

Drawing and technology in architecture (bachelor's degree)

The Drawing and Technology in Architecture program trains draftspersons and project designers in the building sector. Students must apply their graphic and technical skills through architectural projects.

Each year, a theme is proposed, whose complexity increases. The curriculum thus successively addresses the design and entire conception of individual housing units (a loft, a house, a holiday home, etc.), collective housing (an apartment block, an accommodation centre, etc.) and public buildings (theatre, museum, show venue, etc.).

Over the course of three years, this vocational training provides the necessary knowledge to be able to exert a profession of responsibility in an architectural firm, a construction company or a consulting firm.

The skills developed by the student hinge around three disciplines:

- Drawing – The art of (re)presentation: drawing software (such as Autocad, Revit, Sketchup), freehand drawing
- Technology – The art of building - Technical and environmental dimensions - Become familiar with materials and their properties.
- Architecture – The art of creating living spaces related to the building sector.

The integration of BIM (Building Information Modelling) is an essential part of the training.

This collaborative digital approach enables centralizing all the information of a project in a smart 3D model.

Students thus learn how to model, coordinate and optimize the different stages of an architectural project using specialized software such as Revit.

BIM fosters a better understanding of the interactions between the different trades, thus improving the quality and efficiency of projects.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 02	Mathematics	4
	UE 03	Applied physics	2
	UE 03	Chemistry	2
	UE 04	Techniques and technologies / Construction theory	2
	UE 04	Materials	2
	UE 04	Materials resistance	3
	UE 05	Art history and current arts / Art and architecture	2
			17

	CODE	TITLE	ECTS
2nd year	UE 10	Drawing and technology in architecture / studio, computer graphics and IT	13
	UE 11	Materials resistance	2
	UE 11	Stability	2
	UE 12	Techniques and technologies / Construction theory	2
	UE 12	Materials	2
	UE 12	Building equipment and sustainable development	4
	UE 13	Mathematics	2
	UE 14	Art history and current arts / Art and architecture	2
	UE 14	Philosophy	1
			30

	CODE	TITLE	ECTS
3rd year	UE 19	Drawing and technology in architecture / studio and computer graphics	12
	UE 20	Research methodology	2
	UE 21	Stability	2
	UE 22	Construction theory	2
	UE 22	Construction and building pathology	2
	UE 23	Building equipment	2
	UE 24	Art history and current arts / Art and architecture	2
	UE 24	Philosophy	2
	FR 01	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	28

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 06	Mathematics	2
	UE 07	Applied physics	2
	UE 07	Building equipment	2
	UE 08	Techniques and technologies / Construction theory	2
	UE 08	Materials	2
	UE 08	Materials resistance	3
	UE 09	Art history and current arts / Art and architecture	2
			15

	CODE	TITLE	ECTS
2nd year	UE 10	Drawing and technology in architecture / studio, computer graphics and IT	15
	UE 15	Materials resistance	2
	UE 15	Stability	2
	UE 16	Techniques and technologies / Construction theory	2
	UE 16	Materials	2
	UE 16	Building equipment	2
	UE 17	Mathematics	2
	UE 18	Art history and current arts / Art and architecture	2
	UE 18	Philosophy	1
			30

	CODE	TITLE	ECTS
3rd year	UE 19	Drawing and technology in architecture / studio and computer graphics	12
	UE 21	Stability	2
	UE 22	Construction theory	2
	UE 22	Construction and building pathology	2
	UE 23	Building equipment	2
	UE 24	Art history and current arts / Art and architecture	2
	UE 24	Philosophy	2
	FR 02	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	26

Interior design (bachelor's degree)

The curriculum aims to provide the student with the skills required to carry out an interior design project: from formulating the concept, through developing the project, to the detailed furniture and fixtures.

The interior designer will learn various drawing and presentation techniques, materials properties, constructive aspects of a project as well as how to manage its increasingly complex and changing functions and requirements.

They will guide themselves thanks to their knowledge of the history of art, architecture and design, will be able to observe society and understand its evolutions in order to better discern user needs and behaviors.

