

Tom VAN BERGEN



M22

Flash

Working Prototypes

Automobility

Thomas "Flow" DE WOLF



M22

Communication

Flash & Actionscript

Research Proposals

Floris KIMMAN

M22

Mock ups

Photography

NOT programming

Paula KASSENAAR



M11

Reasoning

Presentations

Soft Electronics

Niek MURIS



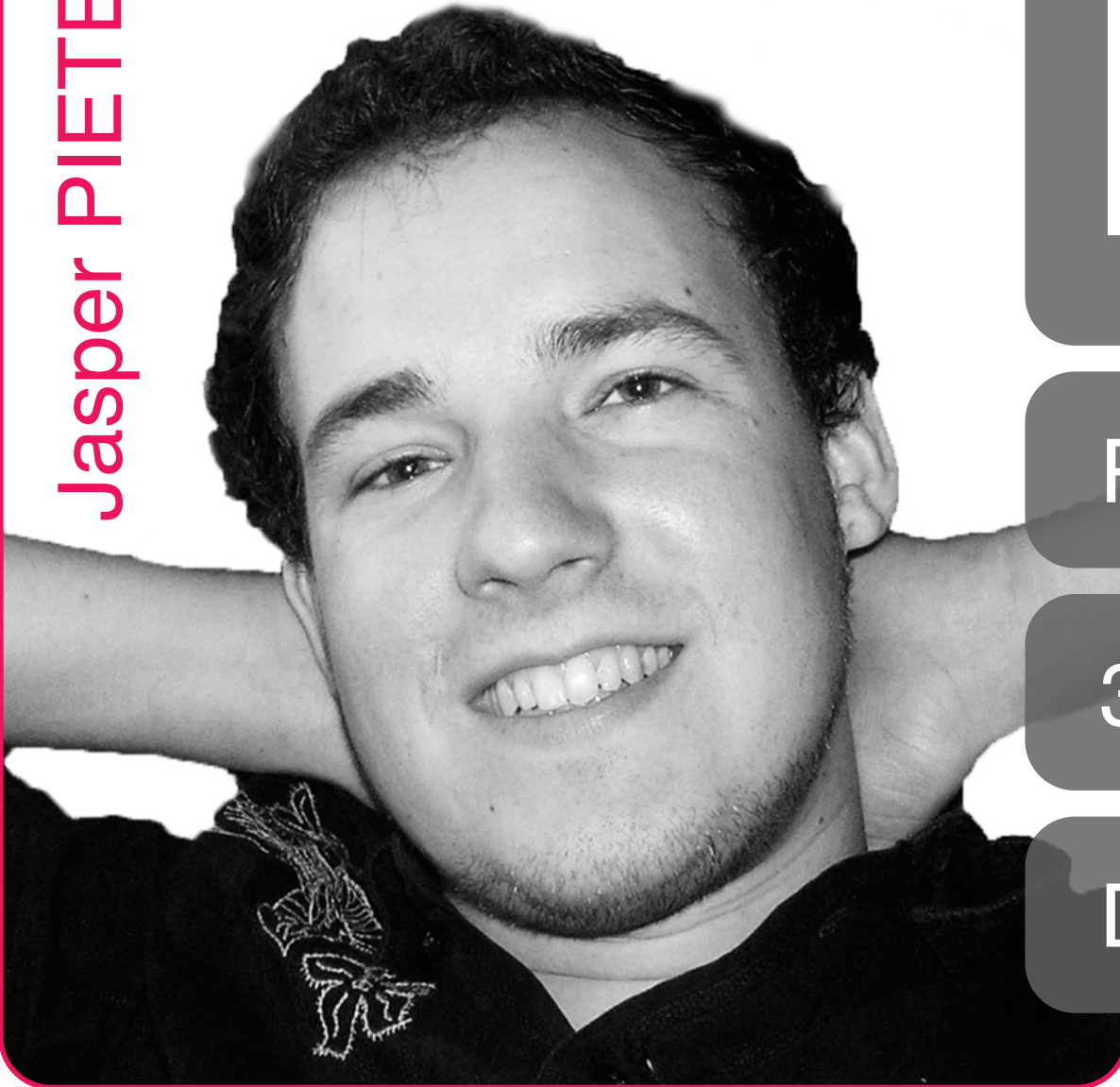
M11

3D CAD Modeling

Teamwork

Sports & Games

Jasper PIETERSE



M12

Processing

3D CAD

Digital Electronics

Bart NAAIJKENS



M11

Solving problems

Programming

Web

Jeffrey BRAUN

M11

