



Sveučilište u Zagrebu
Arhitektonski fakultet
Studij dizajna

University of Zagreb
Faculty of Architecture
School of Design



SCHOOL OF DESIGN

PROGRAMME DESCRIPTION AND COURSE CATALOGUE

Academic year 2020/2021

Zagreb, April 2021

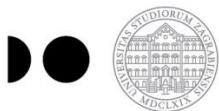


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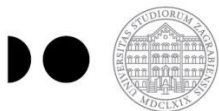


About the School of Design

The School of Design was established in 1989 as an interdisciplinary and interfaculty study programme created jointly by 8 faculties of the University of Zagreb: the Faculty of Architecture, the Academy of Fine Arts, the Faculty of Economics and Business, the Faculty of Mechanical Engineering and Naval Architecture, the Faculty of Humanities and Social Sciences, the Faculty of Forestry, the former Faculty of Technology, and the Higher School of Graphic Arts.

Since the introduction of the Bologna process in 2005, the School has been offering an undergraduate and graduate study programme in design. Both levels include two specializations: industrial design and visual communications. The study programme belongs to the field of arts in the Croatian classification, but is interdisciplinary in its approach, combining artistic syntheses and critical analyses with insights from various fields of science.

The School of Design educates responsible and ethically proactive creative professionals who are trained to design objects, object systems as well as visual communications in both analogue and digital technological environments. Today, the Alumni of the School of Design make up the core of the profession in Croatia, and have a significant effect on the local social and cultural environment, as evidenced by numerous awards assigned to our alumni, at national and international levels.



School of Design BA Programme

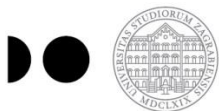
Undergraduate programme

duration:	3 years
ECTS:	180
title:	bachelor (baccalaureus/baccalaurea) of design (abbreviation: univ. bacc. art.)

Programme description

The design profession is at the School of Design considered as an interdisciplinary, creative, innovative and intellectual activity striving to comply with the principles of planned, sustainable and environmentally friendly development, humanisation of technology and continuous improvement of the quality of life and work, and it is primarily focused on responsible selection of adequate solutions to communication problems in economic, social and cultural aspect of society. Design is one of the principal features in achieving competitiveness and recognisability in the global economic and cultural exchange.

During the three-year undergraduate study of design students acquire knowledge and competencies for work in project teams on ideas and creation of planning design tasks in material and communication environment. The principal objective of the undergraduate cycle is the creation of competent professionals to meet human needs in the real environment. The interdisciplinary nature of design is implemented in the curriculum through theoretical and methodological, basic technical and technological, as well as social, artistic, practical and project-related areas as fundamental preconditions of the profession. The use of creative imagination is encouraged to enhance the development of personality required for innovative creation through co-ordinated combination of theoretical and practical-planning courses in two specialist areas of study at the School of Design: industrial design and visual communications design. Industrial design at the undergraduate study includes a broad range of practical work ranging from design of various items, furniture design to furniture system design. On the other hand, visual communications design involves the design of elements and systems for the press and electronic media.



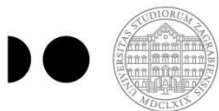
During the first year of study the students become acquainted with fundamental general standards of design and the information essential for their selection of a specific study programme – either industrial design or visual communications on the second year of study. Subsequently, throughout the study, the students enrich their general knowledge and acquire new skills, as well as specific knowledge in their selected study programme.

Undergraduate students continuously co-operate in project tasks with economic and social entities, as well as in extracurricular activities: workshops, tenders, exhibitions and in current regional and international events, which enables comprehensive advancement of the process of design in real conditions, keeping abreast of current trends and events, as well as inclusion of students in the processes of professional development. Following the completion of the undergraduate study of design the students acquire competences in the field of design creation in compliance with the definition by WDO and ico-D, such as independent performance of simple tasks concerning design of objects or systems and co-operation in interdisciplinary, research, developmental, scientific and artistic teams. Moreover, following the completion of undergraduate study, students acquire competencies for enrolment in graduate study.

Visual Communications

The course Design – Visual Communications is a fundamental formative course in the area of visual communications design which comprises of several stages during the three-year undergraduate study programme. During the first year of the undergraduate study programme students are provided with the fundamental background to the design profession and the basic skills of the design process. Subsequently, students can decide on the area of their specialization in order to master the specific design tasks during the next two years of the undergraduate study programme and acquire core professional competencies.

