Academic Guide Exchange 2025-2026

Faculty of Technology, Innovation & Society

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THE HAGUE

UNIVERSITY OF
APPLIED SCIENCES

Academic Guide Exchange 2025-2026

Faculty of Technology, Innovation & Society

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Content

Courses

Course title	ECTS	Semester 1 Term 1	Semester 1 Term 2	Semester 2 Term 3	Semester 2 Term 4	Location
Living Labs 1 & 2	30	x		x		Delft
EPS Smart Manufacturing and Robotics	30	x		x		Delft
EPS SMART Sustainable Inclusive Cities	30	x		x		The Hague
EPS (Sustainable) Packaging Design and Innovation	30	x		x		The Hague
Robotics and Vision Design	30			x		Delft
Design with Nature	30			x		The Hague
Prototyping and Craftsmanship	30	x				The Hague

About the Faculty of Technology, Innovation and Society

The world faces big challenges, and we are looking for new answers and technical innovations to solve them. We need to be critical and look ahead to make improvements to the world we live in, from harnessing renew-able energy supplies for sprawling cities to using robots to improve quality of life. At the Faculty of Technology, Innovation and Society (TIS), students work on real life commissions from businesses and government organisations to help make a better world, working alongside multidisciplinary students in an international setting.

International programmes

The Faculty of Technology, Innovation and Society offers a range of international programmes. These include bachelors taught in English, minors, exchanges and five European Project Semester (EPS).

International minors

Co-production, reflection, networking, energy and inspiration are at the core of our international minors. For example, in our Climate Change minor, students examine this crucial issue from an international perspective. While they learn to innovatively deploy robots in industry, agriculture and care in our Robots and Vision Design minor.

Did you know that embedded systems are found in many devices and applications, for example, washing machines, telephones, heating devices, cars, medical appliances, measuring devices and internet connected devices? Students can discover more on the two-part Embedded Systems minors. Or delve into the creativity, production, design, ergonomics and marketing of packaging on Packaging Design and Innovation.

If you are interested in studying a minor at the study programme Process and Food Technology, please send an email to tis-international@hhs.nl.

Exchange programmes

An exchange at THUAS is a truly international experience. THUAS welcomes more than 500 exchange students from around 50 nationalities every academic year. Our academic year is divided into two semesters, which start in September and the end of January.

All exchange students must be proficient in the English language. Exchange students can choose from the subjects offered within a faculty or select one or more of our minors. These 15 ECT courses are available to all students at THUAS, including exchange students.

Our exchange students gain a rich cultural experience by working alongside the large number of international full-time students on English-language bachelor's degree programmes. Our high-quality programmes encourage students to explore each other's cultures to become open-minded and independent thinkers - essential qualities in today's market. Working in a multicultural and cosmopolitan environment becomes second nature to our students.
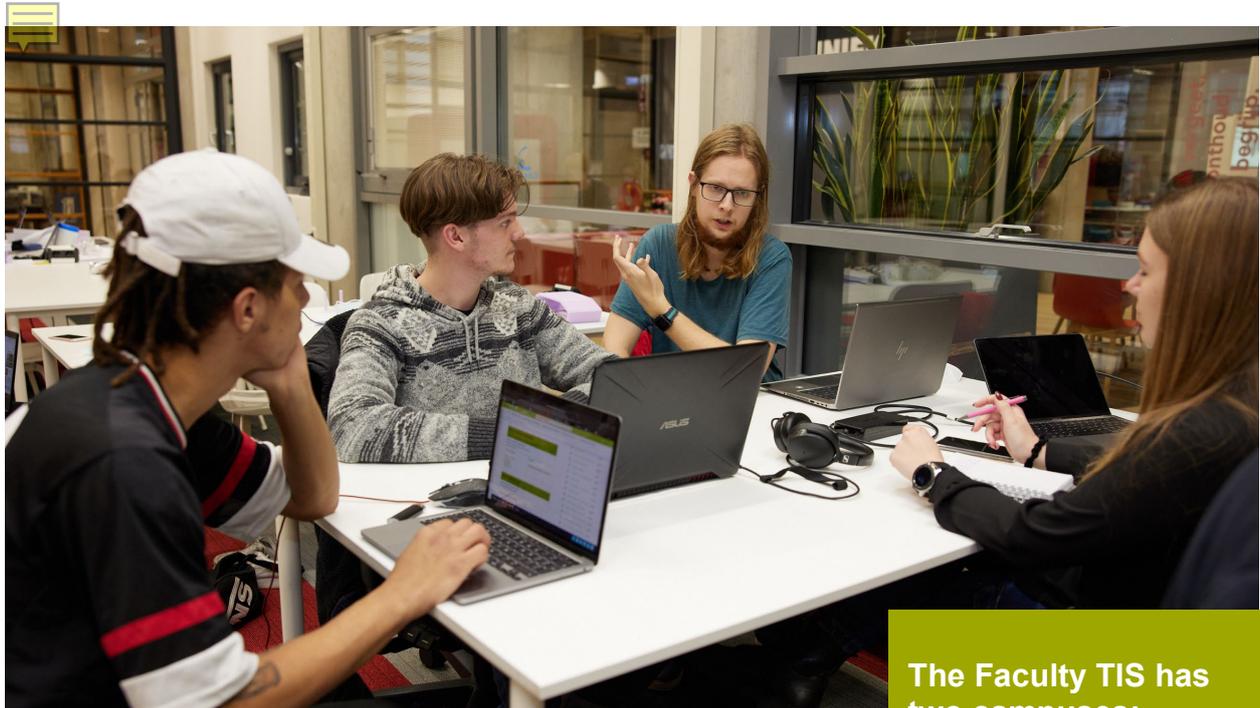
The Faculty TIS has two campuses:

