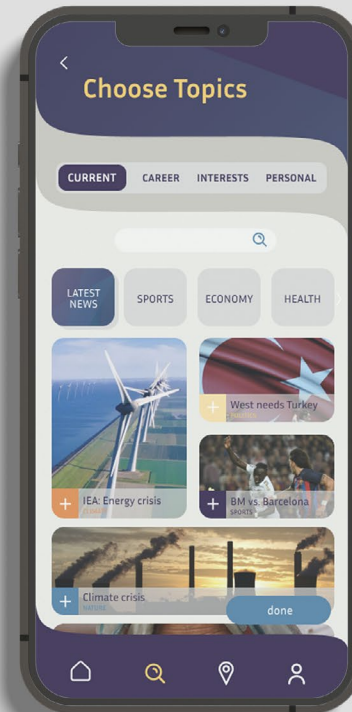
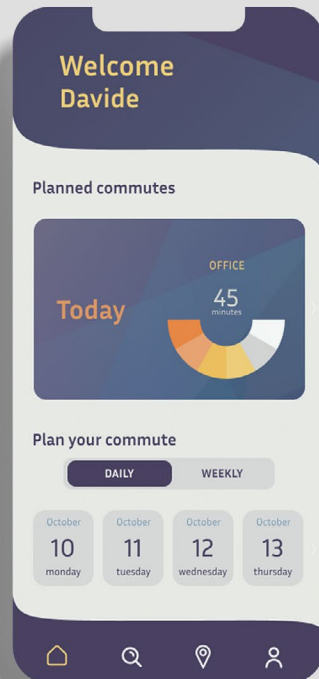




DOMUS ACADEMY MILANO
Think further, Design beyond



AY 2025/26

Dual Award Master's Programme / Academic Master's Programme in

INTERACTION DESIGN

About Domus Academy

"Domus Academy for me is a modern Myth where Naiveness awe Complexity (and viceversa) and Rationality embraces Poetics (and viceversa)".

Juan Carlos Viso, Venezuela

"Domus Academy is a melting pot of culture and cultures, of up-coming and established professionals; it is the place where design is not a discipline but a way of seeing things and tackling life".

Giulio Ceppi, Italy

"Domus Academy defined my identity as a designer at the center of chaos, multi-cultural influences and a beautiful country like Italy. One year at Domus Academy pushed my creativity to a higher level."

Sander Brouwer, The Netherlands

"Domus Academy was founded to create differences, heterogeneity, discontinuities, turbulence and leaps."

Isao Hosoe, Japan



Awards and recognitions

SCHOOL AWARDS:

- Included in the QS World University Rankings by Subject
- Included in THE Impact Rankings
- Included in UI GreenMetric, the ranking of the world's most sustainable universities
- Selected by Azure Magazine as Top 8 Interior Design and Interaction Design Schools
- Listed by Domus Magazine as one of Europe's Top 100 Schools of Architecture and Design
- Listed as one of the Best Design Schools in the World by BusinessWeek
- Compasso d'Oro Award by the ADI, Associazione Disegno Industriale (Industrial Design Association)



WORLD BRAND
DESIGN SOCIETY

STUDENT AWARDS:

- Elena Candeliere, Nicholas Aron and Wiphawee Maneengarm (Master in Interaction Design, Master in Product Design, Master in Service Design): Winners Compasso d'Oro Targa Giovani certification 2024
- Özge Üçoluk (Master in Visual Brand Design): Winner Bronze Award World Brand Design Society 2023/2024
- Christophe Pillet (Master in Product Design): Winner Wallpaper* Magazine Design Awards 2023 (Best Outdoor Lounge category)
- Niko Koronis (Master in Design): Winner Wallpaper* Magazine Design Awards 2023 (Best Construction category)
- Maddalena Casadei (Master in Product Design): Included in AD100/2022
- Irem Başer Oğan (Master in Product Design): Winner IF Design Award 2021
- Morgan Ræ (Master in Interior & Living Design): Winner Radical Innovation Award 2021
- Namit Khanna (Master in Product Design): Winner EDIDA India Young Talent 2021
- Carolin Voitke (Master in Fashion Design): Finalist Mittelmoda Contest 2021
- Daniele Ficarra (Master in Product Design): Winner Swarovski Foundation Institute contest 2021
- Defne Koz, Marco Susani (Master in Product Design): Winners Compasso D'Oro 2020

Why Domus Academy

A PLACE FOR ENVISIONERS

The visionary school of design research and experience supporting the next-generation to be system game-changers and leaders of tomorrow, encouraging young talents to use imagination and creativity to shape the world and create the change.

