

Graduaat Programmeren (GraPGM), Arteveldehogeschool								
Associate degree in Computer Programming (AdPGM), Artevelde University of Applied Sciences								
2020-2021				2021-2022				
Jaar 1				Jaar 2				
Semester 1		Semester 2		Semester 3		Semester 4		
Periode 1	Periode 2	Periode 3	Periode 4	Periode 5	Periode 6	Periode 7	Periode 8	
Computer Systems		IT Communication	IT Business	Data Management		IT Exploration	IT Entrepreneurship	
3 ec		3 ec	3 ec	6 ec		3 ec	3 ec	
6 u/week (theorie en praktijk)		6 u/week (theorie en praktijk)	6 u/week (theorie en praktijk)	10 u/week (theorie en praktijk)		4 h/week	4 h/week (theorie en praktijk)	
Programming 1: Front-End Essentials	Programming 2 : Front-End Advanced	Programming 3: Front-End Expert	Programming 4: JAMstack	Programming 5: Full-Stack	Programming 6: Mobile			
6 ec	3 ec	6 ec	6 ec	6 ec	6 ec			
10 u/week (theorie en praktijk)	6 u/week (theorie en praktijk)	10 u/week (theorie en praktijk)	8 u/week (theorie en praktijk)	8 u/week (theorie en praktijk)	8 u/week (theorie en praktijk)			
Web Design	User Interface Design	User Interface Prototyping		Interactive Media	Content Management Systems			
6 ec	6 ec	6 ec		3 ec	3 ec			
8 u/week (theorie en praktijk)	8 u/week (theorie en praktijk)	8 u/week (theorie en praktijk)		6 u/week (theorie en praktijk)	6 u/week (theorie en praktijk)			
	@Work 1 Front-End Development		@Work 2 Front-End Development		@Work 3 Full-Stack Development	@Work 4 Internship @ Digital Agency		@Work 5 Applied Research @ Digital Agency
	6 ec		6 ec		6 ec	12 ec	3 ec	9 ec
	10 u/week (praktijk)		10 u/week (praktijk)		10 u/week (praktijk)	10 u/week (praktijk)	30 h/week (4d/week) + 2 h/week on campus	

EC	Domain	Courses	
12	Applied Information Technology	3	AIT
9	Business & Communication	3	BC
33	Computer Programming	6	CP
24	Creative Design & Development	5	CDD
42	Workplace Learning	5	WL
120		22	