The Hague and Delft. Each location has its own character. The main campus in The Hague is the largest and characterized by a vibrant and international atmosphere. The campus in Delft is located on the premises of TU Delft. Please note on which campus your course takes place.
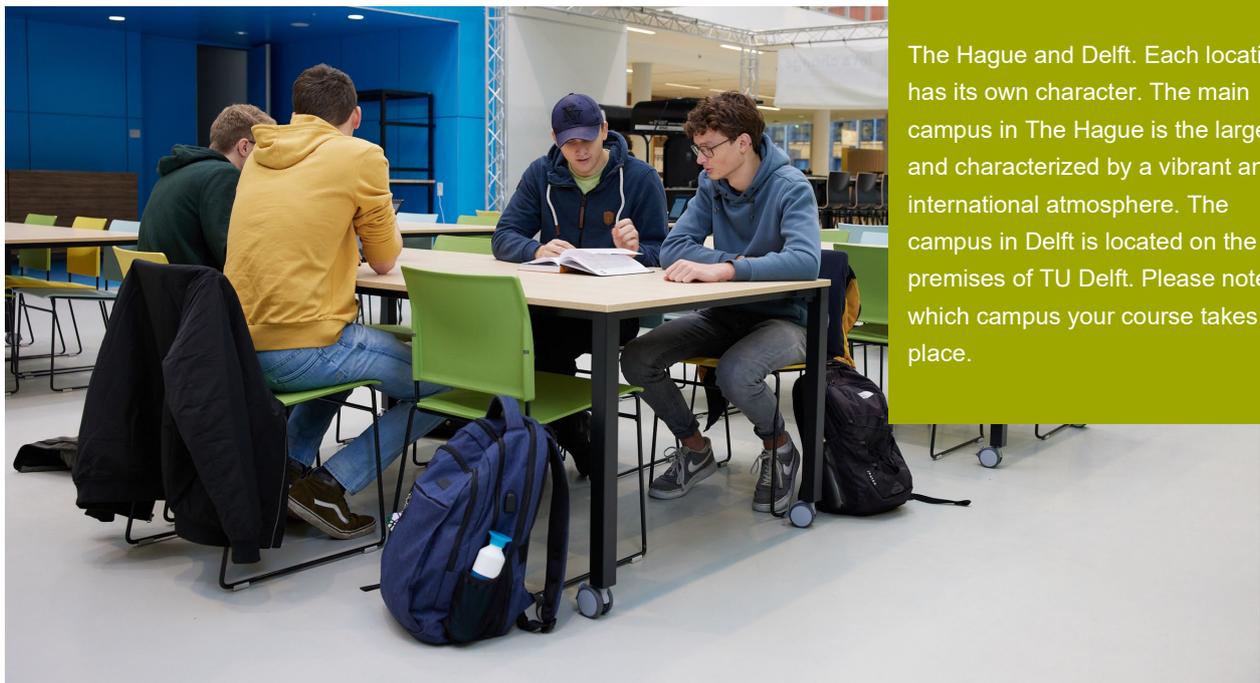
European Project Semester

The European Project Semester (EPS) programme is offered by 18 European universities in 12 countries to students who have completed at least two years of study. EPS is aimed at engineering students, but students on engineering projects are also welcome.