Graphic Design

Lateral Thinking

Research Based Design

Jeroen WITJES

M12

Sketching

Modeling

Mechanics



Gordon TIEMSTRA



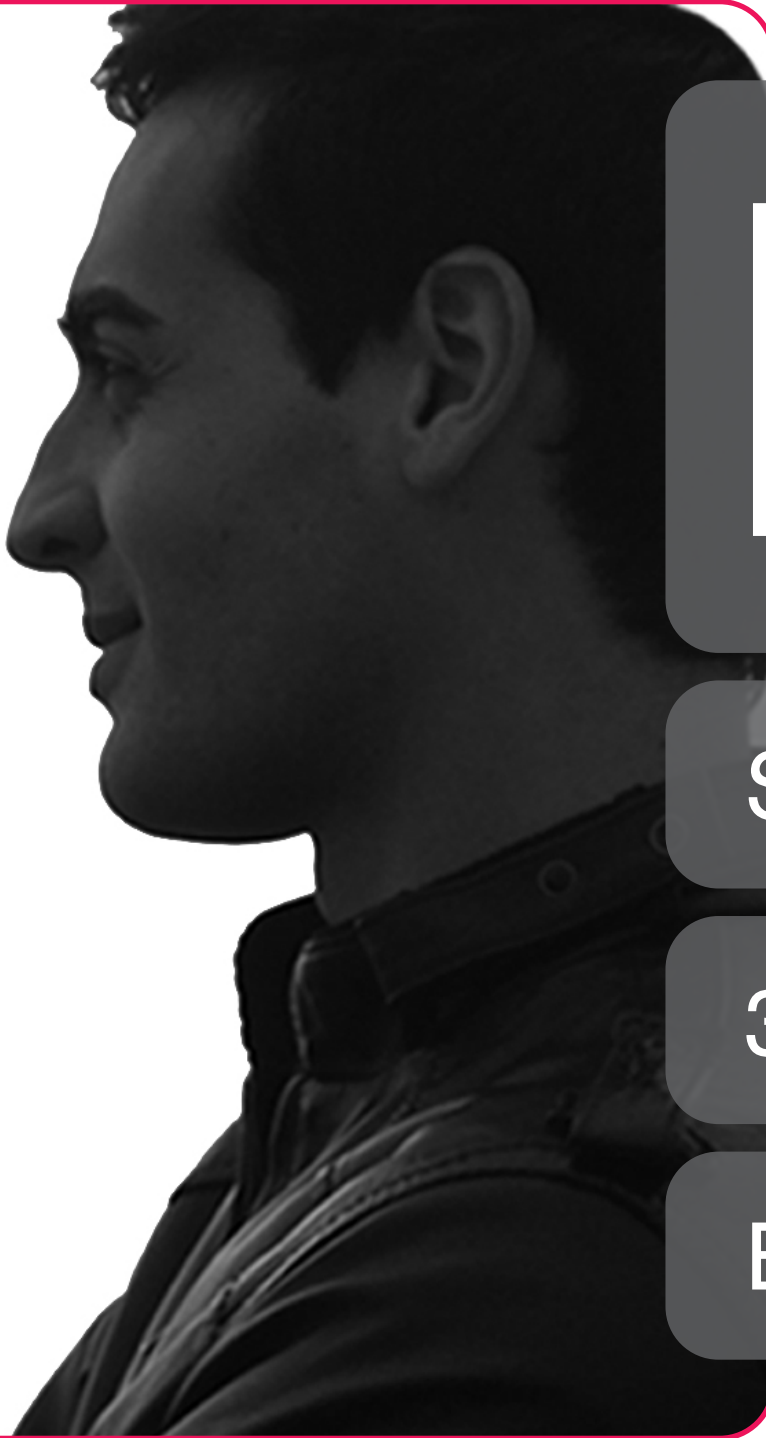
M11

Creating Experiences

Sophisticated Design

Photography

Christian SALLUSTRO



M11

Sketching

3D Modelling

Ergonomics

Amaia QUESADA LEJARAZU



M11

Manufacturing processes

Materials selection

Systemic Design

Sijme GEURTS



M11

Concept Appraisal

Design Research

Adobe Flash

Ibai PEREZ ARTIEDA



M12

Mechanism Design

Idea Generation

UGS [Cad-Cam]

