

PROGRAMME

students are expected to be at school full time (approx. 40 hours a week)

MAJOR PROJECT STUDIOS	MINOR PROJECT STUDIOS	CLASSES	
subjects change each semester (15 ECTS - one semester - 2 days/week)	subjects change each semester (3 ECTS - one semester - 40h)	One-week intensive classes and workshops (3 ECTS - 30h)	Weekly classes (3 ECTS - 30 to 40h)
Each semester we offer approximately 6 projects, broadly covering the areas of Product, Service and Interactive design. Most are client projects and some are post graduate or research partnerships. Examples of previous projects: Products for the Natural History Museum boutique - Flexible manufacturing lab - Kitchen for the visually impaired - Explaining quantum physics	We offer creative studios in fine arts, creative writing, video, graphics ; and experimentation studios in emerging design fields	One-week Intensive regular classes see detail below Workshop: classes led by visiting artists, scientists, design practitioners, who initiate the students to other design practices Subjects change each semester	see detail below

Your choice of classes will be set after your interview with our academic advisor and will be subject to your level in French and to availability in the class

List of regular classes:

One-week intensive classes

- Culture and Design practice
- Talking about form
- Eco-design
- Ethnographic design
- Digital humanities
- Data design
- Product analysis
- Shaping hypotheses
- Introduction to Technical and Operational Skills
- Culture Code (programming)
- LifeLike (3D animation programming)
- Photo-Photoshop
- Prototyping in wood
- Introduction to 3D modelling (Rhino)
- Introduction to Adobe softwares
- Introduction to workshop practice
- Introduction to sound design
- Introduction to video (final cut)
- Introduction to Textile Design

Weekly classes

- Technical drawing
- Forms and structures
- Creative drawing
- Volume
- Colour
- Graphics (paper)
- Photo 1
- Photo 2
- 3D Rhino
- SolidWorks
- Creation, use, production (glass)
- Analysis of photography
- Materials and processes
- French creative writing
- Creative studio (graphics)
- Creative studio (fine arts in a research context)
- Creative studio (video)
- Creative studio (writing)
- Theory and history of industrial design
- Digital humanities
- Review of architecture, urban planning and contemporary art in Paris
- Designing a crowdfunding campaign