Specific tasks or projects during the course become increasingly complex and students complete them using the knowledge and skills acquired during informative courses which implies the use of visual expression skills (diverse drawing and graphic design disciplines), introduction to the historical development of printing industry and typography - their diverse rules and expressive potentials. In addition, the course focuses on mastering the basics of photography shooting and learning the basic principles of interactive web design. Furthermore,



students are provided continuous education in the theory and history of design, as well as in art history, which encourages long-term development of humanist culture which is of fundamental importance for every academic citizen in accordance to the basic ethical and aesthetical values and professional standards.

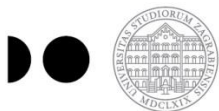
During the second and the third year of the undergraduate study the students acquire the fundamental skills of information system design in order to become acquainted with formal regulations of semantic features and the procedures of articulation of semantic structures throughout the process of visual communication. Moreover, students focus on design of communication systems in contemporary communities and deepen their knowledge to be able to become independent project developers.

Students complete the BA programme by creating an interactive presentation, which is a complex simulation the aim of which is to clearly and effectively communicate the students' project ideas to potential clients and associates. In addition to core design courses, the BA programme also offers overview courses in specific design-related areas thus completing the students' professional development.

Programme Structure

Undergraduate programme: 1st semester

Drawing 1	ECTS: 3.5
English for Design 1	ECTS: 2.0
Mathematics 1	ECTS: 2.0
Descriptive Geometry and Perspective 1	ECTS: 3.0
Type and Typography 1	ECTS: 3.5
Design Course – Visual Communications 1	ECTS: 5.0
Design Course – Industrial Design 1	ECTS: 5.0
Physical Education 1	ECTS: 0.0
Introduction to Design 1	ECTS: 2.5
Visual Culture 1	ECTS: 3.5



Undergraduate programme: 2nd semester

Drawing 2	ECTS: 3.0
English for Design 2	ECTS: 2.0
Mathematics 2	ECTS: 2.0
Descriptive Geometry and Perspective 2	ECTS: 2.5
Type and Typography 2	ECTS: 2.5
Design Course – Visual Communications 2	ECTS: 5.0
Design Course – Industrial Design 2	ECTS: 5.0
Physical Education 2	ECTS: 0.0
Introduction to Design 2	ECTS: 2.5
Visual Culture 2	ECTS: 3.0
3D Modelling and Visualization 1	ECTS: 2.5

Undergraduate programme: 3rd semester

Drawing 3	ECTS: 3.0
Figure Drawing 1	<i>elective course</i> ECTS: 2.5
English for Design 3	ECTS: 2.0
Art History 1	ECTS: 2.5
Design Methodology 1	ECTS: 2.5
Presentation Techniques	ECTS: 2.5
Type and Typography 3	ECTS: 3.0
Design Course – Visual Communications 3	ECTS: 6.5
Basics of Interactive Media 1	ECTS: 3.0
Graphic Materials	ECTS: 2.5
Ergonomics	<i>elective course</i> ECTS: 2.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.5
Physical Education 3	ECTS: 0.0

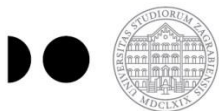


Undergraduate programme: 4th semester

Drawing 4	ECTS: 3.0
Figure Drawing 2	<i>elective course</i> ECTS: 2.5
English for Design 4	ECTS: 2.0
Art History 2	ECTS: 2.5
Photography	ECTS: 3.0
Design Methodology 2	ECTS: 2.5
Type and Typography 4	ECTS: 3.0
Design Course – Visual Communications 4	ECTS: 6.5
Basics of Interactive Media 2	ECTS: 2.5
Graphic products	ECTS: 2.5
Printing Processes	<i>elective course</i> ECTS: 2.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.5
Physical Education 4	ECTS: 0.0