They will also need to understand the various socio-cultural, symbolic, psychological and ergonomic aspects that condition the use of spaces.

At the end of the course, interior designers will be able to manage a project from start to finish.

They will have to master all the material aspects related to the organization of a given interior space: volumetry, coatings, finishes, furniture, colours, technical elements (lighting, acoustics, ventilation, heating) and conceptual ones (social-style, symbolic and character of the place).

This training will also allow them to develop critical thinking and their observation of the world around them, enabling them to become an active participant in its evolution.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 02	Furniture and object design	5
	UE 03	Drawing and means of expression	2
	UE 03	Drawing / Architectural drawing	2
	UE 04	Computer graphics	2
	UE 04	Colour / Space architecture	2
	UE 05	Techniques and technologies / Construction theory	1
	UE 05	Techniques and technologies / Interior design	2
	UE 06	Art history and current arts / Furniture	2
	UE 06	Art history and current arts / Art and architecture	2
	UE 07	Philosophy	2
			22

	CODE	TITLE	ECTS
2nd year	UE 11	Interior design / studio	8
	UE 12	Furniture and object design	5
	UE 13	Drawing and means of expression	2
	UE 14	Computer graphics	2
	UE 14	Colour / Architecture of space	3
	UE 15	Techniques and technologies / Interior design	2
	UE 15	Techniques and technologies / Construction theory	2
	UE 16	Art history and current arts / Art and architecture	2
	UE 17	Philosophy	2
	UE 17	General sociology	2
			30

	CODE	TITLE	ECTS
3rd year	UE 21	Interior design / studio and lights	9
	UE 22	Research methodology	2
	UE 23	Furniture and object design	3
	UE 24	Drawing and means of expression	2
	UE 25	Art history and current arts / Art and architecture	2
	UE 25	Philosophy	2
	UE 26	Techniques and technologies / Interior design	2
	UE 27	Computer graphics	2
	FR 01	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			26

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 02	Furniture and object design	5
	UE 03	Drawing and means of expression	2
	UE 03	Drawing / Architectural drawing	2
	UE 04	Computer graphics	2
	UE 04	Colour / Architecture of space	2
	UE 08	Techniques and technologies / Construction theory	1
	UE 08	Techniques and technologies / Interior design	2
	UE 09	Art history and current arts / Furniture	2
	UE 09	Art history and current arts / Art and architecture	2
	UE 10	Philosophy	2
			22

	CODE	TITLE	ECTS
2nd year	UE 11	Interior design / studio	8
	UE 12	Furniture and object design	5
	UE 13	Drawing and means of expression	2
	UE 14	Computer graphics	1
	UE 14	Colour / Architecture of space	2
	UE 18	Techniques and technologies / Interior design	2
	UE 18	Techniques and technologies / Construction theory	2
	UE 19	Art history and current arts / Art and architecture	2
	UE 19	Art history and current arts / Design	2
	UE 20	Philosophy	2
	UE 20	General sociology	2
			30

	CODE	TITLE	ECTS
3rd year	UE 21	Interior design / studio and lights	9
	UE 23	Furniture and object design	3
	UE 24	Drawing and means of expression	2
	UE 29	Art history and current arts / Art and architecture	2
	UE 30	Computer graphics	2
	UE 31	Techniques and technologies / Interior design	2
	FR 02	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	22

Interior architecture (bachelor's degree)

This programme provides the necessary foundations for exerting a versatile and responsible profession.

It focuses on the performance of conceptual and creative tasks, the transposition of ideas, the completion of research projects and assignments that require a high level of technical skill in an existing or future spatial context (restoration, reassignment, renovation, intervention in public spaces, scenography).