EPS is design orientated and arms students with all the necessary skills to face the challenges of today's world economy.

It incorporates a blend of projects and problem-based learning. You'll work in international and interdisciplinary teams on assignments. Some of these are run in partnership with businesses and industries. You'll learn to take responsibility for your project work and develop your inter-cultural and communication skills.

Please note that for all EPS programmes the following documents are needed when you apply.

1. Motivation Letter
2. Curriculum Vitae
3. Transcript of records

You can send the documents to tis-international@hhs.nl

EPS subjects

The Faculty of Technology, Innovation and Society offers five EPS subjects, which will be explained in the following pages:

- Living Labs
- Smart Manufacturing & Robotics
- SMART Sustainable Inclusive Cities
- Packaging Design & Innovation + Sustainable Packaging Design & Innovation

EPS International Project/ Living Labs

Title course	
Credits	30 ECTS
Code	TBK-HMVT25-LL30
Entry requirements	An application letter including a detailed portfolio / curriculum vitae and grades to the contact person of this minor
Semester	1 or 2
Method	Lecture, project work, assessment
Lecturer(s)	Pim de Jong
Learning outcomes	In the Living Lab Environment, learning objectives are pursued on three levels, namely: ▪ Learning to realize one or more subject-specific assignments in the domain of one's own study program or outside of it. The assignment always depends on that of other team members. ▪ Project-based collaboration is of the utmost importance. The student learns to take responsibility for his own task whilst looking at the project as a whole. ▪ In the above-mentioned project space, the student enters into a dialog between the project and themselves, the reflection on their own actions and performance is the competence to be developed. Their own talents and motives play an important role in this.
Recommended or required reading/tools	t.b.d
Assessment methods	Given the diverse range of roles within the project, each student will work with the teachers to set personalized development goals. Throughout the minor, you will track and document your progress toward these goals. Attendance and active participation in team activities will also play a significant role in your final grade, as consistent involvement is critical to the project's success. At the end of the course, you will present your achievements and development in a final assessment, which will include an evaluation of both your contributions and your attendance.
Level	Third or fourth year
Course content	During the Living Labs minor, you will engage in a multidisciplinary, multinational, and multilevel engineering project. At our BetaFactory in Delft, we aim to provide a professional working environment, offering access to office workspaces and a state-of-the-art workshop. Due to the complexity and demands of the project, we expect full-time attendance from all students to ensure effective collaboration and progress.

This minor offers a variety of technical projects every semester, depending on the availability of clients and funding. One project that will definitely be featured is The Formula Cruisers:

Project context:
The Formula Cruisers is the student race team of The Hague University of Applied Sciences (THUAS), competing in the Formula Student competition against technical universities from around the world. This year, our team proudly competed with the HU-3, our third fully electric race car, showcasing the engineering capabilities of our students. Looking ahead, we are preparing to participate in the 2026 competition with a brand-new model: the HU-4.

This academic year marks the beginning of the development process for the HU-4 car and team. The focus will be on designing the car and all its systems from the ground up, implementing lessons learned from the HU-3. In this crucial first phase of the project, you will lay the foundation for the entire vehicle. Hopefully, we can start construction in the second semester of 2024-2025, allowing next year's student team to complete the construction and testing phases.

In addition to the technical design work, the team must establish a strong organizational structure, including setting up a team management plan and developing a sponsorship program to secure funding and resources for the project. Effective planning will be essential to ensure that the team stays on track throughout the development cycle. This project will culminate in the delivery of a complete and compliant car design, ready for next year's team to take to the competition.