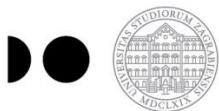
Undergraduate programme: 5th semester

Introduction to Design History	ECTS: 3.0
Branding Strategies 1	ECTS: 2.0
Social Ecology	ECTS: 2.5
Aesthetics 1	ECTS: 2.5
Design Course – Visual Communications 5	ECTS: 8.0
Advertising 1	ECTS: 2.5
Photography and Film 1	ECTS: 3.5
Type Design and Typography 1	<i>elective course</i> ECTS: 3.5
Motion Graphic	<i>elective course</i> ECTS: 2.5
Art Studio – Illustration 1	<i>elective course</i> ECTS: 2.5
Scenography 1	<i>elective course</i> ECTS: 3.5
Graphic Techniques 1	<i>elective course</i> ECTS: 2.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.5



Undergraduate programme: 6th semester

Branding Strategies 2	ECTS: 2.0
Psychology for Designers	ECTS: 2.0
Urban Sociology	ECTS: 2.0
Aesthetics 2	ECTS: 2.0
Basics of Intellectual Property	ECTS: 2.0
Design Course – Visual Communications 6	ECTS: 8.0
Advertising 2	ECTS: 2.5
Photography and Film 2	ECTS: 3.5
Type Design and Typography 2	<i>elective course</i> ECTS: 3.5
Art Studio – Illustration 2	<i>elective course</i> ECTS: 2.5
Scenography 2	<i>elective course</i> ECTS: 3.5
Graphic Techniques 2	<i>elective course</i> ECTS: 2.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.5



Industrial Design

Industrial Design Studio is the fundamental vocational course extending throughout the three years of undergraduate study. During the first year of study students acquire basic knowledge and skills based on which they subsequently select the programme. During the second and third year they become acquainted with planning processes aiming to acquire the required competencies. The complexity of planning tasks increases gradually through semesters and students are required to apply the knowledge and skills in social and humanistic area, as well as the area of arts, technology and communications.

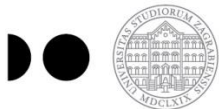
At the commencement of the educational process during the course Studio the students acquire the fundamental background required. Consequently, they analyse, examine aspects of aesthetics and create three-dimensional items at functional and symbolic level as vital competencies in industrial design. Subsequently throughout the educational process students are introduced to methods of critical analysis and creative synthesis in order to acquire competencies in providing creative and innovative solutions. Moreover, fundamental methods of research of relationship between products, users and the environment against the backdrop of current social, technological and economic circumstances.

The graduation thesis upon completion of the undergraduate study shows students' competencies, knowledge and skills required for independent planning of products and their systems. In a multimedia presentation of their graduation thesis students show their competencies in presentation of their ideas as a vital constituent of competencies acquired during the undergraduate study.

Programme Structure

Undergraduate programme: 1st semester

Drawing 1	ECTS: 3.5
English for Design 1	ECTS: 2.0
Mathematics 1	ECTS: 2.0
Descriptive Geometry and Perspective 1	ECTS: 3.0
Type and Typography 1	ECTS: 3.5
Design Course – Visual Communications 1	ECTS: 5.0



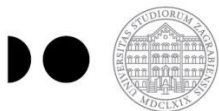
Design Course – Industrial Design 1	ECTS: 5.0
Physical Education 1	ECTS: 0.0
Introduction to Design 1	ECTS: 2.5
Visual Culture 1	ECTS: 3.5

Undergraduate programme: 2nd semester

Drawing 2	ECTS: 3.0
English for Design 2	ECTS: 2.0
Mathematics 2	ECTS: 2.0
Descriptive Geometry and Perspective 2	ECTS: 2.5
Type and Typography 2	ECTS: 2.5
Design Course – Visual Communications 2	ECTS: 5.0
Design Course – Industrial Design 2	ECTS: 5.0
Physical Education 2	ECTS: 0.0
Introduction to Design 2	ECTS: 2.5
Visual Culture 2	ECTS: 3.0
3D Modelling and Visualization 1	ECTS: 2.5

Undergraduate programme: 3rd semester

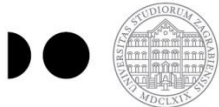
Drawing 3	ECTS: 3.0
Figure Drawing 1	<i>elective course</i> ECTS: 2.5
English for Design 3	ECTS: 2.0
Art History 1	ECTS: 2.5
Design Methodology 1	ECTS: 2.5
Presentation Techniques	ECTS: 2.5
Design Course – Industrial Design 3	ECTS: 6.5
3D Modelling and Visualization 2	ECTS: 3.5
Ergonomics	ECTS: 2.5