Objectives:

- perform conceptual and creative tasks in a spatial and temporal context that either exists or is yet to be invented;
- analyze, criticize, synthesize, and master a certain degree of conceptualization and abstraction;
- focus on experimentation, intuitive and analytical study, sensory and intellectual exploration;
- integrate or even confront related creative fields (space design, object design, landscaping, scenography, urban planning...);
- integrate into a team of engineers, architects, landscapers and other professionals.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 02	Drawing and means of expression	3
	UE 02	CAD	2
	UE 04	Art history and current arts / Art and architecture	2
	UE 04	Art history and current arts / Furniture	2
	UE 05	Techniques and technologies / Construction theory	4
	UE 06	Philosophy	2
			15

	CODE	TITLE	ECTS
2nd year	UE 10	Interior architecture / studio	10
	UE 11	Drawing and means of expression	3
	UE 11	CAD	1
	UE 12	Theory of architecture	4
	UE 13	Equipment	4
	UE 13	Techniques and technologies / Interior architecture	2
	UE 14	Techniques and technologies / Construction theory	2
	UE 15	General sociology	2
	UE 15	Art history and current arts / Art and architecture	2
			30

	CODE	TITLE	ECTS
3rd year	UE 20	Interior architecture / studio	12
	UE 021	Art news and reading	3
	UE 22	Art courses to choose from: photography, textiles, sculpture (you will choose at the end of September)	3
	UE 23	Techniques and technologies / Interior architecture	2
	UE 24	Philosophy / Aesthetics	4
	UE 025	Art history and current arts / Design (online)	2
	FR 01	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			28

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 02	Drawing and means of expression	3
	UE 02	CAD	2
	UE 07	Theory of architecture	4
	UE 08	Techniques and technologies / Construction theory	4
	UE 09	Art history and current arts / Art and architecture	2
	UE 09	Art history and current arts / Furniture	2
			17

	CODE	TITLE	ECTS
2nd year	UE 10	Interior architecture / studio	12
	UE 11	Drawing and means of expression	3
	UE 11	CAD	1
	UE 16	Colour	2
	UE 17	Stability	4
	UE 17	Techniques and technologies / Interior architecture	2
	UE 18	Techniques and technologies / Construction theory	2
	UE 19	General sociology	2
	UE 19	Art history and current arts / Art and architecture	2
			30

	CODE	TITLE	ECTS
3rd year	UE 20	Interior architecture / studio	13
	UE 22	Art courses to choose from: photography, textiles, sculpture (you will choose upon arrival, depending on the places available)	3
	UE 26	Current status and reading of art	2
	UE 28	Techniques and technologies / Interior architecture	2
	FR 02	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			22

Digital arts (bachelor's degree)

The development of digital tools has radically changed existing creative practices while giving rise to new forms of art, such as video games, net art, augmented reality and interactive installations.

The programme is characterized by its multidisciplinary approach, always centred on the artistic potential of the digital medium.

The purpose of the curriculum is to enable students to design narrative visual experiences that use image and programming as a medium of expression.

In terms of objectives, this program leads students to:

- develop their personality by awakening their creative sensitivity as well as their need to innovate in their own artistic universe;
- understand the constantly evolving contemporary and professional artistic world and, de facto, to develop the broadest possible curiosity;
- acquire technical and artistic training in the fields of digital still image, storytelling and programming;
- complete a group final project under conditions similar to those of professional production, respecting the specifications and constraints inherent to the project;
- adapt to openings beyond the scope of the creation of digital or narrative works (illustrations, performances, installations, cinema, etc.).

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 01	Digital arts/ studio, colour, programming, image and 3D	15
	UE 02	Drawing and means of expression	3
	UE 03	Introduction to techniques of photography	2
	UE 04	Writing / Screenplay	3
	UE 05	Drawing / Storyboard	1
	UE 06	Semiology / Image	2
	UE 06	Art history and current arts / Media	2
	UE 07	Art history and current arts / Image	2
			30

	CODE	TITLE	ECTS
2nd year	UE 11	Digital arts/ studio, programming, storyboard and 3D	17
	UE 12	Video multimedia creation	3
	UE 13	Writing / Screenplay	2
	UE 14	Drawing and means of expression	2
	UE 14	Photographic research	2
	UE 15	Philosophy	2
	UE 15	Literature	2
			30

