

| | 1. Semester | 2. Semester | 3. Semester | 4. Semester | 5. Semester | 6. Semester |
|---|---|--|--|---|--|---|
| Meta-Kompetenzen | Kreativität / Idea-Design | | | | | |
| | Technologie / Coding | | | | | |
| Handlungs-kompetenzen | Konzeption, Design, Interaktivität | | | | | |
| | Konzeption & Design digitaler, interaktiver Anwendungen | User-centered Design Konzeption SW | UI Design Mobile Storytelling Interactive Maps | Prototyping User Testing Informations-architektur Design SW | UX Research Wahrnehmungs-psychologie Usability | Playful Interaction Gamification Management SW |
| Ergänzende Kompetenzen | Präsentation / Pitch | Agile Methoden | Kunst & Design | Medienkunde | Interaktive Exponate | Marketing |
| | Content: Text & Stil | Visual Storytelling | Marketing | Management | Management | Brand Communication |
| | | | | Marketing | Marketing | Teamwork & Führung |
| | | | | Brand Communication | Brand Communication | |
| Qualifikation VD Vordiplom DP Diplomprüfungen DA Diplomarbeit | | VD | | | DA | DP |