Basics of Construction	ECTS: 2.5
Type and Typography 3	<i>elective course</i> ECTS: 3.0
Basics of Interactive Media 1	<i>elective course</i> ECTS: 3.0
Graphic Materials	<i>elective course</i> ECTS: 2.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.5
Physical Education 3	ECTS: 0.0

Undergraduate programme: 4th semester

Drawing 4	ECTS: 3.0
Figure Drawing 2	<i>elective course</i> ECTS: 2.5
English for Design 4	ECTS: 2.0
Art History 2	ECTS: 2.5
Design Methodology 2	ECTS: 2.5
Photography	ECTS: 3.0
Design Course – Industrial Design 4	ECTS: 6.5
Construction of Wood Products 1	ECTS: 3.0
Mechanical Structures	ECTS: 2.5
Basics of Interactive Media 1	<i>elective course</i> ECTS: 3.0
Graphic Products	<i>elective course</i> ECTS: 2.5
Printing Techniques	<i>elective course</i> ECTS: 2.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.5
Type and Typography 4	<i>elective course</i> ECTS: 3.0
Physical Education 4	ECTS: 0.0

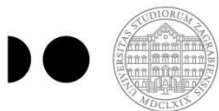


Undergraduate programme: 5th semester

Introduction to Design History	ECTS: 3.0
Branding Strategies 1	ECTS: 2.0
Social Ecology	ECTS: 2.5
Aesthetics 1	ECTS: 2.5
Design Course – Industrial Design 5	ECTS: 8.0
Construction of Wood Production 2	ECTS: 3.0
Architectural Design Elements 1	ECTS: 3.0
Photography and Film for Industrial Design 1	<i>elective course</i> ECTS: 3.5
Motion Graphic	<i>elective course</i> ECTS: 2.5
Art Studio – Illustration 1	<i>elective course</i> ECTS: 2.5
Scenography 1	<i>elective course</i> ECTS: 3.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.5
Type Design and Typography 1	<i>elective course</i> ECTS: 3.5

Undergraduate programme: 6th semester

Branding Strategies 2	ECTS: 2.0
Psychology for Designers	ECTS: 2.0
Urban Sociology	ECTS: 2.0
Aesthetics 2	ECTS: 2.0
Basics of Intellectual Property	ECTS: 2.0
Design Course – Industrial Design 6	ECTS: 8.0
Construction of Plastic Products	ECTS: 3.0
Architectural Design Elements 2	ECTS: 3.0
Photography and Film for Industrial Design 2	<i>elective course</i> ECTS: 3.5
Art Studio – Illustration 2	<i>elective course</i> ECTS: 2.5
Scenography 2	<i>elective course</i> ECTS: 3.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.5
Type Design and Typography 2	<i>elective course</i> ECTS: 3.5



School of Design MA Programme

Graduate Programme

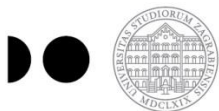
duration:	2 years
ECTS:	120
title:	master of design (abbreviation: mag. art.)

Programme description

New economic and social relationships at the global and the local level are continuously established due to technological development, creating the conditions for modernisation of material production and communication and subsequently the entire society. Design is considered to be an intellectual activity which includes the development of living and social scenarios, systems, services and creation of experiences and strategies at a business, occupational and social level. In accordance with the previously mentioned principles, the curriculum of graduate studies has been created in order to encourage students to critically observe the technological, social and human environment as the basis for of design implies acquisition of skills required for the research, primarily focusing on new, innovative methods in the perception of living circumstances and in gaining a comprehensive insight into the economy, society and culture at the global and the local level, as well as implementation of standards of sustainable development in the fields of ecology, economy and culture.

The graduate study programme of design covers new fields of interest such as interaction design, events and experience design, as well as interactive media design and consequently enables students to acquire competencies required for work in creative industry, for co-operation and management of interdisciplinary teams, for creation and implementation of complex strategies, as well as for independent and interdisciplinary action.

Competencies of master degree holders in design acquired upon the completion of this study programme include also the ability of independent creation and implementation of projects as a result of theoretical and



research work, creation of concepts and strategies for design development in order to promote social and economic systems, as well as play the strategic and proactive role at both the academic and the occupational level.