	CODE	TITLE	ECTS
3rd year	UE 20	Art courses to choose from: screen printing, metal engraving, lino engraving, textiles, sculpture or photography (you will choose at the end of September)	3
	UE 21	Drawing and means of expression	3
	UE 22	Digital image	2
	UE 23	Philosophy	2
	UE 23	Literature	3
	FR 01	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			15

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 01	Digital arts/ studio, colour, programming, image and 3D	15
	UE 02	Drawing and means of expression	2
	UE 03	Introduction to photography techniques	2
	UE 04	Writing / Screenplay	3
	UE 05	Drawing / Storyboard	2
	UE 08	Aesthetics of the animated image	2
	UE 09	Literature	2
	UE 10	Art history and current arts / Image	2
			30

	CODE	TITLE	ECTS
2nd year	UE 11	Digital arts/ studio, programming, storyboard and 3D	13
	UE 13	Writing / Screenplay	3
	UE 14	Drawing and means of expression	2
	UE 14	Photographic research	2
	UE 16	Music	2
	UE 16	Multimedia	2
	UE 17	Art history and current arts / Image	4
	UE 17	Art history and current arts / Image analysis	2
			30

	CODE	TITLE	ECTS
3rd year	UE 20	Art courses to choose from: screen printing, metal engraving, lino engraving, textiles, sculpture or photography (you will choose upon arrival, depending on the places available)	3
	UE 21	Drawing and means of expression	3
	UE 24	Philosophy	2
	FR 02	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			10

Illustration (bachelor's degree)

This program trains authors and illustrators to evolve independently in the fields of publishing and graphic arts (publications for youngs and adults, book covers, posters, etc.).

Based on the study of plastic, narrative and literary language, this curriculum combines diversified graphic training with an in-depth theoretical approach.

Students are encouraged to gradually acquire the processes, practices and methods that foster inventiveness and flexibility of mind.

In this way, they will develop their critical eye, communication skills, and experiment with appropriate modes of expression in order to structure their work and orient it toward a precise and personal language.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 01	Illustration / Studio	10
	UE 02	Drawing and means of expression	4
	UE 03	Anatomy drawing	2
	UE 04	Communication	2
	UE 04	Philosophy	2
	UE 05	Art history and current arts / Art history	2
	UE 05	Art history and current arts / Printed image	2
	UE 06	Photography	2
	UE 07	Computer graphics	2
	UE 08	Writing / Oral presentation	2
			30

	CODE	TITLE	ECTS
2nd year	UE 15	Illustration / Studio	12
	UE 16	Drawing / Perception	2
	UE 16	Colour	2
	UE 17	Drawing and means of expression	4
	UE 18	Literature	2
	UE 18	Art history and current arts / Printed image	2
	UE 19	Art history and current arts / Art history	2
	UE 20	Computer graphics	2
	UE 20	Typography	2
			30

	CODE	TITLE	ECTS
3rd year	UE 24	Illustration / Studio	10
	UE 24	Literature	3
	UE 25	Research methodology	3
	UE 25	Drawing / Perception	3
	UE 25	Art history and current arts / Art history	2
	UE 26	Drawing and means of expression	4
	UE 27	Art courses to choose from: screen printing, metal engraving, lino engraving, textiles, sculpture or photography (you will choose at the end of September)	3
	FR 01	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	30

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 01	Illustration / Studio	12
	UE 02	Drawing and means of expression	4
	UE 09	Anatomy drawing	2
	UE 10	Communication	2
	UE 11	Art history and current arts / Art history	2
	UE 12	Photography	2
	UE 13	Computer graphics	2
	UE 13	Typography and book arts	2
	UE 14	Experimentation	2
			30

	CODE	TITLE	ECTS
2nd year	UE 15	Illustration / Studio	10
	UE 16	Drawing / Perception	2
	UE 16	Color	2
	UE 17	Drawing and means of expression	4
	UE 21	Philosophy	2
	UE 22	Writing / Text and storytelling	2
	UE 23	Computer graphics	3
	UE 23	Typography	3
	UE 23	Production	2
			30

	CODE	TITLE	ECTS
3rd year	UE 24	Illustration / Studio	11
	UE 24	Literature	3
	UE 25	Drawing / Perception	2
	UE 25	Art history and current arts / Art history	3
	UE 26	Drawing and means of expression	4
	UE 27	Art courses to choose from: screen printing, metal engraving, lino engraving, textiles, sculpture or photography (you will choose upon arrival, depending on the places available)	3
	UE 28	Anthropology of art	2
	FR 02	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	30

Comic book - Publishing (bachelor's degree)

The Comic Book – Publishing program provides graphic design teaching focused on storytelling.

