



erasmus
HOOGESCHOOL BRUSSEL

Multimedia & Creatieve Technologie

professionele bachelor



A close-up photograph of a person's hands holding a white tablet computer. A black stylus pen is positioned diagonally across the screen, pointing from the top-left towards the bottom-right. The background is a plain, light-colored wall.

**design
development**

multimedia- toepassingen



- Projects
- Projects
 - Talent
 - Bachelor proof

- { - Growth
- Communication
- ... }

success

frustration
failure

full projects

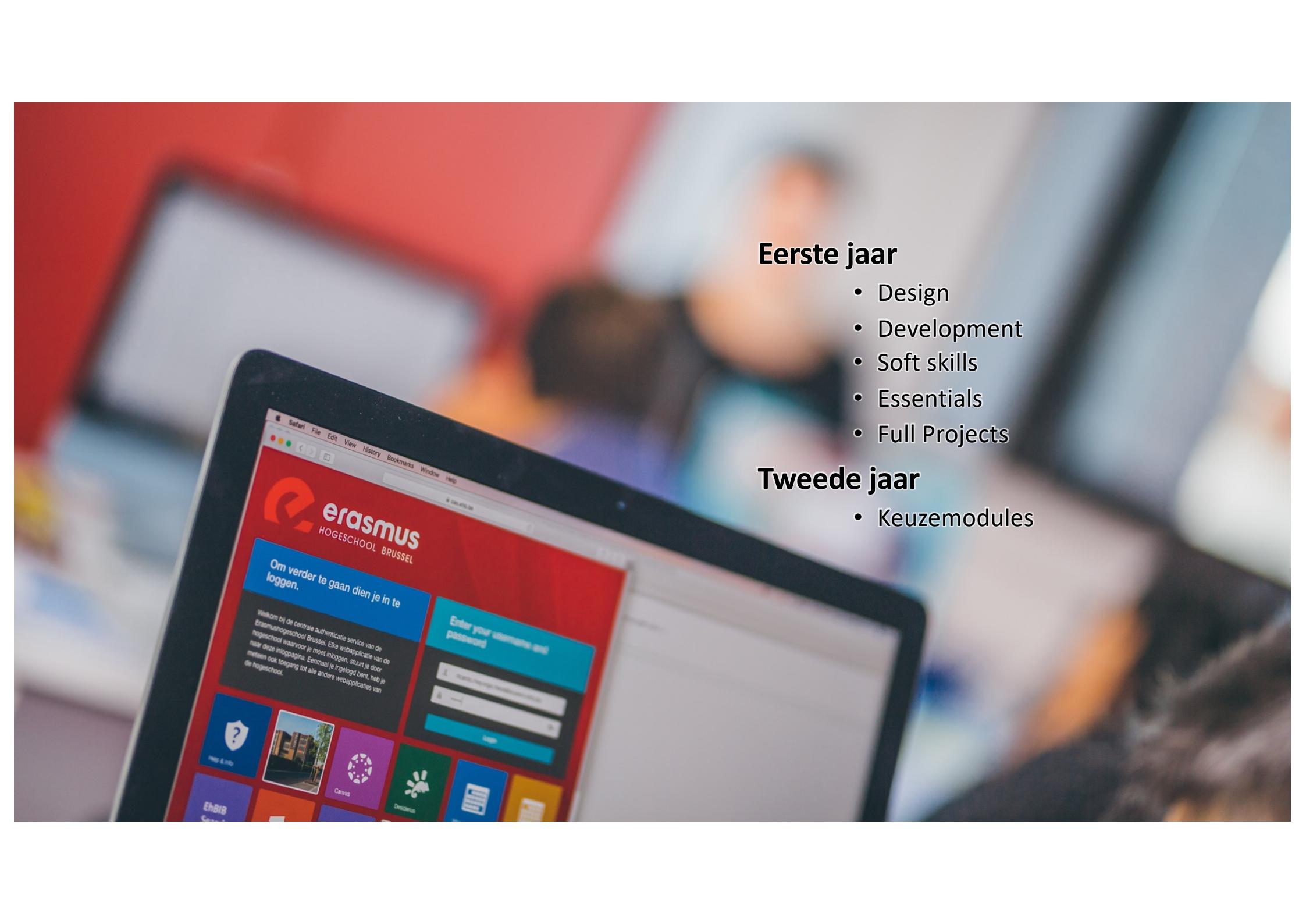
- Design
- Design
 - Development
 - Technology
 - Soft skills

} integration
= Full projects

- { Prof. attitudes
- Creative
 - 2D
 - Web
 - Motion

Multimedia products

- websites / web based interfaces
- apps / appliances
- virtual reality / augmented reality / ...
- interactive motion (video/animation)
 - ↳ motion graphics
 - ↳ interaction design
 - ↳ motion capture



Eerste jaar

- Design
- Development
- Soft skills
- Essentials
- Full Projects

Tweede jaar

- Keuzemodules





Web

Front-End | Back-End | Cloud & Webservices

Word een hard-core webdesigner en -developer. Je leert er werken met de nieuwste en meest geavanceerde webtechnologieën.



Alternate Reality

**3D-modeling & -animation | Real-time
3D | X-reality**

Creëer toepassingen voor augmented, extended en virtual reality. Je volgt de trends op de voet en innoveert voor de toekomst.



Mobile Appliance

Android | iOS | IoT & AI

Ontwerp en ontwikkel native apps voor mobiele toestellen
en multimediale 'Internet of Things'-toepassingen (IoT).



Interactive Motion

Motion Capture & Live Visuals | Motion Graphics | Generative Motion

Werkelijke camerabeelden of ganimateerde computerbeelden? Maak interactieve projecties en audiovisuele producties en verbluf je toeschouwers.



Digital making

Installation | Interaction | Experience

Van storytelling en conceptual thinking tot physical prototyping. Bedenk en maak de digitale producten van de toekomst.

Keuzemodules

Web

- Front-End
- Back-End
- Cloud & Webservices

Mobile Appliance

- Android
- iOS
- IoT & AI

Alternate Reality

- Real-Time 3D
- 3D modeling en animation
- X-Reality

Interactive Motion

- Live Visuals & Motion Capture
- Motion Graphics
- Generative Motion

Digital Making

- Installation
- Interaction
- Experience





Medialab.brussels

	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6
Design	Design I (5 SP)	Design II (5 SP)	Design III (5 SP)	Design IV (5 SP)	Design V (5 SP)	
Development	Development I (5 SP)	Development II (5 SP)	Development III (5 SP)	Development IV (5 SP)	Development V (5 SP)	
Communication	Communication I (5 SP)		Communication II (5 SP)		Communication III (5 SP)	
Grow	Grow I (5 SP)		Grow II (5 SP)		Grow III (5 SP)	
Web	Web I (5 SP)		Web II (5 SP)			
Technology		Technology (5 SP)				
Motion	Motion (5 SP)					
3D		3D (5 SP)				
Full Projects	Full Projects I (5 SP)	Full Projects II (5 SP)	Full Projects III (5 SP)	Full Projects IV (5 SP)		
Specialisaties				Keuzemodule 1 (5 SP) Keuzemodule 2 (5 SP) Keuzemodule 3 (5 SP)	Specialisatiecluster (10 SP) Final Work (10 SP)	Internship (20 SP)

4 Labs

Fab Lab

Digital Fabrication and physical prototyping

Media Lab

Innovative new digital technics (VR, AR and XR) development, Greenscreen and 3d rendering.

Business Lab

Digital Fabrication and physical prototyping

Recording Lab

Experimental environment for recording podcasts, small video edits ect.



Fab Lab



Media Lab



Fab Lab

