Lucerne University of
Applied Sciences and Arts

**HOCHSCHULE
LUZERN**

**Computer Science and
Information Technology**

Fact Sheet for Exchange Students in the Digital Ideation Bachelor's Program
Version 2.0, 2020

About the Digital Ideation Program
Digital Ideation is a Bachelor's program combining information technology and design. Students visit modules at both the IT- and the Art & Design School of the Lucerne University of Applied Sciences and Arts. They consolidate knowledge in one of three thematic areas: Web & Mobile, User Experience and Game. Students learn how to adopt a proactive and responsible stance with respect to digitalization.

Structure of the Timetable

		17. Sep 38	24. Sep 39	01. Okt 40	08. Okt 41	15. Okt 42	22. Okt 43	29. Okt 44	05. Nov 45	12. Nov 46	19. Nov 47	26. Nov 48	03. Dez 49	10. Dez 50	17. Dez 51
MON	09:05 - 11:25 h	*Transfer Module*													
	13:05 - 15:25 h	*Transfer Module*													
	15:40 - 18:00 h	*Transfer Module*													
	18:30 - 20:50 h														
TUE	09:05 - 11:25 h	*Transfer Module*													
	13:05 - 15:25 h	*Transfer Module*													
	15:40 - 18:00 h	*Transfer Module*													
	18:30 - 20:50 h														
WED	09:05 - 11:25 h														
	13:05 - 15:25 h														
	15:40 - 18:00 h														
	18:30 - 20:50 h														
THU	09:05 - 11:25 h		Studio			Studio			Studio			Studio			
	13:05 - 15:25 h														
	15:40 - 18:00 h														
	18:30 - 20:50 h														
FRI	09:05 - 11:25 h														
	13:05 - 15:25 h														
	15:40 - 18:00 h														
	18:30 - 20:50 h														
SAT	09:15 - 11:35 h	*Transfer Module*													
	12:40 - 15:00 h														

- Our **Studio modules** are offered in blocks of (usually) 9 days distributed over 3 weeks, (Wed / Thurs / Fridays every week). Project presentations can be held in German or English. Most of the work is project based. Projects can be supervised in English. Most of them are worth 3 ECTS Credits.

- Our **Transfer Modules** are offered on Mondays and Tuesdays, on a weekly basis. These are usually held in German and require at least a level B2 in German language. They are worth 3 ECTS Credits.

- Our **Mentorships Modules** are supervised individually and on an independent timeline. They are worth 3 ECTS Credits each and can be supervised in English.

- The School of Art & Design offers the **writing module "Self Study Report Theory"** that is supervised in English and worth 3 ECTS. More information is available through karin.lustenberger@hslu.ch

Lucerne University of
Applied Sciences and Arts

**HOCHSCHULE
LUZERN**

**Computer Science and
Information Technology**

- **Electives** from other Bachelor degree programs can be visited upon request.

- **General electives** from other disciplines and Schools of the Lucerne University of Applied Sciences and Arts can also be visited upon request.

Sample Program Fall 2020

A sample program for an English speaking student could look like this (Fall 2020):

Studio modules (block structure)		
WK 39-44 – Visual Design	6 ECTS	
WK 45-47 – Studio Web & Mobile 1	3 ECTS	
WK 48-50 – Studio UX Extended	3 ECTS	Subtotal 12 ECTS
Digital Ideation Mentorship Modules (independent timescale)		
Mentoring 3	3 ECTS	
Mentoring 5	3 ECTS	
Self-Study Report Theory	3 ECTS	Subtotal 9 ECTS
Information Technology- and General electives (availability based on actual schedule)		
Usability TA.USAB	3 ECTS	
Swissness	3 ECTS	
Technology and Society	3 ECTS	Subtotal 9 ECTS
Total		**30 ECTS**

Sample Program Spring 2021

A sample program for an English speaking student could look like this (Spring 2019):

Studio modules (block structure)		
WK 9-14: Studio Game2 or Studio Web&Mobile 2	6 ECTS	
WK 12-14: Studio Information Aesthetics	3 ECTS	
WK 16-23: IDA Modules	12 ECTS	Subtotal 21 ECTS
Digital Ideation Mentorship Modules (independent timescale)		
Mentoring 2	3 ECTS	
Self-Study Report Theory	3 ECTS	Subtotal 6 ECTS
Information Technology- and General electives (availability based on actual schedule)		
Open Innovation TA.OPEN	3 ECTS	Subtotal 3 ECTS
Total		**30 ECTS**

List of modules, by type
- **Studio modules**
  - Depending on availability on the timetable, a selection of these modules can be attended
  - Fall Term:
    - Visual Design, Kickstart Visual Design
    - Game Design & Engineering, User Experience Design & Engineering

Lucerne University of
Applied Sciences and Arts

HOCHSCHULE
LUZERN

**Computer Science and
Information Technology**

- ▪ Studio Game 1, Studio User Experience 1, Studio Web&Mobile 1
  - ▪ Generative Computer Graphics, Advanced Design Topics
  - o Spring Term
    - ▪ Studio Game 2, Studio User Experience 2, Studio Web&Mobile 2 (6 Weeks)
    - ▪ Studio Prototyping, Studio Prototyping Extended, Studio Information Aesthetics, Studio Emerging Technologies
    - ▪ IDA Modules: Interdisciplinary Project Modules, 12 ECTS

- **Transfer Modules**
  - o Fall Term:
    - ▪ Science & Methods 1, History of Creative Sparks, Digital Technologies Fundamentals, Kickstart Algorithmic Thinking & Programming, Object Oriented Programming, Mathematics for Games & Computer Graphics, Discrete Mathematics, Computer Graphics Extended, Computational Perception Extended (in English), Storytelling
  - o Spring Term
    - ▪ Human Factors, Social Implications of Digital Media, Computer Graphics, Beautiful Mathematics, Development for Web&Mobile, Statistics

- **Mentorships modules**
  - ▪ Mentoring 1-5

- **Electives**
  - ▪ Modules offered in English at the School of IT or at the School of Engineering and Architecture (accessible for IT Students) can be found here: https://www.hslu.ch/de-ch/informatik/international/studieren-in-rotkreuz/

- **General electives:**
  - o An overview of interdisciplinary modules in English is found here: https://www.isa-campus.ch/en/angebote/ (note that they can take place on all campuses of HSLU). Our recommendation for incoming students is Swissness.
  - o We also recommend a German language course to all international students. Please find our offer here: https://www.hslu.ch/en/lucerne-university-of-applied-sciences-and-arts/campus/language-centre/sprachenzentrum-ausschreibung-und-anmeldung/

Contact Person for questions regarding the exchange program
Mrs Selma Crosby, International Office, School of Computer Science and Information Technology, mailto: international-i@hslu.ch