2-YEAR MASTER’S PROGRAMME
LIGHTING DESIGN

COMBINING FIELDS OF LIGHTING, ARCHITECTURE & MEDIA TECHNOLOGY
THREE SCIENTIFIC FIELDS IN ONE STUDY

MSc in Lighting Design is a unique combination of the fields of architecture, lighting (science of light) and media technology. It is founded in a special Danish and Nordic tradition of sensibility to light in our built environment. We focus on how the technical qualities of light and materials are applied in order to achieve comfort, aesthetics and well-being.

YOU WILL LEARN ABOUT

→ Architectural lighting and daylighting
→ Lighting fundamentals, measurements, standards
→ Interactive lighting, renderings, and visualizations

ACADEMIC CONTENT

As a master’s student in Lighting Design, you will be working with both daylight and electric lighting.

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.
ADMISSION AND JOB

STUDY REQUIREMENTS

Admission to the master’s programme in Lighting Design requires Bachelor’s degrees within architecture, design, sustainable design, structural engineering, mediology, art and technology or similar. As well as a documented knowledge of Mathematics and English at B level or equivalent.

Deadline for application is 1st of March for study start in September.

CARRIER

MSc in Lighting Design qualifies you for a job in variety of fields. Our graduates work at renown lighting design studios, architectural offices, landscape architecture offices, engineering companies, design labs, interactive design studios, lighting manufacturers, municipalities, theatres and other light-related praxis in Denmark and abroad.
2-year master’s programme in Lighting Design is the intersection of architecture, lighting and media technology. The students work with physics of light, lighting technologies, digital media, architectural context, human factors and design methods.

### OVERVIEW OF THE PROGRAMME

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<th>Semester</th>
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<th>Lighting</th>
<th>Media Technology</th>
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<td><strong>1. SEMESTER</strong></td>
<td>Light and Space 5 ECTS</td>
<td>Lighting Fundamentals 5 ECTS</td>
<td>Rendered Lighting 5 ECTS</td>
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<td>Semester Project: Indoor Lighting 15 ECTS</td>
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<td><strong>2. SEMESTER</strong></td>
<td>Light and Context 5 ECTS</td>
<td>Evidence-Based Lighting 5 ECTS</td>
<td>Intelligent Lighting 5 ECTS</td>
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<td>Semester Project: Outdoor Lighting 15 ECTS</td>
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<td><strong>3. SEMESTER</strong></td>
<td>Internship or Innovation Project (and Other Courses) 30 ECTS</td>
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**FIND OUT MORE**

You can find out more about the study programme, application and requirements here:
www.en.aau.dk/education/master/lighting-design

Facebook: www.facebook.com/lightingdesignaau
Instagram: www.instagram.com/lightingdesign_aau
LinkedIn: www.linkedin.com/company/lighting-design-lab-aau