The aim is to teach students to master the processes of developing text and image, to help them become comic book authors able to evolve independently.

The first cycle of the program focuses on mastering the rules of storytelling and narrative, as well as representation and publishing techniques.

It also aims for students to sharpen their perception of the world in order to nurture their creativity and assert their autonomy.

This requires broadening the scope of the program to include related disciplines (illustration, painting, animation, etc.).

A training profile has been determined based on the concept of the “author”, who masters narration and image (“drawing words and writing images”), from an editorial perspective, while being able to adapt to openings beyond the specific field of comics.

In the master's cycle, a specialization in creation and publication extends the training provided in the bachelor's cycle, focusing specifically on the editorial process.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 01	Comic Book – Publishing / Studio	12
	UE 02	Drawing and means of expression	4
	UE 03	Anatomy drawing	2
	UE 04	Writing / Storytelling	2
	UE 05	Art history and current arts / Comic book	2
	UE 06	Art history and current arts / Art history	2
	UE 07	Media theory	2
	UE 08	Semiology of the image	2
	UE09	Computer graphics	2
			30

	CODE	TITLE	ECTS
2nd year	UE 15	Comic Book – Publishing / Studio	12
	UE 15	Photography	2
	UE 16	Drawing and means of expression	4
	UE 17	Anatomy drawing	2
	UE 18	Art history and current arts / Art history	2
	UE 18	Philosophy	2
	UE 19	Computer graphics	2
	UE 20	Writing / Text and storytelling	2
	UE 20	Writing / Storytelling	2
			30

	CODE	TITLE	ECTS
3rd year	UE 24	Comic Book – Publishing / Studio	9
	UE 25	Research methodology	3
	UE 25	Art history and current arts / Art history	2
	UE 25	Literature	2
	UE 25	Computer graphics	2
	UE 26	Drawing and means of expression	4
	UE 27	Art courses to choose from: screen printing, metal engraving, lino engraving, textiles, sculpture or photography (you will choose at the end of September)	3
	UE 28	Anatomy drawing	2
	UE 29	Writing / Text and storytelling	2
	FR 01	French Classes (for non-French-speaking students)	2
	if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable		31

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 01	Comic Book – Publishing / Studio	10
	UE 02	Drawing and means of expression	4
	UE 10	Anatomy drawing	2
	UE 11	Narration	2
	UE 12	Art history and current arts / Art history	2
	UE 12	Philosophy	2
	UE 13	Computer graphics	2
	UE 13	Typography and book arts	2
	UE 14	Literature	2
	UE 14	Writing / Storytelling	2
			30

	CODE	TITLE	ECTS
2nd year	UE 15	Comic Book – Publishing / Studio	14
	UE 15	Photography	2
	UE 16	Drawing and means of expression	4
	UE 21	Anatomy drawing	2
	UE 22	Art history and current arts / Art history	2
	UE 22	Literature	2
	UE 22	Art history and current arts / History of comic books	2
	UE 23	Computer graphics	2
			30

	CODE	TITLE	ECTS
3rd year	UE 24	Comic Book – Publishing / Studio	9
	UE 25	Art history and current arts / Art history	2
	UE 25	Computer graphics	2
	UE 25	Internships / Workshop (professional encounters)	2
	UE 26	Drawing and means of expression	4
	UE 27	Art courses to choose from: screen printing, metal engraving, lino engraving, textiles, sculpture or photography (you will choose upon arrival, depending on the places available)	3
	UE 30	Anatomy drawing	2
	UE 31	Anthropology of art	2
	UE 31	Art history and current arts / History of the comic book/strip	2
	FR 02	French Classes (for non-French-speaking students)	2
	if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable		30

Graphic design (bachelor's degree)

The Graphic design program trains designers-creators, able to analyze situations and develop visual and graphic communication designed to convey personal messages or ideas.