Bastiaan EKELEER



M11

Physical Computing

Sound Design

Rapid Prototyping

Federica DE ANGELIS



M11

Concept Generation

Communication

Mock-ups



Eñaut ARRATIBEL KORTABARRIA

M11

Eco-design

Manufacturing Processes

3D UGS NX4 Modelling

Hakki ALTUN



M11

Ideation

Scenario creation

Graphics

Jesper SCHWACHÖFER



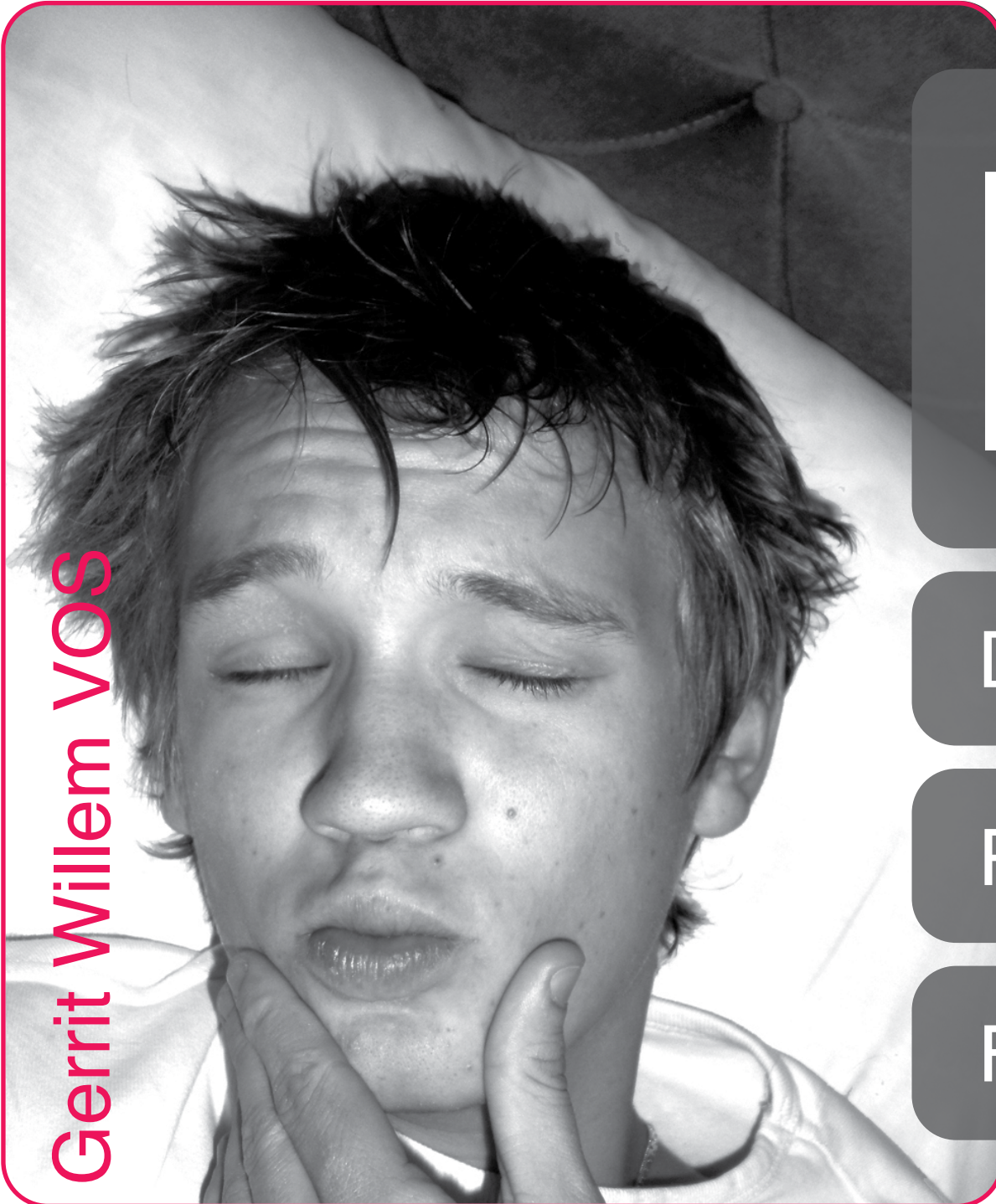
M11

Phidgets

Flash

Tangible Interaction

Gerrit Willem VOS



M12

Drawing/Sketching

Rich Interaction

Foam/Cardboard

Connie GOLSTEIJN



M21

Flash

Rhinoceros

Reflection

Renée VAN DEN BERG

M11

Graphic Design

Trends

Pep Talks

Rob TIEBEN



M21

Design Processes

Integrating Tech

Justification

Bas GOUDSMIT



M21

Idea Generation

Prototyping

Sketching Techniques

Maarten BRUGMANS



M21

Design processes

Design for public space

User experience design

Matthijs KWAK

M11

Idea Generation

Prototyping

Project Process

Kim BÖHRE



M11

Planning

Rhinoceros

Sewing

Norma DE BOER



M11

Drawing in Painter

Brainstorming

Model making

Marcel VAN HEIST



M11

Constructive Thinking

Web & Graphics

Technology



Meriete HORST

M11

Medication Management

Empathic Design

Concept Development

Jop JAPENGA



M11

Concept Credibility

Cultural Differences

Children & Games

Marnick MENTING



M11

Programming

Prototyping

SolidWorks™

Sebastiaan PIJNAPPEL



M11

Rhinoceros

Electronics

Photography



Lizette REITSMA

M11

Cultural design

User testing

Vision design

Billy SCHONENBERG



M11

Sketching

Flash

Graphic Design

Manon SPERMON

M11

Scenario Creation

Scientific Writing

