual Communication
- Haptic Experience



Pakwong MAN

- Crafting
- 3D CAD Modelling
- Conceptual Design



Niels MOLEVAAR

- Photography
- Learning Algorithms
- Prototyping



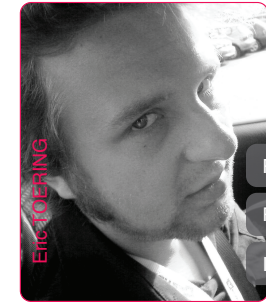
Niek OTTEN

- Critical thinking
- Prototyping
- Sensing hardware



Ruud SCHATORJÉ

- Wearable electronics
- Adobe Dreamweaver
- Rhinoceros



Eric TOERING

- Physical Computing
- Really Complex Stuff
- Industrial Design



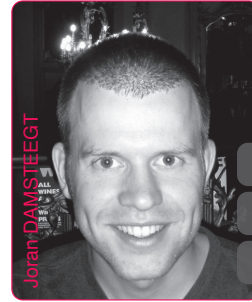
Marcel TON

- Communication
- User empathy
- Idea to technology



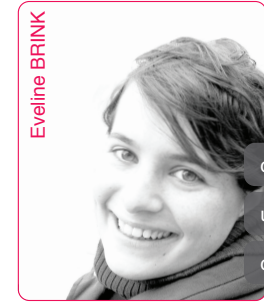
Erik VAN ERP

- Empathic Approach
- SolidWorks Rendering
- Persuasive Designs



Jorian DAMS TIEGT

- Graphics
- Mechanics
- Concept detailing



Eveline BRINK

- co-designing
- user-test setup
- code video data



Siet FRANSEN

- Programming
- Electronic Circuits
- Game and Sports



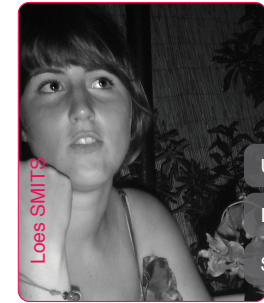
Rikkert GERITS

- 3D CAD modelling
- User research
- Engineering



Guust HILTE

- Integration
- Design Process
- Self Directed Learning



Loes SMITS

- User Experience
- Idea Development
- Survey Planning



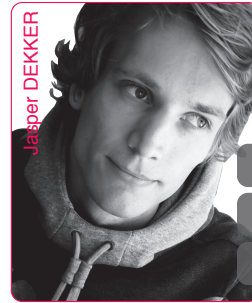
Kristin VAN DER AALST

- Visual Communication
- Design Process
- Aesthetic Interaction



Stefan ZWEGERS

- Wearable electronics
- Marker rendering
- Solid Works



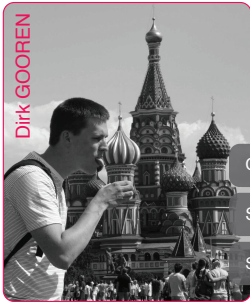
Jasper DEKKER

- Interactive Products
- Making Things
- Bicycles



Tom FRISSEN

- 3D CAD Modelling
- Arduino
- Flash - Actionscript 3



Dirk GOOREN

- Concept communication
- Scenario building
- Socio-cultural awareness



Martijn JANSEN

- Quick & Dirty Design
- Leadership
- Exhibition Design



Brian KNAAPEN

- Value Propositioning
- Lighting Prototyping
- 3D Rendering



Maaike VAN DER BERG

- Iterating
- Prototyping
- Literature frameworks



Serge OFFERMANS

- Processing / Arduino
- Evaluation Design
- General Prototyping



Jelle STIENSTRA

- Design Integration
- Mapping
- Max5



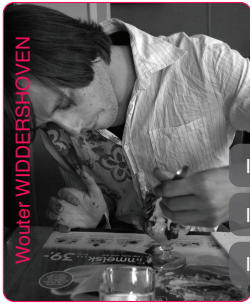
Ivo STUYFZAND

- Medical Care
- Aviation
- System Design



Jan VAN DER ASDONK

- Creative Wizardry
- Design & Crafts
- Lunching



Wouter WIDERSHOVEN

- ID Ideas
- ID Consequences
- ID to Product



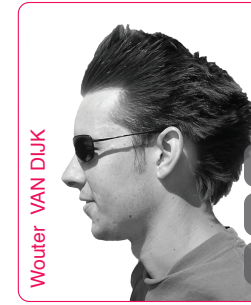
Paula MECCIA

- Umeå UID exchange
- Sketching / 3D Mod.
- Multisensory Integrat



Chris HEGER

- Business Case Design
- Decentralised Systems
- Lighting Effects



Wouter VAN DIJK

- Sketching
- Programming
- Giving any sort of Advice



Jing WANG

- Working Prototype
- Video Editing
- Idea & Concept



Patricia CACCIAPUOTI

- 2D-3D Modelling
- Form & Senses
- Idea & Concept



Jasp KNIPFESTER

- Aesthetic Interaction
- Visual Design
- Empathetic Approach



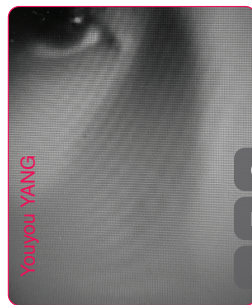
Eva HOPMA

- Understanding User
- Business Opportunities
- Reflection



Niko VAN MEURS

- Interaction Design
- Flash & Actionscript
- Tabletop Interactions



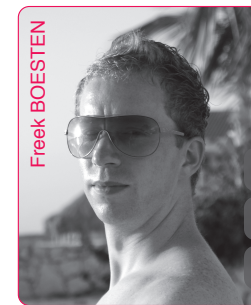
Youyou YANG

- Graphics
- Layout
- Introspection



Edward DRABOVITCH

- CAD software
- Optical Sensors
- Form & Interaction



Freek BOESTEN

- Mech-Engineering
- User Research
- Design process



- MAX/MSP/Jitter
- Xbee API modus
- Ironing ;-)



- Ideas/Concepts
- Spaces/Architecture
- People/Culture



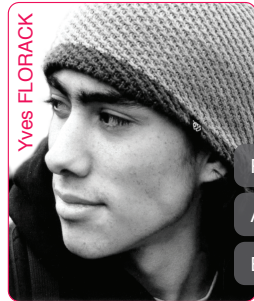
- Philosophy & Psychology
- Persuasive Technology
- Model Making



- All-round
- Because we can
- Flash animation



- Sketching
- Exhibition Design
- Adobe Illustrator



- Project Perspective
- Aesthetics
- English