subject-compute(s)

- network – internet, organisations, graphs
- computer – elements, programming, algorithms
- operating system – assembly, compilers, multi-programming
- language – formal/natural, imperative, functional, logical, C++/Java
- hardware – memory, chaching, graphical programming support
- database – representation, storage, query (optimazation)
- web – client/server, web-services, data-driven application(s) – standard(s)
- media – scripting (ECMA+), event handlers/models

subject-create(s)

- computing – architecture, networks, programming
- technology – new media, smart technology
- creative applications – creativity (mental + artistic), psychology, research/design methods, communication
- business – marketing, planning, project management
- design – sketch, prototype, realize

subject-design(s)

- sketch, drawing
- vr & cad modeling
- physical prototypes
- concept development

subject-math(s)

- problem analysis & modeling
- calculus
- linear algebra
- (algebraic) geometry

subject-media(s)

- interactive video – in customizable format
- web technology – for developing information portal(s)
- animation – for simulations and (physical) systems
- virtual reality – for games and virtual environments
- game development – for entertainment and instruction
- rich internet application(s) – for multimedia (web) applications
- interactive installation(s) – media art

subject-smart(s)

- dynamic systems, control systems
- smart technology engineering
- instrumentation – software development