- Official website of FSN, including all rules and regulations
  https://www.formula-student.nl/team-information/

Contact

- Pim de Jong
- p.dejong-3@hhs.nl

EPS Smart Manufacturing and Robotics

Title course	
Credits	30 ECTS
Code	W-HMVT18-SMR
Entry requirements	- you have a basic knowledge of production technology - you are a student in Electrical Engineering, Mechatronics, Applied Physics, Robotics, Technical Business Administration, HBO-ICT, Applied Mathematics, Mechanical Engineering or similar - your English is good enough to be able to participate in group work, understand lectures and written materials
Semester	1 or 2
Method	Lecturers, practicums, tutorials and projects
Lecturer(s)	ir. T. Brilleman (Thijs)
Learning outcomes	- Programming industrial robots (implementation) - Programming machine vision solutions (implementation) - Implement part of a production system (implementation) - Executing a feasibility study of a factory automation project (research) - Creating a conceptual factory automation design (design) - Drawing up of factory automation project plan (planned operation) - Self-management (individual/group)
Recommended or required reading/tools	- Laptop - Practicum materials set (approximately EUR 85) - All our teaching materials are digital and will be delivered to you free of charge!
Assessment methods	2 projects and 2 sets of practicals
Level	Third or fourth year
Course content	Become an automation ninja! Go hands-on with the latest industrial robots and other advanced equipment. In twenty weeks time you'll create two actual solutions for the industry on the factory floor or in our own lab. You'll also employ machine vision to give your robot arm eyes, and machine learning to make it smart! Don't have any prior programming experience? No problem! You'll learn how to program at the start of the minor. If you can already program, we'll help you get into advanced tech straight away. What will you be doing? Smart manufacturing combines the advantages of mass production and piecewise production to bring about a fundamental change in the way production processes are designed, built and executed.

This industrial robot automation focused minor prepares you – by hands-on practice and theory – for this change. You will learn to design and simulate an entire factory. In addition, you will deploy robots in manufacturing environments. You will gain practical knowledge and skills in programming production robot setups and implementing the use of vision, external sensors, actuators and machine learning in these setups.

The minor consists of two projects of 10 weeks. In the first 2-3 weeks of each project, courses and practicums are taught to get you quickly acquainted with hardware and software skills in order to successfully finish the projects. There will be various practicums and tutorials on state-of-the-art robot control, vision, programming, designing and intercultural teambuilding. In the remaining weeks, you will be working on your project with your group members.

- EPS cluster project 1 "Implement a real robot in a real production line"
- EPS cluster project 2: "Implement a real robot in a real, more advanced production line"

For more information and past projects, please refer to: http://www.robotminor.nl.

Contact

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- www.robotminor.nl

EPS SMART Sustainable Inclusive Cities

Title course	
Credits	30 ECTS
Code	RO-HMVT24-SSIC
Entry requirements	Students must have at least 90 credits in their major.
Semester	1 or 2
Method	Lectures, guest-lectures, workshops and group project
Lecturer(s)	Anton Hanemaaijer & Stephan van Berkel
Learning outcomes	- Obtain knowledge regarding the wicked urban problems* and challenge a broad set of Sustainable Development Goals regarding urban development. - Learn analysis, design and intervention methods to stimulate and manage urban transitions. - Apply these methods in a hands-on project regarding an urban area transition. Examples are the Double Diamond Design Process, Systems thinking and Design thinking. - The minor aims to offer the basic knowledge and tools for teamwork between students of various disciplines and countries. The group composition is highly of influence on the way groups will engage the challenges formulated. To facilitate this, students learn a method to deal with complexity and will be coached in their group work. Groups are composed based on results of personal leadership tests executed from the start of the minor. * Wicked problems are that class of social system problems which are ill-formulated, where the information is confusing, where there are many clients and decision makers with conflicting values, and where the ramifications in the whole system are thoroughly confusing (Churchman, 1967, B-141)
Recommended or required reading/tools	- Course notes in each discipline - Open digital resources - Subscription digital resources freely available for HHS students
Assessment methods	Short assignments, group project and individual assignment.
Level	Third or fourth year
Course content	Are you interested in sustainability, urban wellness and inclusivity? Are you creative? Do you want to create change in cities? BE SMART! Learn how to make sense of the city using several forms of data analysis and modelling. And activate your insights to make cities of the future SMART, Sustainable and Inclusive. You will be active in a hands-on project so if you have a proactive attitude and you enjoy learning from other disciplines and countries, this minor is for you.