Students will acquire the necessary skills to effectively convey a message regardless of the medium used (photography, website and multimedia, three-dimensional media, computer graphics, etc.).

The program includes a range of courses (typography, graphic composition, color, computer graphics, semiology of the image, production, etc.) ensuring that students acquire the essential tools to succeed in the field of graphic arts.

The aim is to train creators able to communicate a visual message in the form of an image, whether drawn, photographic, computer-generated, three-dimensional, or animated; to develop imagination and creativity based on research and experimentation; and to acquire an effective method for researching documentation.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 02	Drawing and means of expression	4
	UE 03	Art history and current arts / Art history	2
	UE 03	Philosophy	2
	UE 04	Typography / Book arts	2
	UE 05	Computer graphics	3
	UE 06	Photography	2
			15

	CODE	TITLE	ECTS
2nd year	UE 12	Drawing and means of expression	4
	UE 13	Computer graphics	3
	UE 14	Digital arts / Internet	2
	UE 14	Photography	2
	UE 15	Art history and current arts / Art history	2
			13

	CODE	TITLE	ECTS
3rd year	UE 20	Graphic design / Studio, typography, digital image, character creation	12
	UE 21	Research methodology	3
	UE 21	Production	2
	UE 21	Bookbinding	2
	UE 21	Art history and current arts / Art history	2
	UE 22	Drawing and means of expression	3
	UE 23	Art courses to choose from: screen printing, metal engraving, lino engraving, textiles, sculpture or photography (you will choose at the end of September)	3
	UE 24	Digital arts / Internet	3
	FR 01	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			32

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 02	Drawing and means of expression	4
	UE 07	Art history and current arts / Art history	2
	UE 08	Semiology	2
	UE 08	Communication	2
	UE 09	Computer graphics	3
	UE 10	Photography	2
			15

	CODE	TITLE	ECTS
2nd year	UE 12	Drawing and means of expression	4
	UE 16	Computer graphics	3
	UE 17	Digital arts / Internet	2
	UE 17	Photography	2
	UE 18	Communication	2
	UE 19	Art history and current arts / Art history	2
	UE 19	Philosophy	2
			17

	CODE	TITLE	ECTS
3rd year	UE 20	Graphic design / Studio, typography, digital image	11
	UE 21	Production	2
	UE 21	Bookbinding	2
	UE 21	Art history and current arts / Art history	2
	UE 22	Drawing and means of expression	3
	UE 23	Art courses to choose from: screen printing, metal engraving, lino engraving, textiles, sculpture or photography (you will choose upon arrival, depending on the places available)	3
	UE 25	Digital arts / Internet	3
	UE 26	Printing techniques	2
	FR 02	French Classes (for non-French-speaking students)	2
	if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable		30

Advertising (bachelor's degree)

The program trains advertising professionals who will work in advertising or communication agencies.

- Images and words to convince

The curriculum aims to enable students to acquire and master the means of expression required to formulate original ideas: drawing, typography, computer graphics, copywriting, photography, internet, marketing, new media... Students are also encouraged to take an open, critical, and constructive view of society.

- Developing creativity and inventiveness

The emphasis is on the need to meet the requirements of the briefing, i.e., the advertiser's request. For each briefing, students come up with creative and original responses with the aim of achieving the objectives set by a consumer goods or service brand, a cultural institution, or a humanitarian organization.

