

INTENSIVES	
week of September 20th	
Liveable and Living Proximity: Design Scenarios for the Ecological Transition.	Ezio MANZINI & Elena TOSI BRANDI
Rural and Local Innovation (Laugraulet en gers - Southern France)	Colline FONTAINE & Chloé ADELHEIM
Gender Studies	Roxanne MAILLET & Elodie PETIT
Graphic Design for Digital Purposes	Benoît BOHNKE
Volume and Color	Marie ROCHUT et Olivier SEVERE
Film Studio	Laurent DUBOIS
Photography and Printed Images: Shooting, Transformation, Publication	Françoise COURBIS & Véronique HUYGHE
Conceive and Prototype in the Wood Studio	Denis LAVILLE
Conceive and Prototype in the Metal Studio	Antoine GIRET
Drawing Toolbox	Sarah JEROME

week of September 27th	
Copy / Paste: Understanding Digital Environments	Nicolas ROUIT-LEDOC & Benjamin SONNTAG
Rural and Local Innovation (Laugraulet en gers - Southern France)	Colline FONTAINE & Chloé ADELHEIM
Design as a Social Practice : Geneology and Future Perspectives	Emanuele QUINZ
Graphic Design Basics on AFFINITY	Karim ZAOUI
After Effects	Pascal VALTY
Transformation of Hypotheses into Forms	Claire MALRIEUX & Laurent MASSALOUX
Ecoconception & Design	Laurent GRESLIN & invited lecturers
Technical Drawing	Bruno TAINURIER
Conceive and Prototype in the Prototyping Studio	Laurent KALADJIAN
Colors and Expression	Emilie PALLARD

week of November 15th	
Electron Voyages: Captors and Interactivity	Juliette GELLI & Raphaël PLUVINAGE
Conceive and Prototype in the Wood Studio	Denis LAVILLE
Conceive and Prototype in the Electronics Studio	Guillaume JACQUEMIN
Conceive and Prototype in the CAD Studio	Johan da SILVEIRA
Basic Clay-Work Workshop	Emmanuelle ROULE
Video Montage	Laurent DUBOIS
Exploratory Drawing	Anne-Sophie MILON
Service Design in the Hospital Setting	TO BE CONFIRMED

WEEKLY COURSES	
MONDAY MORNING	
Alterity and Togetherness: Contemporary Social Stakes	Alexandre SAINT-JEVIN
Design History	Marie GODFRAIN
Intuitive Drawing	Pauline MARTINET & Zoé TEXEREAU
Color	Marie ROCHUT
Volume	Olivier SEVERE
Introduction to Materials and Processes	Martin LUCK
Rhino 1	Christophe TELLISSON
3D Rendering	Romain ENGEL & Véronique HUYGHE

MONDAY AFTERNOON	
Philosophy and Design	Claire BRUNET

TUESDAY MORNING	
Conducting Antropological Field Studies	Emmanuelle LALLEMENT
Humanities / Philosophy and Design	Aurélien FOUILLET
Edit, Agglomerate, Think: Design Politics	Christopher DESSUS
Graphic Design: Making Instructive Documents	Ghislain TRIBOULET
Photography 1	Véronique HUYGHE
3D Technical Drawing	Romain CUVELLIER
Rhino 2	Pierre BRICHET
Product Analysis	Bruno TAINURIER

THURSDAY MORNING	
Organisational and Strategic Design	Julie SAHAKIAN
Luxury vs. Low-Cost	Juliette DAMOISEL
Frame, Fragment, Object	Alexandre HUMBERT
Photography 2	Véronique HUYGHE
Sound Design Basics	Roland CAHEN
Solidworks	Johan da SILVEIRA
Form and Structure	Philippe COSTARD

MINOR STUDIO PROJECTS	
WEDNESDAY MORNING	
Scenography and Exhibits	David LEBRETON
Film Creation	Soufiane ADEL
Plastic Arts	Christophe LEMAITRE
Inclusivity and Public Innovation	Ariane EPSTEIN & Adélie LACOMBE

WEDNESDAY AFTERNOON	
Design and Dystopia	Goliath DYEURE
Creative Writing Workshop	Célia HOUDART
Experimental Shoe Design	Benoît VERJAT & Sophie FUGERAY
Materials Research with Forbo Linolium	Océane DELAIN
Nature-Inspired Design: Recycling in Space	Guillien GRAVES
Objects and Movements Research: Marionettes	Laurant KALADJIAN, Denis LAVILLE, Marie MARCOMBE & Jean-Simon ROCHE
Design History in Observation @ Musée des arts décoratifs, MAD Paris	Laurence BARTOLETTI

MAJOR ATELIER PROJECTS	
Expérimentations domestiquées	Doing and Undoing: Machine Building (project 1) NGO Plastic Odyssey (project 2)
Fabrications flexibles	Roche
Informe(s)	Design and Eyesight with the 15-20 Hospital
Mat(e) Reality	Pivert Coffin Design (project 1) NGO Plastic Odyssey (project 2)
Le sens des formes utiles	"Goden Arm Life" : Designing for Handicap
Recherche(s) et Design	Materials Exploration and Paleo-Inspired Design with Paris-Saclay
Textile	Materials Exploration: Wool with Tricolore Group