What will you be doing?

"It has surely not escaped your notice: we find ourselves in a systemic crisis. Humanity is exceeding the social and ecological boundaries of what Earth can handle, and we see this all around us. [...] This results in too much emphasis on individualism and monetary prosperity, at the expense of collective well-being. So, it's time for a different paradigm. We need to shift our thinking away from a destructive, linear, and anthropocentric way of life towards a regenerative, circular, and ecological balance between humans and the rest of the planet."

This is the challenge formulated by Bas van den Berg PhD. Being the basis for this minor, it is a complex question with an uncertain outcome (wicked) that requires transitions in many aspects of our lives. In this reality, we cannot rely on traditional educational methods where the teacher has knowledge and experience, and the student imitates and reproduces. We must learn to deal with this complexity and uncertainty together. That is the foundation of this minor.

Therefore, you will be invited as cocreator in a group of (young) professionals and researchers, sharing knowledge on several aspects of inclusive design, sustainability and SMART technologies And, moreover, ways to deal with the complexity of the city. You are invited to contribute in research, design and shape this minor based on your own mission, ambitions, fascinations and abilities in several design sprints laid out in the 16 week span of the minor. During this period, the coaching team will help you to form your personal learning trajectory to their best abilities.

Contact

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Stephan van Berkel
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EPS (Sustainable) Packaging Design and Innovation

Title course	
Credits	30 ECTS
Code	IPO-HMVT16-PDI, IPO-HMVT16-SPDI
Entry requirements	Packaging Design & Innovation: Student must have completed their first year. Sustainable Packaging Design & Innovation: the minor Packaging Design & Innovation (PDI) has to be successfully completed.
Semester	1 or 2
Method	Design education, lectures, company visits / excursions, Self-tuition
Lecturer(s)	W.H. Colenbrander, G.J. de Koning
Learning outcomes	The goal is not only to gain knowledge about the complexity of packaging design but also to work on relevant skills, such as doing research, presentations (oral and written), designs, generating ideas, different alternatives and assess the suitability of solutions.
Recommended or required reading/tools	t.b.d
Assessment methods	Project work and written report
Level	Second, third or fourth year
Course content	**Packaging Design & Innovation**: Designing good packaging is not an easy job. Not only the end user (usually the consumer) but many other parties use packages for short or long periods. They all set their own specific demands on packaging. A good packaging designer is trying to develop talents to unite all these requirements together in an effective, attractive, responsible and environmentally conscious packaging. What will you be doing? The overall objective of this minor is to get acquainted with the process of designing packaging. You will combine creativity, knowledge of production, design, ergonomics and marketing. This minor is an introduction - in 10 weeks - to another area of expertise. The goal is not only to gain knowledge about the complexity of packaging design but also to work on relevant skills, such as doing research, presentations (oral and written), designs, generating ideas, different alternatives and assessing the suitability of solutions. It's not just theory. Our collaboration with a company or an organisation provides guest lectures and an excursion. The supporting lectures cover topics in the field of: packaging materials (production and properties), food and packaging, printing, logistics, transport packaging, environmental and marketing aspects.

Also, the practical part gets a lot of attention by means of a design assignment. Based upon the lectures 3 home assignments are provided (approximately 20 hours of study each):

1. Marketing & environment
2. Packaging related methods of optimisation & logistics
3. Materials, production and packaging lines

Sustainable Packaging Design & Innovation: Sustainable Packaging stands for the integration of environmental aspects in the design of a product/packaging combinations. This means that, in addition to marketing, economic and technical criteria also take into account environmental criteria. Sustainable packaging improves the quality perception of products, leads to cost savings, helps to meet legislation and provides environmental benefits. This minor is part 2 of the Packaging Design & Innovation minor.