Research Based Design



Koen VERBRUGGEN



M11

Programming

Prototyping

User inspired design

Jordy WUBBELS



M11

Ideas & Concepts

Model Making

Photography

Ehsan BAHA



M12

Synthesizing

Interface Design

History & Aesthetics

Jan BELON



M12

Sustainability

Technology Management

Graphic Design

Jeroen BROK



M12

Model making

Design for sustainability

3D CAD

Frank DE JONG



M12

Presentations

Drawing & Sketching

Experience Design

Jeanine KIERKELS



M12

User Research

Visual Communication

Haptic Experience

Pakwing MAN



M12

Crafting

3D CAD Modelling

Conceptual Design

Niels MOLENAAR



M12

Photography

Learning Algorithms

Prototyping

Niek OTTEN



M12

Critical thinking

Prototyping

Sensing hardware

Ruud SCHATORJÉ



M12

Wearable electronics

Adobe Dreamweaver

Rhinoceros



Eric TOERING

M12

Physical Computing

Really Complex Stuff

Industrial Design



Marcel TON

M21

Communication

User empathy

Idea to technology



Erik VAN ERP

M12

Empathic Approach

SolidWorks Rendering

Persuasive Designs

Joran DAMSTEEGT



M21

Graphics

Mechanics

Concept detailing

Eveline BRINK



M21

co-designing

user-test setup

code video data

Sjef FRANSEN



M21

Programming

Electronic Circuits

Game and Sports

Rikkert GERITS



M21

3D CAD modelling

User research

Engineering

Guust HILTE



M21

Integration

Design Process

Self Directed Learning

A black and white portrait of a woman with short dark hair and bangs, resting her chin on her hand. She is looking slightly upwards and to the left. The background is dark with some foliage.