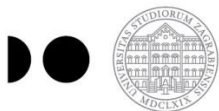
The graduate study programme focuses on critical and creative research, analysis and consideration from the design stance of the existing and the future relationships, which include the subjects on methodology and planning. Consequently, stereotypical scope of design disciplines has been expanded, providing the conditions for analysis of methods and the nature of design activity, the mode of production and the form of communication. Educational methods primarily focus on acquisition of experiences in theory and critical analysis, modern technologies and materials, as well as methods and processes of project implementation with economic and social entities.

Visual Communications

The title of a Master of Design (M.A. in Design) which is obtained by the students upon the completion of the graduate study programme provides them with qualifications for independent project development and management of design development processes. The tasks of visual communications design highlight the ability of succeeding against the backdrop of real environment, in addition to mandatory acquirement of knowledge and skills of the scientific and critical approach to reality which transcends the professional boundaries.

Students select the topics or issues of immediate subjective or general interest and learn to articulate their observations and attitudes with expressive methods of design, as well as the skill to initiate and maintain a conceptual thread through public discourse amongst social groups through innovative visual communications. During the process of achievement of mastery in all the aspects of design each student – a candidate for a Master's Degree – needs to articulate their own preferences and the potential of their further development during their individual work with a mentor, whilst they are simultaneously encouraged to co-operate with other students and experts in diverse disciplines related to design in accordance to the fundamental features of the graduate study programme.

The final year of the graduate study programme is based on two interrelated aspects of the final thesis or the Master's thesis. The first aspect implies independent theoretical and research work as prerequisites for the



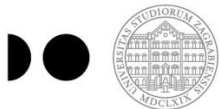
project when students are required to identify and tackle a specific problem using the required competencies and in compliance with the standards of academic writing of scientific papers.

The results of the research during the first semester of the final year are the so-called theoretical thesis and the research study which imply all the relevant features of the preparation for the project, which is a continuation of the research in the real context.

Programme Structure

Graduate programme: 1st semester

Sociology of Culture	ECTS: 2.5
Theory and History of Design 1	ECTS: 3.0
Scientific Research Methods	ECTS: 2.0
Interaction Design 1	ECTS: 2.0
Media Theory 1	ECTS: 2.0
Visual Communication Design 1	ECTS: 8.0
Creative Communication and Society 1	ECTS: 3.5
Interactive Media 1	ECTS: 3.5
Type Design 1	<i>elective course</i> ECTS: 3.5
Film 1	<i>elective course</i> ECTS: 3.5
Interior 1	<i>elective course</i> ECTS: 3.5
Creative Laboratory	<i>elective course</i> ECTS: 2.0
Performance Spaces	<i>elective course</i> ECTS: 3.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 3.5



Graduate programme: 2nd semester

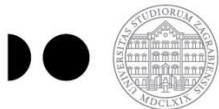
Theory and History of Design 2	ECTS: 3.0
Art Today	ECTS: 2.0
Development of Concepts and Strategies	ECTS: 2.5
Interaction Design 2	ECTS: 2.0
Media Theory 2	ECTS: 2.0
Visual Communication Design 2	ECTS: 8.0
Creative Communication and Society 2	ECTS: 3.5
Interactive Media 2	ECTS: 3.5
Type Design 2	<i>elective course</i> ECTS: 3.5
Film 2	<i>elective course</i> ECTS: 3.5
Interior 2	<i>elective course</i> ECTS: 3.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 3.5

Graduate programme: 3rd semester

Design Management	ECTS: 3.0
Social Design	ECTS: 4.0
Inclusive Design	ECTS: 4.0
Visual Communication Design 3	ECTS: 13.5
Elective Course from the 1 st semester	<i>elective course</i> ECTS: 3.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.0

Graduate programme: 4th semester

Visual Communications – Graduation Thesis	ECTS: 20
Graduation Thesis – Presentation	ECTS: 10

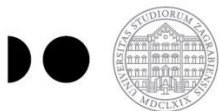


Industrial Design

Graduate study of design trains students to develop new relationships and strategies in order to ennoble life and promote their line of work through a comprehensive insight into social, cultural and technological context. Students acquire deep insight into methods of project management and management of project teams and conduct complex research of social, economic and technological aspects. In addition to individually initiated projects, students participate in projects originating from co-operation with specific economic, social, public and private entities, striving to implement the analysed phenomena into the development of conceptual innovation in the domain of products, systems, services and strategies.