What will you be doing?
Subject of this minor is redesign of an existing packaging concept centered around sustainability as explained in the text above. The actual assignment, the design project, will be formulated in cooperation with a company. Examples of design projects are industrial packaging, consumer packaging or last-minute-packaging (packaging which is applied at the very last moment of sale).
Research skills are being trained by so-called student lectures. You will prepare these lectures by doing research about a selected theme and writing a detailed report. Eventually you will present the outcome in a lecture to be concluded by a question and debating round. Examples of selected themes are environmental management systems, recycling, sustainability, biomimicry, ecodesign, globalization, corporate social responsibility (CSR), CSR of small and medium enterprises and CSR of emerging economies.

Contact

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G.J. de Koning
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- G.J.deKoning@hhs.nl

Robotics and Vision Design part 1 & 2

Title course	
Credits	30 ECTS
Code	ME-HMVT19-RVD
Entry requirements	- Matrix calculus: matrix vector multiplication, solving set of linear equations; - Dynamics: speed, acceleration, free body diagrams and equation of motion; - Basics of control engineering: transfer functions, block schemes, system responses; - Introduction in programming: some experience with writing of programs in a compiler or interpreter language, such as Python, Matlab, C, C++; - Experience with design projects: knowledge of the V-model, functional decomposition, experience with working in project groups, writing a plan of approach, parallel planning, goal-oriented working.
Semester	2
Method	Lecture, project, tutorials
Lecturer(s)	dr. ir. P.R. Fraanje
Learning outcomes	1. Model the kinematics and simulate (arm-type and mobile) robotic systems; 2. Design a robot controller and implement it on a platform such as ROS, the Robot Operating System; 3. Translate control tasks into optimization problems and how to solve these with a computer program; 4. Design a vision system (optics and image capturing) for robotic systems; 5. Apply various image processing techniques to extract relevant features; 6. Design and evaluate machine learning algorithms to learn complex behavior using data from different types of sensors; 7. Analyze design problems of an external stakeholder in which intelligent robots will be used; 8. Investigate and evaluate results from (scientific) literature and exploit these for the purpose of the project; 9. Design, implement, test and integrate robotic and vision subsystems to realize an intelligent robot product for an external stakeholder; 10. Guarantee the quality of the design and the realized product by performing a rigorous requirements analysis and verification.
Recommended or required reading/tools	t.b.d
Assessment methods	Project work, attendance & participation
Level	Third or fourth year
Course content	Today robots are being applied in many fields, from industrial automation and defence to agriculture, health care and assistance of handicapped persons. By

following the minor Robotics and Vision Design, you will learn the state-of-the-art of robotics and vision techniques and you will learn to apply this knowledge to design and realize an intelligent robot prototype using commercial-off-the-shelf (COTS) equipment. The minor consists of 6 courses and a project with a company as one of the stakeholders. The theory and application of various robotics and vision techniques are dealt with in the courses. The project focuses on the integration of the techniques.

Courses and project with learning goals:
- Robot modeling, learning goal 1;
- Robot control, learning goals 2 and 3;
- Intelligent methods, learning goal 3;
- Image capturing and processing, learning goals 4 and 5;
- Pattern recognition, learning goal 5 and 6;
- Machine learning, learning goal 6;
- Project, learning goals 7-10.

The courses are taught in classes and practical sessions. In the project you work in a team with a lecturer as a project coach. As support for the projects, you also get a number of tutorials to learn working with the Robot Operating System (ROS).
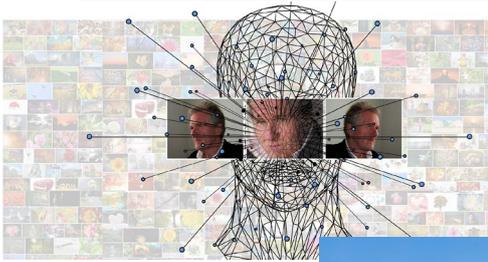
Contact