M21

User Experience

Idea Development

Survey Planning

Loes SMITS

Kirstin VAN DER AALST



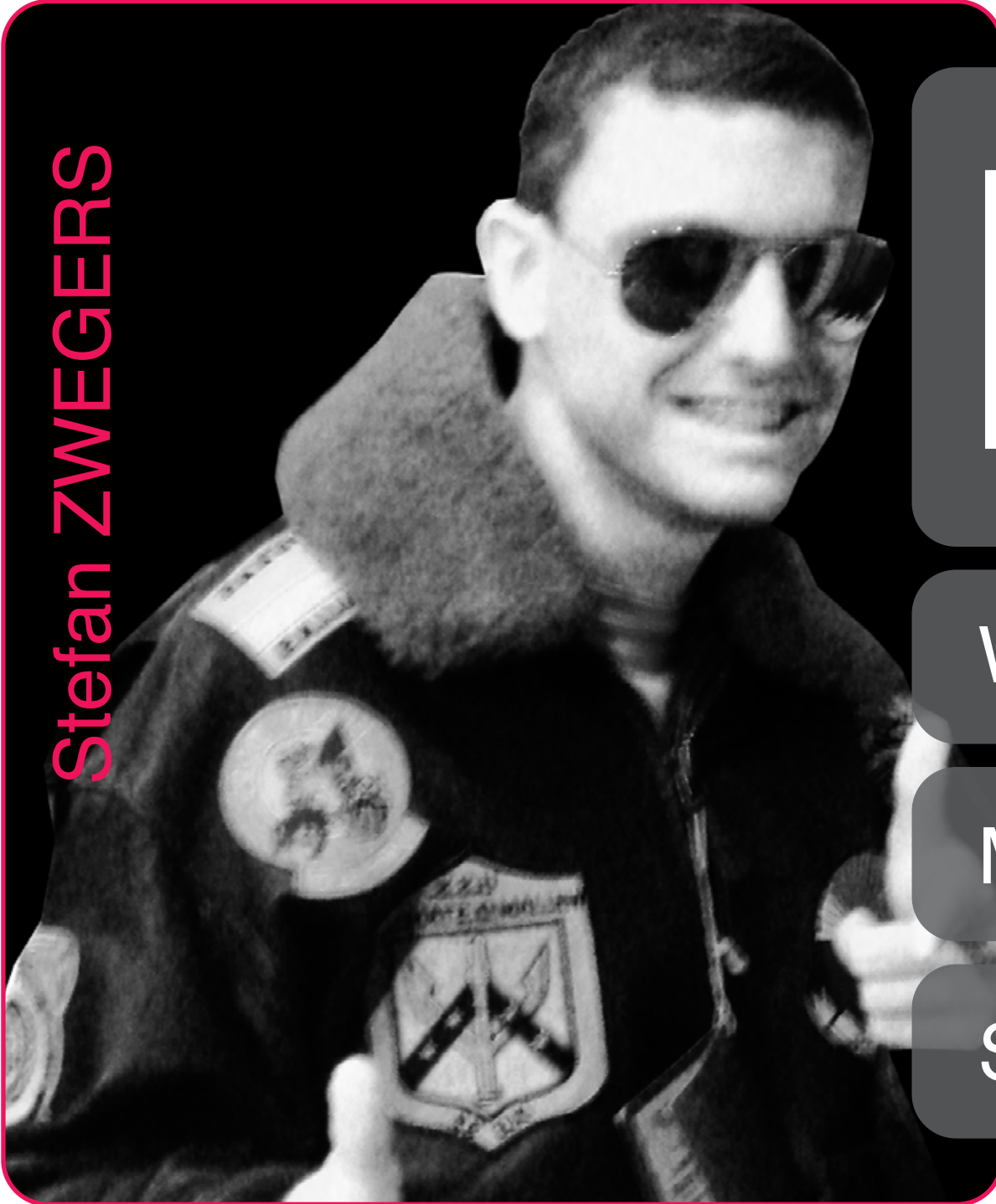
M21

Visual Communication

Design Process

Aesthetic Interaction

Stefan ZWEGERS



M21

Wearable electronics

Marker rendering

Solid Works

A black and white portrait of a young man with light-colored, wavy hair, wearing a dark hoodie with a grey hood. He is looking slightly to the right of the camera with a neutral expression. The portrait is framed by a thin red border.