Throughout their training, students gradually learn about the modes of expression and conceptual strategies used in advertising. The aim is to give them the best possible chance of finding employment.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 01	Advertising / Studio, advertising culture, typography	10
	UE 02	Drawing and means of expression	4
	UE 03	Art history and current arts / Art history	2
	UE 04	Communication	2
	UE 05	Art history and current arts / Image analysis	2
	UE 06	Semiology	2
	UE 06	Typography / Book arts	2
	UE 07	Computer graphics	2
	UE 08	Photography	2
	UE 09	Digital arts / Networks	2
			30

	CODE	TITLE	ECTS
2nd year	UE 18	Advertising / Studio, copywriting, photography, typography	14
	UE 19	Drawing and means of expression	4
	UE 20	Art history and current arts / Art history	2
	UE 20	Philosophy	2
	UE 21	Computer graphics	2
	UE 21	Production	2
	UE 21	Animation, multimedia, internet	4
			30

	CODE	TITLE	ECTS
3rd year	UE 26	Advertising / Studio	8
	UE 28	Production	3
	UE 28	Computer graphics	3
	UE 29	Communication	2
	UE 29	Art history and current arts / New media	4
	UE 30	Typography / Graphic design	6
	UE 31	Philosophy	2
	UE 32	Copywriting	2
	FR 01	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	32

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 01	Advertising / Studio, advertising culture, typography	10
	UE 02	Drawing and means of expression	4
	UE 10	Art history and current arts / Art history	2
	UE 11	Communication	2
	UE 12	Art history and current arts / Image analysis	2
	UE 13	Media theory	2
	UE 14	Philosophy	2
	UE 15	Computer graphics	2
	UE 16	Photography	2
	UE 17	Digital arts / Networks	2
			30

	CODE	TITLE	ECTS
2nd year	UE 18	Advertising / Studio, copywriting, photography, typography	14
	UE 19	Drawing and means of expression	4
	UE 22	Art history and current arts / Art history	2
	UE 22	Philosophy	2
	UE 23	Computer graphics	2
	UE 23	Digital arts / Networks	2
	UE 24	Marketing	2
	UE 25	Communication	2
	FR 02	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	32

Interior architecture - Scenographic spaces (master's degree)

The projects focus on exhibition programs, museographic content, film screenplays, dramatic works, historical events... for which the aim is to design a relevant, creative and functional space, either temporary or permanent, most often integrated into existing architecture.

This speciality hinges around the concepts of content and storytelling.

The studio work focuses primarily on the process of transferring content in a three-dimensional space, designed to welcome specific audiences in order to establish with them an appropriate relationship with them, whether playful, educational, or poetic.

This teaching involves open-ended creation, calling on the student's poetic resources. Students are encouraged to design explicit environments and bring challenging programs to life by offering enriching visitor experiences while clearly structuring the information they present.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 01	Scenographic spaces/ Studio	12
	UE 02	Facilities of cultural spaces	4
	UE 02	Law / Scenic and cultural facilities	2
	UE 02	Art history and current arts / Art and architecture	2
	UE 03	Techniques and technologies / Equipment	2
	UE 04	Current status and reading of art	4
	UE 04	Museography	2
	FR 01	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	30

	CODE	TITLE	ECTS
2nd year	UE 13	Art history and current arts / Art and architecture	4
	UE 13	Anthropology of art	2
			6

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 05	Interdisciplinary studio (built heritage and scenographic spaces)	15
	UE 05	New materials	2
	UE 06	Facilities of cultural spaces	4
	UE 07	Techniques and technologies / Equipment	2
	FR 02	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	25

Interior architecture - Built heritage (master's degree)

Preserving heritage responds both to the philosophy of integrated conservation, advocated by the Council of Europe and to a sustainable development policy involving the economic, social and cultural transformations essential to the survival of this heritage.

Rehabilitating old buildings, giving them back their original value and restoring them also requires taking the environment into account and using traditional techniques and materials or replacing them with new, proven and appropriate techniques.

In collaboration with the Faculty of Architecture, Architectural Engineering and Urban Planning - LOCI (UCLouvain), this specialization follows the same philosophy while focusing the training on designing and creating rehabilitated spaces.