dr. ir. P.R. Fraanje

- +31 6 439 27 159
- P.R.Fraanje@hhs.nl

Design with Nature

Title course	
Credits	30 ECTS
Code	DE-HMVT18-DWN
Entry requirements	Students should submit a Letter of Motivation (500 words in English) that explains their interest in the field of design with nature, what they would like to learn and achieve by taking this minor. Letter of motivation should be sent to Laura Stevens l.l.stevens@hhs.nl (with tis-international@hhs.nl in the cc) at the time of online enrolment..
Semester	2
Method	Lectures, workshops, teamwork
Lecturer(s)	Laura Stevens
Learning outcomes	1. Learn to use tools/techniques learned from nature (Biomimicry) 2. Learn about the Global Goals of the United Nations (also known as Sustainable Development Goals) 3. Work together with students and professionals of different disciplines such as software engineering, biology and life sciences and Industrial design to form and implement product concepts 4. Use rapid prototyping tools and techniques to test your ideas 5. Be urged to participate in the Biomimicry Global Design Challenge 6. Reflect on your role as an open innovator in the edge of design and as a Biomimicry designer (practitioner).
Recommended or required reading/tools	The Biomimicry Resource Handbook is handy, not mandatory, reading
Assessment methods	The assessment is divided between an oral exam supported by project materials that you bring as evidence, group presentations and written assignments
Level	Third or fourth year
Course content	Nature is probably the world's most effective designer, having solved many big and small challenges in the course of evolution and adaptation. Do you want to learn how to create solutions by taking inspiration from nature (biomimicry) or even participate in design (biodesign)? This is your chance! During this minor you will be trained to seek solutions for a wide of range of challenges and to design products by learning about strategies and mechanisms from nature. Understanding the basics of life sciences, applying biomimicry methods and using open source tools to implement in your design are at the center of attention during this semester. The course includes

weekly lectures and hands-on workshops on diverse topics that support the project you and your (multidisciplinary) group are conducting.

More specifically you will:

- Learn to use tools/techniques learned from nature (biomimicry)
- Learn about the Sustainable Development Goals of the United Nations
- Work together with students and professionals of different disciplines such as Software Engineering, Biology and Life Sciences and Industrial Design to form and implement product concepts
- Use rapid prototyping tools and techniques to test your ideas
- Be urged to participate in the Biomimicry Global Design Challenge
- Reflect on your role as an open innovator on the cutting edge of design and as a biomimicry designer (practitioner).
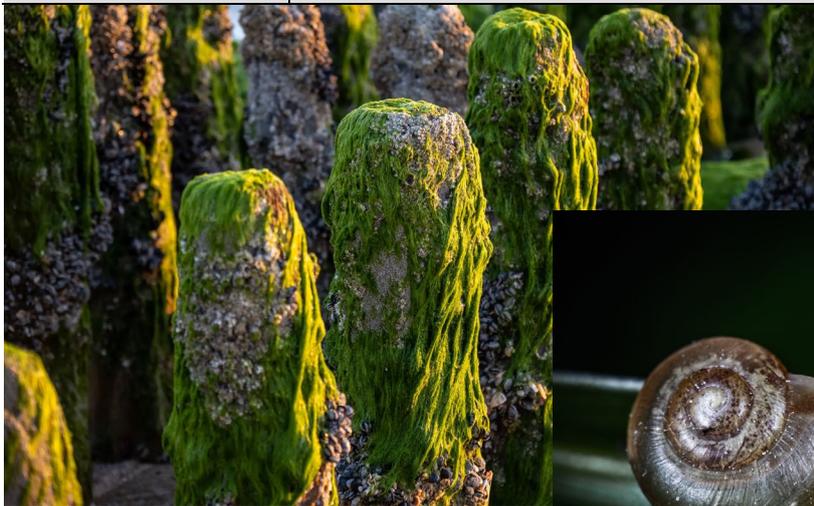
Contact

Laura Stevens

- l.l.stevens@hhs.nl

Prototyping and Craftsmanship

Title course	
Credits	30 ECTS
Code	IDE-HMVT18-PRCR
Entry requirements	You should have completed the propaedeutic exam and obtained at least 60 ECTS of the main phase of your study
Semester	1
Method	Project work, lectures, workshops, excursions
Lecturer(s)	Laura Nieuwenhuis
Learning outcomes	You will learn: • to apply craftsmanship skills and techniques at an advanced beginner level on different assignments to make prototypes by combining different materials • to make use of design methods, workshop facilities and tools efficiently • to apply design process methods to accomplish personal expression in all assignments • to reflect on the design decisions that are being made on the production of models and prototypes and to document these key decisions • to optimize time and materials to accomplish the production of models and prototypes at an advanced beginner level in your project
Recommended or required reading/tools	The evaluation process consists of 3 assessments (in week 5, 10 and 15 and retake in week 17) Study load corresponds to 30 ECTS: • unit 1: ideation 10 ECTS • unit 2: concept development 10 ECTS • unit 3: realization 10 ECTS • unit 4: portfolio
Assessment methods	Attendance & participation, project work
Level	Third or fourth year
Course content	Learn how to apply prototyping methods and techniques into a design project! The design project is provided by a company or organization and it is your learning field throughout the semester. Exercises on quality and precision will challenge your ideas and encourage interesting discussions about what constitutes 'good work' within the design practice.