Jasper DEKKER

M22

Interactive Products

Making Things

Bicycles

Tom FRISSEN



M22

3D CAD Modelling

Arduino

Flash - Actionscript 3

Dirk GOOREN



M22

Concept communication

Scenario building

Socio-cultural awareness

Martijn JANSEN



M22

Quick & Dirty Design

Leadership

Exhibition Design

Bram KNAAPEN

M22

Value Propositioning

Lighting Prototyping

3D Rendering

Willem KNIJNENBURG

M22

Iterating

Prototyping

Literature frameworks



Serge OFFERMANS



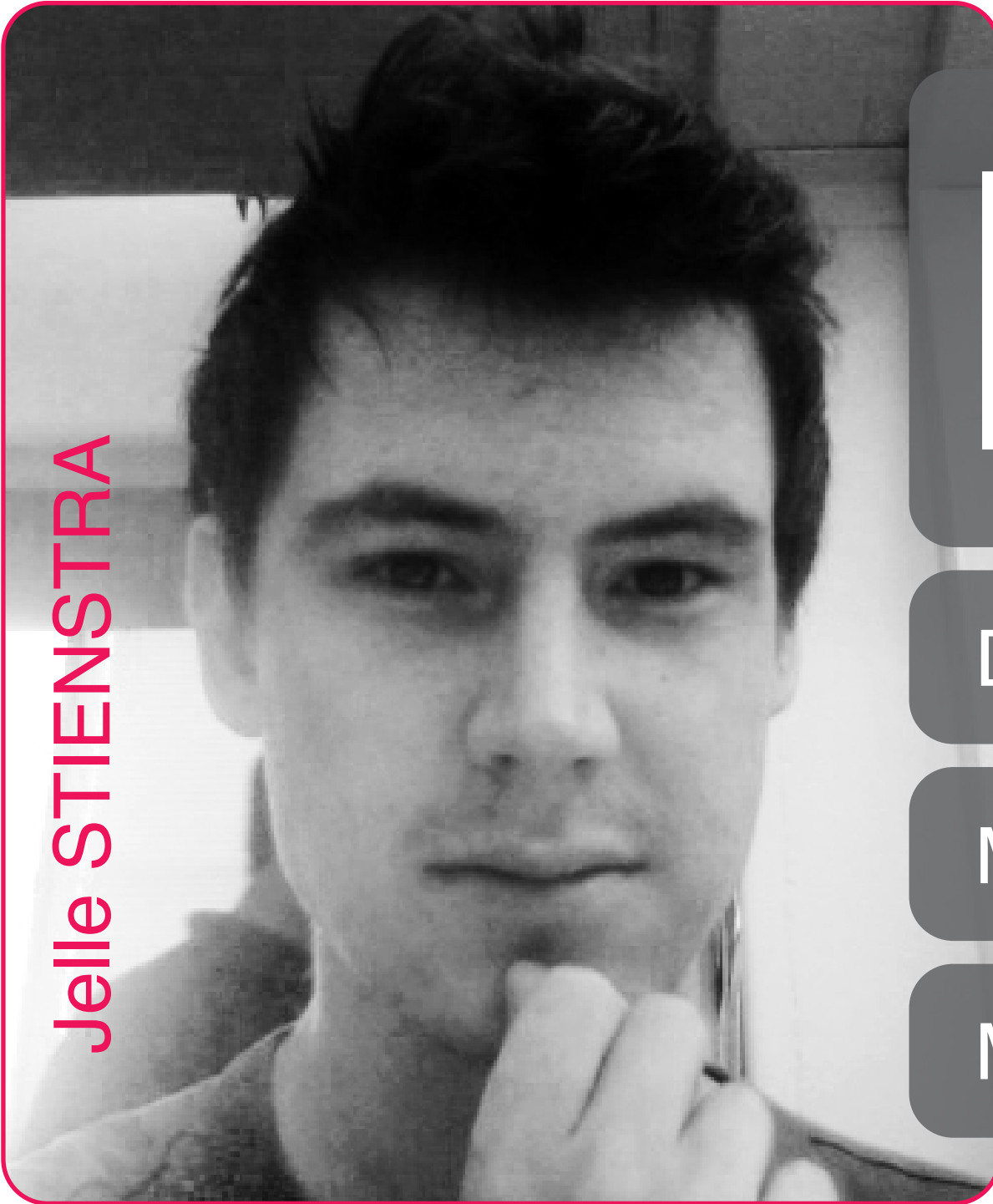
M22

Processing / Arduino

Evaluation Design

General Prototyping

Jelle STIENSTRA



M22

Design Integration

Mapping

Max5

Ivo STUYFZAND

M22

Medical Care

Aviation

System Design

Jan VAN DER ASDONK



M22

Creative Wizardry

Design & Crafts

Lunching

Wouter WIDDERSHOVEN

M22

ID Ideas

ID Consequences

ID to Product

Paula MECCIA



M11

Umeå UID exchange

Sketching / 3D Mod.

