

Emerging Technologies

Course guide 2025-2026

Semester	Spring (semester 2)
Inholland location(s)	Amsterdam
Inholland faculty	Creative Business
Language of instruction	English
Cycle	Bachelor level
Number of ECTS	30

Subjects

Subject title	ECTS	Course code
Emerging Technologies	30	38444

Content subjects

The rise of technology is going to radically shape our future careers and our power to design the world ahead. Take a look at what's already happening in industries like the creative arts, design and innovation, leisure, and tourism. Today, Artificial Intelligence (AI), Virtual Reality/Augmented Reality (XR), Robotics, Blockchain, and more are becoming essential tools for event managers, music producers, designers, tourism experts—you name it. Think about the amazing tech that's becoming reality right now: virtual tourism, smart hotels, augmented reality shopping, AI-generated art and music, smart agriculture. This isn't just theory; it's happening, and it's changing the way we live and work.

Emerging technologies will inevitably shape the future of work, and we're here to help you become a valuable player in any field you want to transform. In this minor, you'll get the knowledge and tools to stay ahead of the curve, becoming an all-around, tech-savvy professional who's ready for whatever comes next. Best of all, we'll tailor it to your personal career goals.

Here, we dive into technologies and ideas, exploring them to open your mind to endless possibilities. But we're not just here to dream big—we'll make it tangible, showing you exactly how to bring these innovations into a professional setting. You'll work hands-on to build prototypes and experiment with solutions that make a real impact for companies, organizations, or any other stakeholder. The level of technical depth you go into is entirely up to you. You can either dive head-first into the nitty-gritty of your favorite technology or take a broader view, becoming an expert in how to apply these technologies conceptually and practically within any industry.

This definitely isn't your typical program—this is an exceptional, radical, and unconventional minor that syncs your tech journey with your professional growth, pointing you toward any horizon you want to reach. And if you're not sure where that is yet, don't worry; we'll help you figure it out.

Learning outcomes

1. Gain in-depth understanding of emerging technologies such as AI, VR/AR, robotics, blockchain, and IoT, and how they influence the traditional working environment.
2. Understand the principles of innovation in business, with a focus on technology-driven disruption and new business models.
3. Develop practical skills for implementing these technologies in real-world contexts, addressing challenges faced by companies.
4. Design, prototype, and present innovative solutions that incorporate emerging technologies.
5. Be able to critically assess the ethical, economic, environmental and societal implications of using these technologies.

Mode of delivery, planned activities and teaching methods

The program unfolds in thematic modules packed with mind-bending presentations, interactive workshops, tech event visits, and growth-focused assignments, both individually and in group projects. On top of that, you'll tackle a real-world challenge with a company, working alongside industry partners and stakeholders in line with your unique track and ambitions.

We start with an exploration of the latest trends, disruptive technologies, and business cases that push the envelope. As you move forward, you'll gain deeper knowledge and skills, eventually stepping into a real-world project where you'll operate as a professional. By the end, you'll present your own creation to a company, demonstrating exactly how they can use technology to power up their business model.

This is a full personalised student-centered minor, which means you bring your ideas, your passions, your questions, and your topics to the table. You're encouraged to research, experiment, and explore. Top experts will guide you with personalized lectures and workshops, and you'll venture beyond the classroom to immerse yourself in technology, discover new possibilities, prototype, and bring fresh applications to life.

Prerequisites and co-requisites

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Recommended or required reading and/or other learning recourses/tools

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Assessment methods and criteria

The assessment is depending on the topic during the course.

Examples (multiple assessments can apply): group presentation on an emerging technology's impact on a specific sector, feedback on team collaboration, project feedback on AI prototypes, prototype testing on AR/VR experiences, business model pitch and report on implementation strategies.

Lecturer(s)

T.b.a.