



Tom VAN BERGEN

- Flash
- Working Prototypes
- Automobility



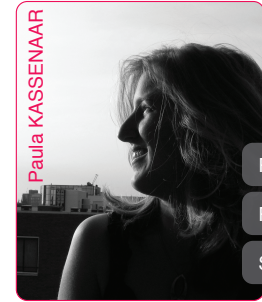
Thomas "Flow" DE WOLF

- Communication
- Flash & Actionsript
- Research Proposals



Floris KIMMAN

- Mock ups
- Photography
- NOT programming



Paula KASSENAAAR

- Reasoning
- Presentations
- Soft Electronics



Niek MUIJS

- 3D CAD Modeling
- Teamwork
- Sports & Games



Jasper PIETERSE

- Processing
- 3D CAD
- Digital Electronics



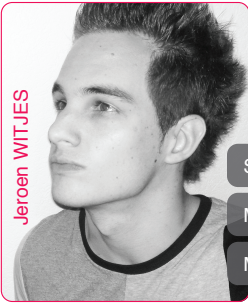
Bart NAAJKENS

- Solving problems
- Programming
- Web



Jeffrey BRAUN

- Graphic Design
- Lateral Thinking
- Research Based Design



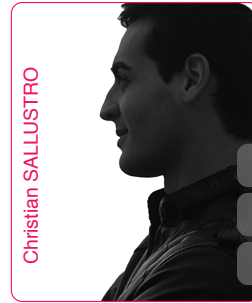
Jeroen WITJES

- 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



Enau ARRATIBEL KORTBEEK

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



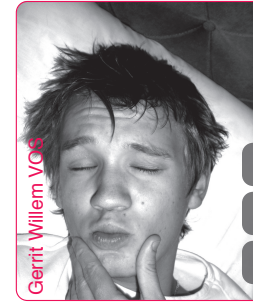
Hakki ALTUN

- Ideation
- Scenario creation
- Graphics



Jesper SCHWACHÖFER

- Phidgets
- Flash
- Tangible Interaction



Gerrit Willem VGG

- Drawing/Sketching
- Rich Interaction
- Foam/Cardboard



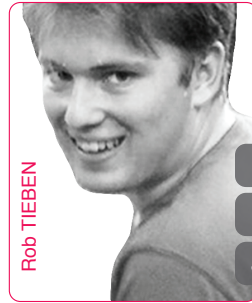
Conne GOLSTEIN

- Flash
- Rhinoceros
- Reflection



Repe VAN DEN BERG

- Graphic Design
- Trends
- Pep Talks



Rob TIEBEN

- Design Processes
- Integrating Tech
- Justification



Bas GOUDSMIT

- Idea Generation
- Prototyping
- Sketching Techniques



Maarten BRUGGMANS

- 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

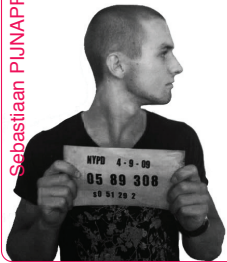
- Concept Credibility
- Cultural Differences
- Children & Games



