

## New Requested Sessions and Dojos:

Dojos& sessions	Prospective Tutor	Date	Follow up session
<b>User Research:</b> Quantitative (focus) & Qualitative			
<b>Figma:</b> Autolayout, components, prototype, design system based on latest updates			
<b>Leadership Courses:</b> how to lead teams, How to make convincing Business Cases - but numbers behind design researching properly in an academic surrounding			
<b>Portfolio Masterclasses</b>			
<b>Get started with Arduino</b>			
<b>Video Coaching</b>			
<b>Printing on textiles</b>			
<b>Risograph printing</b> (digital screen printing)			
<b>Build a site using Webflow</b>			
<b>3D modelling</b>			
<b>3D Printing</b>			
<b>Touch Designer</b>			
<b>Cyberbullying</b>			
<a href="#">Phygital computing II</a>			

<b>Design for AR (especially visionOS)</b>			
<b>Haptics (especially on WatchOS/WearOS)</b>			
<b>Research through design</b>			
<b>Social psychology/ neuromarketing/behavioural design</b>			
<b>UX Design</b> (user research, analysis techniques, navigation, user flows, information architecture, interaction design, design principles, visual design, usability testing, mobile and responsive design, accessibility, workflows, prototyping and wireframing, design tools, and industry trends)			
<b>UI Design</b> (brand and personality, layout, design principles, interactivity, typography, colour and shapes and effects, iconography and imagery, design process, presenting designs)			
<b>Service Design Workshop</b>			
<b>A brief understanding of Agile/Scrum</b>			
<b>User Psychology &amp; Terminologies in this field</b>			

<b>Usability Studies (+ a Dojo in the lab)</b>			
<b>Accessibility Testing</b>			
<b>Data Analysis (Qualitative and Quantitative)</b>			
<b>An intro to Google Analytics</b>			
<b>Basic web development for ux designers</b>			
<b>Projection Mapping</b>			
<b>VR Basics</b>			
<b>Intro to (flatbed) knitting machine</b>			
<b>Game Design Toolkit</b>	Karel Millenaar		
<b>Accessibility from someone in wheelchair</b>			

Previous Year's Dojos and sessions:

<b>Dojos&amp; sessions</b>	<b>Prospective Tutor</b>	<b>Date</b>	<b>Follow up session</b>
<b>Build a product <i>only</i> using AI tools</b>			
Make computers (Arduino) talk to each other			
Javascript introductions			