During the first year of graduate study students acquire knowledge on modern technologies and social processes which provide new opportunities and create new requirements which they subsequently implement into the design processes and into their visions of new development. Students are provided the opportunity to formulate their own preferences for specific fields of industrial design through individual work and a selection of a mentor, co-mentor, external partners and elective subjects depending on the selected area of research.

The second and the final year of graduate study comprise of two aspects of the master's thesis: during the third semester students are encouraged to conduct individual theoretical and research work as a basis for the creation of the final project. They conduct research on the selected area which provides the basis for theoretical work, whilst simultaneously conducting research and analyses based on whose results they create databases for practical work in planning. During the fourth semester and following the acceptance of the project plans students commence project implementation as a constituent part of the final thesis to show their results and acquired competencies: independent project management, management of processes of design development and communication with other occupations during design process in accordance to the specific competencies acquired during the graduate design study programme.



Programme Structure

Graduate programme: 1st semester

Sociology of Culture	ECTS: 2.5
Theory and History of Design 1	ECTS: 3.0
Scientific Research Methods	ECTS: 2.0
Interaction Design 1	ECTS: 2.0
Media Theory 1	ECTS: 2.0
Industrial Design 1	ECTS: 8.0
Interior 1	ECTS: 3.5
Choice of Materials	ECTS: 3.5
Film 1	<i>elective course</i> ECTS: 3.5
Creative Laboratory	<i>elective course</i> ECTS: 2.0
Interactive Media 1	<i>elective course</i> ECTS: 3.5
Performance Spaces	<i>elective course</i> ECTS: 3.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 3.5

Graduate programme: 2nd semester

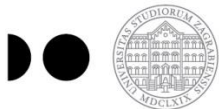
Theory and History of Design 2	ECTS: 3.0
Art Today	ECTS: 2.0
Development of Concepts and Strategies	ECTS: 2.5
Interaction Design 2	ECTS: 2.0
Media Theory 2	ECTS: 2.0
Industrial Design 2	ECTS: 8.0
Interior 2	ECTS: 3.5
Modern Technology of Materials	ECTS: 3.5
Film 2	<i>elective course</i> ECTS: 3.5
Interactive Media 2	<i>elective course</i> ECTS: 3.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 3.5

**Graduate programme: 3rd semester**

Design Management	ECTS: 3.0
Social Design	ECTS: 4.0
Inclusive Design	ECTS: 4.0
Industrial Design 3	ECTS: 13.5
Elective Course from the 1 st semester	<i>elective course</i> ECTS: 3.5
Courses at the University (free choice)	<i>elective course</i> ECTS: 2.0

Graduate programme: 4th semester

Industrial Design – Graduation Thesis	ECTS: 20
Graduation Thesis – Presentation	ECTS: 10



Lecturers and Courses

Antekolović, Josipa, lecturer	Physical Education 1
	Physical Education 2
	Physical Education 3
	Physical Education 4
Aras Gazić, Gorana, assistant professor, PhD	Descriptive Geometry and Perspective 1
	Descriptive Geometry and Perspective 2
	Mathematics 1
	Mathematics 2
Bačun, Nina, assistant	Design Course – Industrial Design 1
	Design Course – Industrial Design 2
	Design Course – Industrial Design 3
	Design Course – Industrial Design 4
	Design Course – Industrial Design 5
	Design Course – Industrial Design 6
	Industrial Design 1
	Industrial Design 2
	Industrial Design 3
	Industrial Design – Graduation Thesis
	3D Modelling and Visualization 1
	3D Modelling and Visualization 2
Baletić, Bojan full professor, PhD	3D Modelling and Visualization 1
	3D Modelling and Visualization 2
Bencetić, Sanja, associate professor, MSc	Design Course – Industrial Design 1
	Design Course – Industrial Design 2
	Design Course – Industrial Design 3
	Design Course – Industrial Design 4
	Design Course – Industrial Design 5



