

1 <sup>st</sup> semester		CP	2 <sup>nd</sup> semester		CP	3 <sup>rd</sup> semester		CP
<b>Bootcamp</b>		<b>4</b>	<b>Thesis Development</b>		<b>6</b>			
Managing Hybrid Media		1	Topic, Structure, Abstract		3			
Virtual Reality for Designers		1	Thesis Proposal		3			
Modelling & Previsualisation		1						
Documenting		1						
<b>Project I</b>		<b>10</b>	<b>Project II</b>		<b>10</b>			
Research & Topic Definition		3	Research & Topic Definition		3			
Concept & Visualisation		5	Concept & Prototype		5			
Documentation		2	Documentation		2			
<b>Design and Research</b>		<b>6</b>	<b>Design and Management</b>		<b>6</b>			
Ideation & Innovative Methodologies		3	Project Management		3			
Design Research		3	Introduction to Entrepreneurship		3			
<b>Spatial Theories I</b>		<b>6</b>	<b>Spatial Theories II</b>		<b>6</b>			
Space in Media		3	Analog & Digital Spaces		3			
Media in Space		3	History or the Spatial Image		3			
<b>Elective or Project Week</b>					<b>6</b>	<b>Master Thesis</b>		<b>30</b>
Elective or Project Week I		3	Elective or Project Week I		3	Thesis		
						Project & Documentation		
						Presentation		
								<b>90 Credit Points</b>