Multisensory Integrat

Chris HEGER



M22

Business Case Design

Decentralised Systems

Lighting Effects

Wouter VAN DIJK



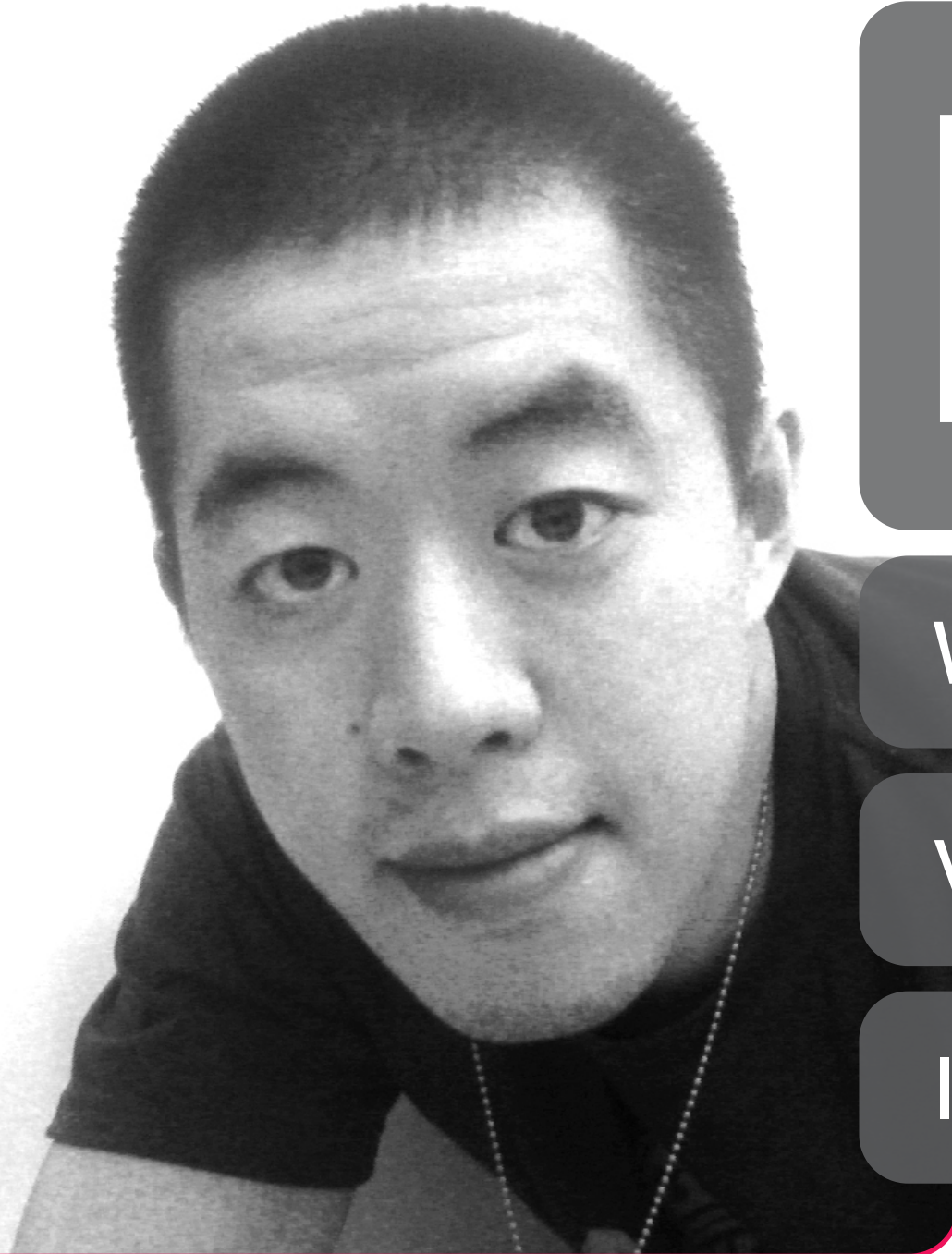
M12

Sketching

Programming

Giving any sort of Advice

Jing WANG



M22

Working Prototype

Video Editing

Idea & Concept



Patrizia CACCIAPUOTI

M22

2D-3D Modelling

Form & Senses

Idea & Concept

A black and white photograph of a man with short, slightly messy hair, looking towards the camera with a slight smile. He is wearing a dark long-sleeved shirt. The background is an outdoor setting with some foliage and a fence.

Jaap KNOESTER

M22

Aesthetic Interaction

Visual Design

Empathetic Approach



Eva HOPMA

M22

Understanding User

Business Opportunities

Reflection

Niko VAN MEURS



M11

Interaction Design

Flash & Actionscript

Tabletop Interactions

Youyou YANG

M11

Graphics

Layout

Introspection

Edward DRABOVITCH



M12

CAD software

Optical Sensors

Form & Interaction

A black and white portrait of a man with short, curly hair, wearing aviator sunglasses. He is looking slightly to the left of the camera. The background is blurred, suggesting an outdoor setting like a beach or park.

