






# MSc Digital Design and Interactive Technologies

	Critical and innovative thinking 	Collaboration and management 	Design and programming 	Digital literacy and flexibility 	Sustainability and ethics 
Description of skills	Identify stakeholder needs, desires, and contexts. Know how to address issues with IT-technology and create desirable, feasible, and viable solutions in a scientific way. Ability to critically reflect on solutions and their implications.	Build the right business model, products, IT strategies and governance processes to develop a viable business or accelerate an existing business. Ability to productively work with people from diverse backgrounds, disciplines, and contexts.	Design high quality digital services, experiences, platforms, hardware and software technologies fitting for the task, the users, and the context. Know what coding is and implies, and/or ability to code.	Effectively make sense of information technologies to identify, evaluate, and create content and successfully communicate information and ideas. Ability to adapt swiftly to rapidly shifting trends in a changing ecosystem.	Aware of the potential and challenges of digitalization for humans, organizations, societies, and nature. Demonstrate social and societal responsibility, creativity and originality to ensure sustainable and secure IT solutions.
Programme-specific skills	Develop, maintain and communicate an understanding of global trends in design and use of digital technologies, and how they affect society and industry.  Critically engage users in design and apply collaborative design methods.  Identify, propose and develop design concepts focusing on innovation and business potential.	Study users and engage with use contexts; develop digital designs based on tangible as well as screen-based interaction that reflect a deep knowledge of users and use contexts.  Apply methods for project management.  Develop digital designs as part of a business strategy. Communicate about technological feasibility in a multidisciplinary design team.	Design digital products, services and technologies; Design methods and techniques to the specific design problem and target group.  Ideate, sketch and prototype design concepts; Evaluate prototypes and perform usability testing of digital designs.  Select appropriate state-of-the-art interaction technologies and utilize their potentials in digital designs.	Identify, propose and develop design concepts focusing on innovation and business potential.  Develop digital designs as part of a business strategy.  Describe, analyze, and reflect on contents in digital media.	Work with design, innovation and concept development of digital design, based on an ethical and sustainable mindset.  Reflect on the impact and consequences of design decisions in relation to ethical and sustainable design thinking.



Digital Strategist. User Researcher. UX specialist, UX specialist. UI designer