Marnick MENTING

- Programming
- Prototyping
- SolidWorks™

Sebastiaan PIJNAPPEL



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

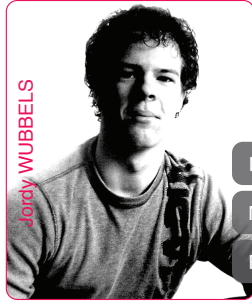


Programming

Prototyping

User inspired design

Jordy WUBBELS

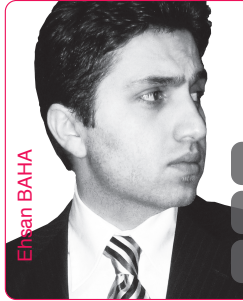


Ideas & Concepts

Model Making

Photography

Ehsan BAHA



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 KIERKELS



User Research

Visual Communication

Haptic Experience

Pakwong MAN



Crafting

3D CAD Modelling

Conceptual Design

Niels MOLENAAR



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



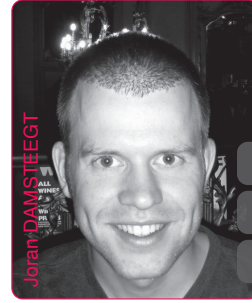
Marcel TOM

- Communication
- User empathy
- Idea to technology



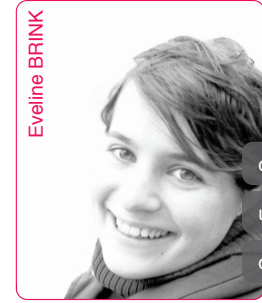
Erik VAN ERP

- Empathic Approach
- SolidWorks Rendering
- Persuasive Designs



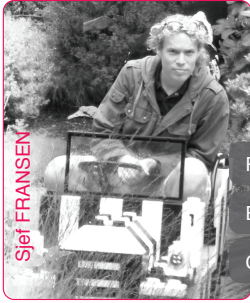
Jorian DAWSTIEGT

- Graphics
- Mechanics
- Concept detailing



Eveline BRINK

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



Sjet 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



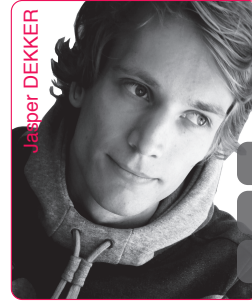
Kristin VAN DER AALST

- Visual Communication
- Design Process
- Aesthetic Interaction



Stefan ZWEGERS

- Wearable electronics
- Marker rendering
- Solid Works



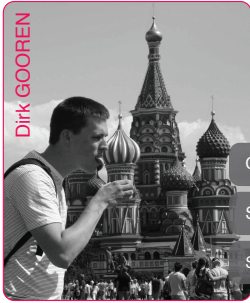
Jasper DEKKER

- 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 KVAAPEN

- Value Propositioning
- Lighting Prototyping
- 3D Rendering



Maaike KATJESBERG

- 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



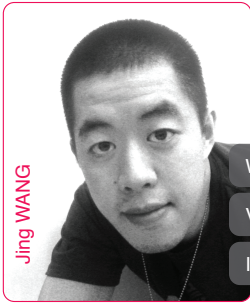
Chris HEGER

- Business Case Design
- Decentralised Systems
- Lighting Effects



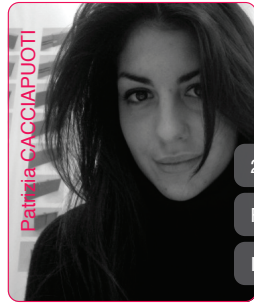
Wouter VAN DIJK

- Sketching
- Programming
- Giving any sort of Advice



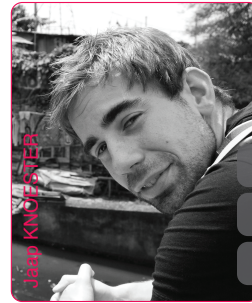
Jing WANG

- Working Prototype
- Video Editing
- Idea & Concept



Patricia CACCIAPUOTI

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



Jasp KNIPSTER

- Aesthetic Interaction
- Visual Design
- Empathetic Approach



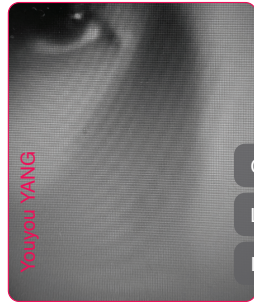
Eva HOPMA

- 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

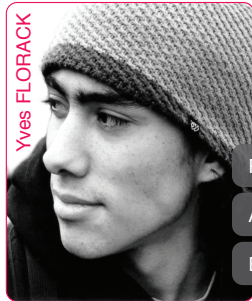
Flash animation



Sketching

Exhibition Design

Adobe Illustrator



Project Perspective

Aesthetics

English