Freek BOESTEN

M22

Mech-Engineering

User Research

Design process

Ivo DE BOER



M12

MAX/MSP/Jitter

Xbee API modus

Ironing ;-)

Ewelina SZYMANSKA



M11

Ideas/Concepts

Spaces/Architecture

People/Culture

Eelco KLAVER



M22

Philosophy & Psychology

Persuasive Technology

Model Making

Niko VEGT



M12

All-round

Because we can

Flash animation

Bart DOHMEN



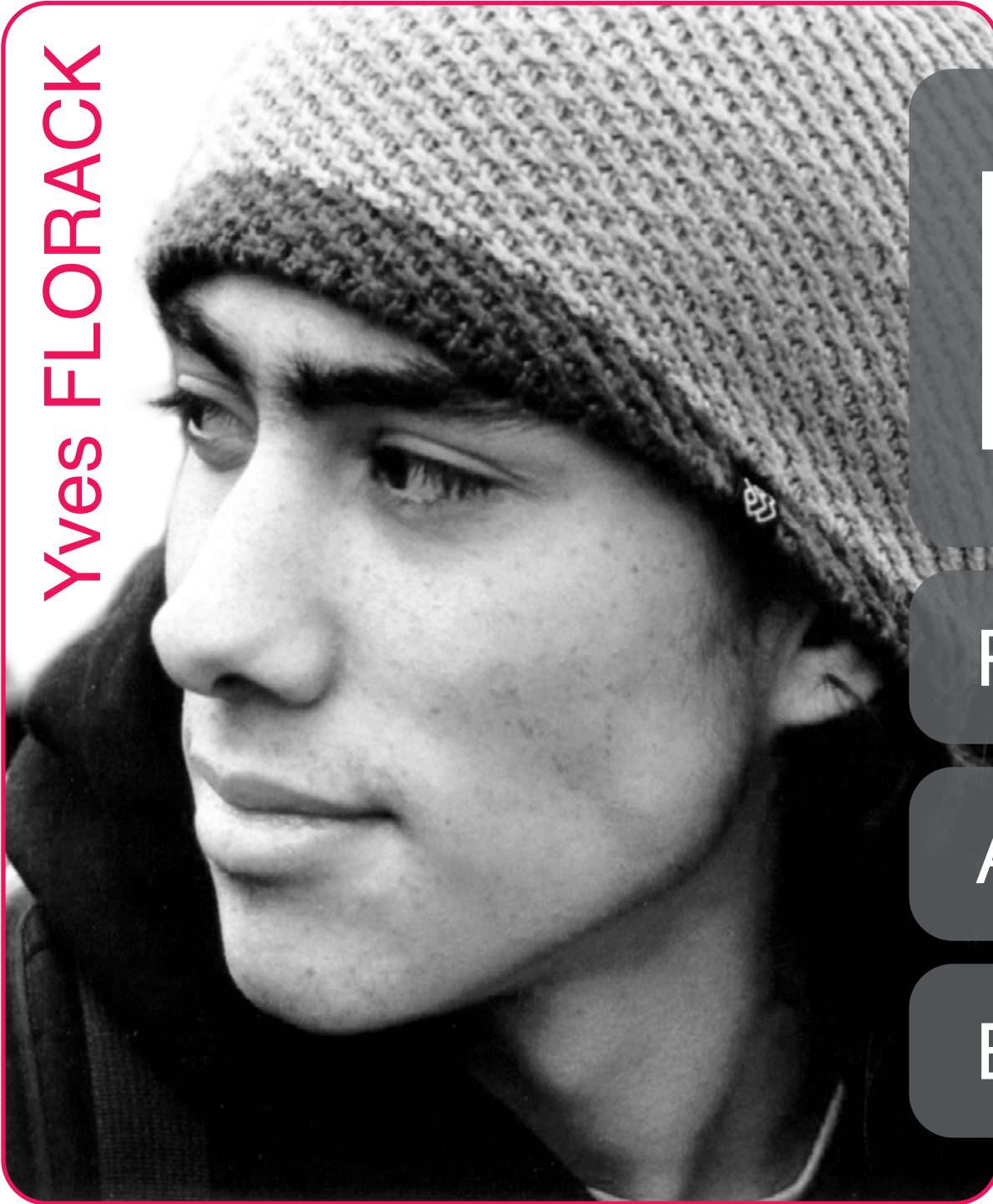
M21

Sketching

Exhibition Design

Adobe Illustrator

Yves FLORACK



M11

Project Perspective

Aesthetics

English