	Design Course – Industrial Design 6
	Design Methodology 1
	Design Methodology 2
	Ergonomics
	Inclusive Design
	Industrial Design 1
	Industrial Design 2
	Industrial Design 3
	Industrial Design – Graduation Thesis
Dragčević, Krešimir, lecturer, PhD	Graphic Materials
	Graphic Products
	Printing Processes
Đurek, Nikola, assistant professor, PhD	Type Design and Typography 1
	Type Design and Typography 2
	Type Design 1
	Type Design 2
Fabrio, Ivana, associate professor, MSc	Design Course – Industrial Design 1
	Design Course – Industrial Design 2
	Design Course – Industrial Design 3
	Design Course – Industrial Design 4
	Design Course – Industrial Design 5
	Design Course – Industrial Design 6
	Presentation Techniques
	Development of Concepts and Strategies
	Social Design
	Industrial Design 1
	Industrial Design 2
	Industrial Design 3



	Industrial Design – Graduation Thesis
Flatz, Emil, lecturer	Basics of Interactive Media 1
	Basics of Interactive Media 2
	Interactive Media 1
	Interactive Media 2
Godec, Damir, full professor	Modern Technology of Materials
Haramina, Tatjana, full professor, PhD	Construction of Plastic Products
Herceg, Stanko, associate professor	Photography
	Photography and Film 1
	Photography and Film 2
	Photography and Film for Industrial Design 1
	Photography and Film for Industrial Design 2
	Film 1
	Film 2
Hercog, Andrea, assistant professor	Design Course – Industrial Design 1
	Design Course – Industrial Design 2
	Design Course – Industrial Design 3
	Design Course – Industrial Design 4
	Design Course – Industrial Design 5
	Design Course – Industrial Design 6
	Industrial Design 1
	Industrial Design 2
	Industrial Design 3
	Industrial Design – Graduation Thesis
Hrastovec, Marko, senior lecturer	Type and Typography 1
	Type and Typography 2
	Type and Typography 3
	Type and Typography 4



Ileković, Boris, associate professor	Drawing 1
	Drawing 2
	Drawing 3
	Drawing 4
	Figure Drawing 1
	Figure Drawing 2
Jurčević-Lulić, Tanja, full professor, PhD	Mechanical Structures
Jurić, Izvorka, assistant professor	Branding Strategies 1
	Branding Strategies 2
Juza, Marija, assistant	Design Course – Visual Communications 1
	Design Course – Visual Communications 2
	Design Course – Visual Communications 3
	Design Course – Visual Communications 4
	Design Course – Visual Communications 5
	Design Course – Visual Communications 6
	Visual Communication Design 1
	Visual Communication Design 2
	Visual Communication Design 3
	Visual Communications Design – Graduation Thesis
Kajp, Romana, assistant professor	Design Course – Visual Communications 1
	Design Course – Visual Communications 2
	Design Course – Visual Communications 3
	Design Course – Visual Communications 4
	Design Course – Visual Communications 5
	Design Course – Visual Communications 6
	Visual Communication Design 1
	Visual Communication Design 2
	Visual Communication Design 3
	Visual Communications Design – Graduation Thesis



Kapetanović, Zlatko, full professor, MSc	Design Course – Industrial Design 1
	Design Course – Industrial Design 2
	Design Course – Industrial Design 3
	Design Course – Industrial Design 4
	Design Course – Industrial Design 5
	Design Course – Industrial Design 6
	Industrial Design 1
	Industrial Design 2
	Industrial Design 3
	Industrial Design – Graduation Thesis
Kasap, Vedran, associate professor	Motion Graphic
	Interaction Design 1
	Interaction Design 2
	Creative Laboratory
Kavurić Kireta, Inja, assistant professor	Drawing 1
	Drawing 2
	Drawing 3
	Drawing 4
	Figure Drawing 1
	Figure Drawing 2
	Art Studio – Illustration 1
	Art Studio – Illustration 2
Keller, Goroslav, full professor, PhD	Design Management
Knez, Ivana, lecturer, DA	Scenography 1
	Scenography 2
	Performance Spaces
Korper Žemva, Dina, lecturer	Basics of Intellectual Property
Kostešić, Iva, assistant	Introduction to Design 1
	Introduction to Design 2