CROSS-KNOWLEDGE PROFILES

The school has always focused its pedagogical approach on vertical knowledge as well as on horizontal skillset, contaminating different areas of knowledge and providing students with long lasting curriculum.

REAL INTERNATIONAL ENVIRONMENT

An open international and collaborative environment where talents can work with faculty and companies on future based concepts through disruptive and cross-disciplinary design approaches.

UNIQUE EXPERIENCE & CAREER OPPORTUNITIES

Learning methodology based on multiple activities: lectures, workshops, labs, bootcamps, and customisable study plan. Connections with companies and professionals, masterclasses with designers and Alumni. Highest Certified Placement rate.

ICONIC POSTGRADUATE DESIGN SCHOOL IN THE DESIGN CAPITAL

Full range of Postgraduate courses with Italian and International accreditation. Based in Milan, the world's capital of fashion and design. Internationally recognised as one of the most iconic Schools.



Milan, Design & Fashion Capital



Design is part of the fabric of Milan. From the city's fashion tradition to its new role as a startup hub, Milan is home to a thriving commercial design industry and a globally facing creative culture. Life in Milan moves at a relentless pace, in fact it's hard to remain unmoved or detached from all the cultural, social and business activities afoot. It follows that there is no better place to pursue a design education.

Milan is the world capital of fashion and design, brimming with innovative and creative people, emerging designer boutiques and businesses whose longstanding success is built on design.

The centre of Milan is home to the flagship stores of some of the most important fashion and design brands, including Cappellini, Driade, Kartell, Versace, Armani and Valentino. Therefore, students can draw inspiration from the trend-setting work of the world's leading designers and, at their fingertips, will be Italy's finest artisans and manufacturing facilities, that make Made in Italy craftsmanship famous around the world.

Milan bristles with life. Every year during the Fashion Weeks, Design Week and their various ancillary activities such as the Fuorisalone, Milan becomes one big showroom, full of non-stop exhibitions, performances, parties and conferences featuring prestigious international guests. But the reach of design doesn't stop there, it can be seen in the outline traced by the city's new skyline, in the partnerships being developed between research, design and business, and in the deployment of new technologies that tackle the widest possible range of design problems.

Milan is a creative environment like no other.

Programme Leader



Giovanni Caruso

*Dual Award Master's Programme / Academic Master's Programme
in Interaction Design*

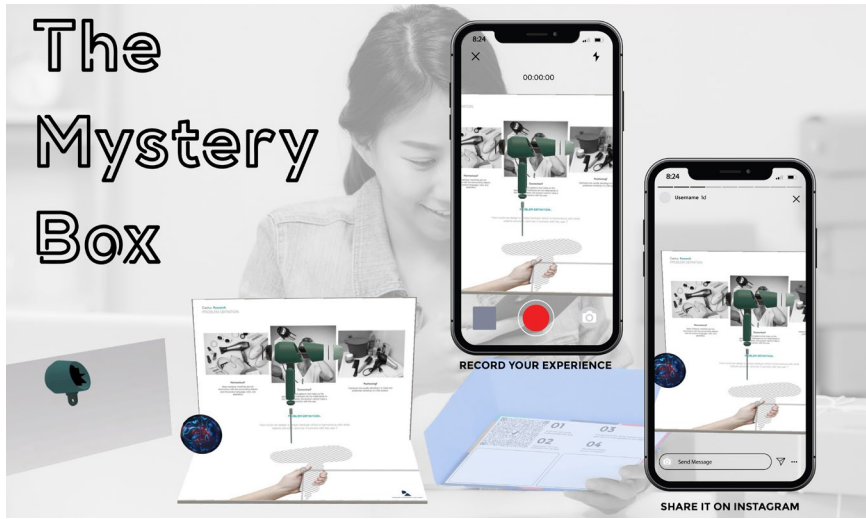
**“Join our master’s program to create
innovative and meaningful relationships
between people and technology.”**

Giovanni Caruso is a professional with a diverse background. He holds an International Ph.D. in Audiovisual Studies.