What will you be doing?

The Prototyping and Craftsmanship minor is a self-directed learning semester in which you follow weekly workshops about design process, prototyping methods and use of materials. You will discover methods and techniques that help you in the process of making design decisions concerning materials, prototyping methods to measure results, iteration and evaluation.

Parallel to the project there are weekly workshops on an array of prototyping skills.

Course content:
- unit 1: Ideation - conducting analysis and idea generation
- unit 2: concept development - developing multiple concepts
- unit 3: realization - prototyping & testing the design proposal
- unit 4: portfolio - create or update your design portfolio

Teaching methods:
- Project work
- Lectures
- Workshops
- Studio/workshop work
- Excursions

Contact

Laura Nieuwenhuis

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Process and Food Technology minors

An academic year is divided into four terms. You can choose the following subjects:

- **Term 1**
  Minor programme on Food Product Design or subjects of year one
  (Block 1.1 Water Treatment)

- **Term 2**
  Subjects from year 2 (Block 2.2 - Food Processing) or subjects from year 1
  (Block 1.2 - Food Products)

- **Term 3**
  Subjects from year 2
  (Block 2.3 - Responsible Operations) or year 1 (Block 1.3 - Inorganic Products)

- **Term 4**
  Subjects of year 3 (
  Specialization 1) or year 2 (Block 2.4 - Polymer Science) or year 1 (Block 1.4 - Organic Products)

You can request the manuals of the different subjects by sending an email to tis-international@hhs.nl. Please contact lecturer Mr. Maikel Maloncy (m.l.maloncy@hhs.nl) when you have questions about the courses.

Studying in The Netherlands

There are many good reasons to study in The Netherlands. Dutch education is one of the most innovative and forward thinking systems in the world. It's based on student-led learning, debate and hands-on experience.

The Netherlands also offers a high standard of living at a fairly low cost. Dutch society is liberal and open-minded with a vibrant cultural scene. You'll be part of a dynamic cosmopolitan and multi-cultural community right in the heart of Europe.

It is a small country with a big international presence and is the 21st largest economy in the world. Some of the world's biggest multinationals, including Philips, Heineken, KLM, Shell, ING Bank and Unilever are Dutch. Sony, Sara Lee and Microsoft all have their European HQs here.

The Netherlands has two main types of higher education institutions - research universities and universities of applied sciences. Research universities are mainly responsible for offering research-oriented programmes, while universities of applied sciences offer programmes which focus on the practical application of arts and sciences.

Campus life

THUAS has campuses in The Hague, Zoetermeer and Delft. You'll find the Faculty of Technology, Innovation and Society in both The Hague and Delft.

The main campus in The Hague is centrally located close to parliament and world-famous international organisations like the International Criminal Court.

Since the Delft campus opened in 2009, it has earnt itself an excellent reputation in higher technical education and now offers eight degree programmes - Applied Mathematics, Electrical and Electronic Engineering, Engineering Project Leader associate degree, Industrial Engineering and Management, Computer Science, Engineering Physics, Mechanical Engineering and Mechatronics.

Delft is a high-tech and scientific hub with research centres and environmental technology companies - the perfect place to nurture your skills. Companies cluster in the Clean Tech Delta and Medical Delta. The Technological Innovation Campus is a hot bed for environmental research into sustainable energy sources and biofuels and cancer treatments. We work with institutions like TNO, Deltares, UNESCO-IHE, DSM and Exact.

More information?

▪ Please also check the website for information:
www.thehagueuniversity.com/programmes/other-courses/exchange-programmes/what-can-i-study

▪ Do you want to apply?
https://www.thehagueuniversity.com/programmes/other-courses/exchange-programmes/practical-information