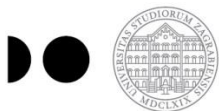
	Theory and History of Design 1
	Theory and History of Design 2
Kovačević, Melita, full professor, PhD	Psychology for Designers
Mandić, Jelena, lecturer	English for Design 1
	English for Design 2
	English for Design 3
	English for Design 4
Milovčić, Dina, assistant	Design Course – Visual Communications 1
	Design Course – Visual Communications 2
	Design Course – Visual Communications 3
	Design Course – Visual Communications 4
	Design Course – Visual Communications 5
	Design Course – Visual Communications 6
	Visual Communication Design 1
	Visual Communication Design 2
	Visual Communication Design 3
	Visual Communications Design – Graduation Thesis
Mišetić, Anka, full professor, PhD	Urban Sociology
	Social Ecology
	Sociology of Culture
	Scientific Research Methods
Mudnić, Andrija, assistant	Type and Typography 1
	Type and Typography 2
	Type and Typography 3
	Type and Typography 4
	Design Course – Visual Communications 4
	Design Course – Visual Communications 5
	Visual Communication Design 1
	Visual Communication Design 2



	Visual Communication Design 3
Opalić, Milan, full professor, PhD	Basic of Construction
Orešić, Mladen, full professor	Design Course – Industrial Design 1
	Design Course – Industrial Design 2
	Design Course – Industrial Design 3
	Design Course – Industrial Design 4
	Design Course – Industrial Design 5
	Design Course – Industrial Design 6
	Industrial Design 1
	Industrial Design 2
	Industrial Design 3
	Industrial Design – Graduation Thesis
Pap, Morana, postdoctoral researcher	3D Modelling and Visualization 1
	3D Modelling and Visualization 2
Pavlinek, Nika, assistant	Design Course – Industrial Design 1
	Design Course – Industrial Design 2
	Design Course – Industrial Design 3
	Design Course – Industrial Design 4
	Design Course – Industrial Design 5
	Design Course – Industrial Design 6
	Industrial Design 1
	Industrial Design 2
	Industrial Design 3
	Industrial Design – Graduation Thesis
Perić, Luka, assistant	Basics of Interactive Media 1
	Basics of Interactive Media 2
	Interactive Media 1
	Interactive Media 2
Petrak, Mario, lecturer	Graphic Techniques 1



	Graphic Techniques 2
	Drawing 1
	Drawing 2
	Drawing 3
	Drawing 4
Podnar, Ivana, lecturer, PhD	Visual Culture 1
	Visual Culture 2
	Art History 1
	Art History 2
	Art Today
Posavec, Pavel, lecturer	Photography
	Photography and Film 1
	Photography and Film 2
	Photography and Film for Industrial Design 1
	Photography and Film for Industrial Design 2
	Film 1
	Film 2
Šimetin, Robert, assistant professor	Architectural Design Elements 1
	Architectural Design Elements 2
	Interior 1
	Interior 2
Šimić Horwath, Marija, assistant professor, PhD	Descriptive Geometry and Perspective 1
	Descriptive Geometry and Perspective 2
	Mathematics 1
	Mathematics 2
Vdović, Roberto, assistant professor, MSc	3D Modelling and Visualization 1
	3D Modelling and Visualization 2
Vlainić, Tomislav, associate professor	Design Course – Visual Communications 1
	Design Course – Visual Communications 2



	Design Course – Visual Communications 3
	Design Course – Visual Communications 4
	Design Course – Visual Communications 5
	Design Course – Visual Communications 6
	Visual Communication Design 1
	Visual Communication Design 2
	Visual Communication Design 3
	Visual Communications Design – Graduation Thesis
Vukić, Feđa, full professor, PhD	Introduction to Design 1
	Introduction to Design 2
	Introduction to Design History
	Theory and History of Design 1
	Theory and History of Design 2
	Creative Laboratory
	Basics of Construction
	Choice of Materials
	Construction of Wood Products 1
	Construction of Wood Products 2
Žvan, Veljko, lecturer	Aesthetics 1
	Aesthetics 2
	Advertising 1
	Advertising 2
	Media Theory 1
	Media Theory 2
	Creative Communication and Society 1
	Creative Communication and Society 2

Zagreb, April 2021.