Unique in the Brussels region, its specificity is to encourage interior design students to work on existing spaces of heritage value in order to enhance the qualities of the building by complementing or even correcting them. And, a fortiori, to install a program that takes into account the qualities of the place, the required standards, and the requirements related to the new use

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 01	Built heritage / studio	10
	UE 02	Identification of heritage and building archaeology	4
	UE 02	Equipment in built heritage	4
	UE 03	Question of architecture / Heritage	4
	UE 04	Techniques and technologies / Equipment	2
	UE 05	Current status and reading of art	4
	UE 05	Museography	2
	FR 01	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			32

	CODE	TITLE	ECTS
2nd year	UE 13	Art history and current arts / Art and architecture	4
	UE 13	Anthropology of art	2
			6

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 05	Interdisciplinary studio (built heritage and scenographic spaces)	15
	UE 05	New materials	2
	UE 07	Techniques and technologies / Equipment	2
	FR 02	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			21

Comic book - Publishing (master's degree)

A training profile has been determined over both cycles based on the concept of author mastering both storytelling and image from an editorial perspective ("drawing words and writing images"), while also being able to adapt to opportunities beyond the specific field of comics.

The master's program teaches students to reappropriate the comic book creation process, and even to transgress it, in order to enrich their personal vocabulary. It also helps them to position themselves in the field of comic book history and current events, as well as in the field of artistic creation in general.

Organized in collaboration with the Department of Languages and Literature at the Université Libre de Bruxelles (ULB), this specialized track in "Creation and Publication" examines all forms of comic book publication as an integral part of the artistic project (micro-publishing, online publishing, installation and spatialization, exhibition practices, etc.).

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 01	Comic Book – Publishing / Studio and storytelling	12
	UE 02	Drawing and means of expression	4
	UE 03	Methodology of the thesis	2
	UE 05	Semiotic analysis of comic books	5
	UE 05	Writing / Text creation	5
	FR 01	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			30

	CODE	TITLE	ECTS
2nd year	UE 13	Printing and manufacturing techniques	4
			4

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 01	Comic Book – Publishing / Studio and storytelling	13
	UE 02	Drawing and means of expression	4
	UE 03	Methodology of the thesis	3
	UE 06	Exhibition practice	4
	UE 06	Edition adapted to new technologies	3
	FR 02	French Classes (for non-French-speaking students)	2
if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable			29

Social Innovation Design (master's degree)

This program aims to train students in the collective design of services, objects, spaces and/or communication, encouraging them to work on joint projects according to their respective skills. Such synergies will provide them with the knowledge and practical skills required to help address the challenges posed by housing, urban development, health, mobility, biodiversity, social cohesion, climate change, nutrition, etc.

This curriculum, co-organized with the IHECS (HE Galilée) - ASCEP master's degree (Sociocultural Animation and Continuing Education) and based on the Recy K site in Anderlecht, a platform for the circular and social economy in the Brussels-Capital Region, also provides students with new skills and links with stakeholders in the field. These two courses are complementary with regard to the professional skills targeted. Those pursued at ESA Saint-Luc Brussels will be consistent with the integration of communication strategies and concepts such as brainstorming, decision-making, leadership, project mediation, public participation, etc. into the projects.

Course catalogue - 1st semester

	CODE	TITLE	ECTS
1st year	UE 01	Social innovation design / Studio	15
	UE 02	Strategic design	5
	UE 03	Contemporary creativity and citizenship (IHECS)	5
	UE 04	Anthropology of communication culture (IHECS)	5
	FR 01	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	32
	CODE	TITLE	ECTS
2nd year	UE 09	Cultural mediation theory OR Impact and language of printed graphics (IHECS)	5
			5

Course catalogue - 2nd semester

	CODE	TITLE	ECTS
1st year	UE 01	Social innovation design / Studio	15
	UE 04	Applied psychology	5
	UE 05	Seminar / Analysis of practices	5
	UE 06	Dissertation methodology	5
	FR 01	French Classes (for non-French-speaking students)	2
		if you must validate 30 credits in mobility, you can complete your study programme with credits from other years, according to the compatibility of the timetable	32
	CODE	TITLE	ECTS
2nd year	UE 11	Media, prospects and innovations in the socio-cultural sector (IHECS)	5
			5