

# LIGHTING DESIGN

## MASTER'S PROGRAMME



Photo: Esben Skouboe

**Lighting Design is a cross-disciplinary and international master's programme based on a special Danish and Nordic tradition for light perception. This is a tradition in which the technical qualities of light and materials are put into play in order to create well-being and aesthetics.**

In recent years, lighting technology has undergone a revolution, including intelligent and interactive control of light in rooms. Moreover, new lighting technologies and use of interactive screens are becoming increasingly visible in the public space. Therefore, professional and highly educated lighting designers are sought after. Companies are looking for people who understand lighting design, are able to work with existing technologies and to develop new and smart solutions.

### THE PROGRAMME

As a master's student in Lighting Design at AAU-Cph, you will be working with both daylight and artificial light in the crossing between three scientific fields; media technology, engineering and architecture. The purpose of the programme is for graduates to have an academic-technological as well as process-related approach to lighting design, and not least, a particular sense in designing with light in virtual and physical spaces.

During the programme, you will be working with the interplay between the basic physical elements of light, lighting technologies, digital media, context, human factors and design methods.

See also [www.light.aau.dk](http://www.light.aau.dk).

### PROBLEM BASED LEARNING

The study method at Aalborg University is called problem based project work, or "The Aalborg Model for Problem Based Learning (PBL)", and is highly recognised both nationally and internationally. UNESCO has placed its only Professorial Chair in PBL at AAU. Among others, it means that each semester, you will work closely together with a group of fellow students on a large written assignment. See more at [www.en.aau.dk/education/problem-based-learning](http://www.en.aau.dk/education/problem-based-learning)

### THE PROGRAMME IN BRIEF

#### ADMISSION REQUIREMENTS

Bachelor's degrees within Medialogy, IT-COM, Electronics, Architecture, Design, Sustainable design, Structural engineering and Building design.

#### RESTRICTED ADMISSION

40 places are offered. Please see more: [www.en.aau.dk/education/master/lighting-design/application-and-requirements/](http://www.en.aau.dk/education/master/lighting-design/application-and-requirements/)

#### LEARN ABOUT

Design and innovation  
Lighting technology - light, room and experience  
Interactive lighting design

#### PLACE OF STUDY

Copenhagen

#### IF YOU HAVE AN INTEREST IN

It, electronics & programming  
Technique, construction & innovation  
Media, communication & information

#### JOB OPTIONS WITH

Architectural firms  
Media companies  
Event companies  
Consultative engineering companies

### FOR MORE INFORMATION

Website:

[WWW.EN.AAU.DK/EDUCATION/MASTER/LIGHTING-DESIGN](http://WWW.EN.AAU.DK/EDUCATION/MASTER/LIGHTING-DESIGN)

The programme's student counsellor:

[MEDIATEK-STUDVEJLCPH@CREATE.AAU.DK](mailto:MEDIATEK-STUDVEJLCPH@CREATE.AAU.DK)

AAU's Central Student Guidance Service:

[STUDIEVEJLEDNING@AAU.DK](mailto:STUDIEVEJLEDNING@AAU.DK)  
+45 9940 9440

How to apply for admission:

[WWW.EN.AAU.DK/EDUCATION/APPLY/MASTER/HOW-TO-APPLY](http://WWW.EN.AAU.DK/EDUCATION/APPLY/MASTER/HOW-TO-APPLY)