He transitioned into roles as a strategist and later as a design manager for a major consultancy.

Previously, he was an experimental musician, traversing different genres, unconventional styles and gears. Giovanni co-founded GAME – The Italian Journal of Games Studies and Speculative Futures Milan.

Master in Interaction Design

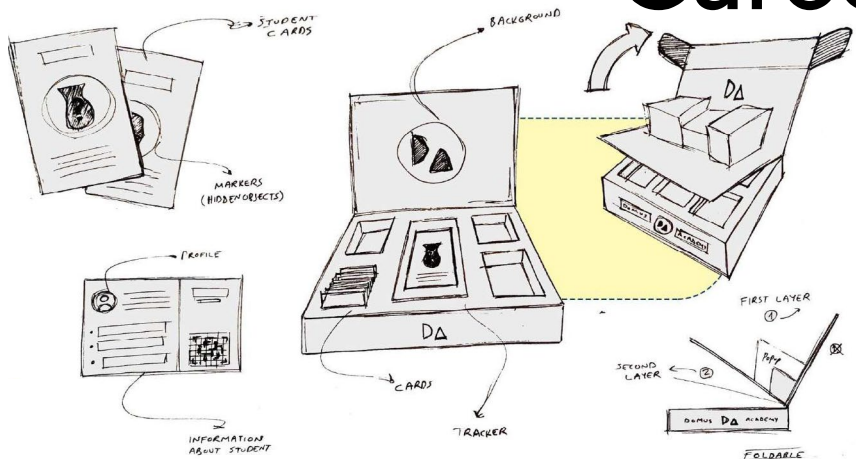


The Master in Interaction Design programme is workshop-based, supported by seminars, lectures, tutorials, and fieldwork. Industry professionals, the programme leader, and project leaders will guide you via individual coaching and mentorship.

The combination of accredited coursework and real-life professional projects gives students the opportunity to build on their academic foundation, while gaining valuable work experience directly applicable to their future careers.

Students can apply to the Academic Master's Programme, accredited by the Italian Ministry of Education, or to the Master of Arts degree with an international UK validation.

Career Profiles



Build confidence and insight to pursue management and design roles in the industry. Be prepared to embark on a career as a self-employed consultant or entrepreneur, or consider a wide range of related roles in design consultancy firms, interaction design studios or tech start-ups, including:

Interaction Designer

User Experience Designer

Digital Designer

Design Researcher

Creative Technologist

Branding and Marketing Consultant

The mystery box, project by Dipayankanti Pradhan, Shruti Ranade, Halil Arkan, in collaboration with Khronos Group

Academic Offering

Academic Master's Programme

DURATION: 11 months

ACCREDITATION: Italian Ministry for University and Research (MUR)

CREDITS: 60 ECTS

LANGUAGE: English

VALIDATION: NABA, Nuova Accademia di Bella Arti

2025/26 intakes:

SEPTEMBER 2025: from 09/09/2025 to 31/07/2026

NOVEMBER 2025: from 06/11/2025 to 13/11/2026

FEBRUARY 2026: from 09/02/2026 to 12/02/2027

Dual Award Master's Programme (Master of Arts)

DURATION: 14/15 months

ACCREDITATION: Privy Council UK and Italian Ministry for University and Research (MUR)

CREDITS: MUR – IT (Master Accademico di Primo Livello / Academic Master First Level) = 60 ECTS PRIVY COUNCIL – UK (Master of Arts) = 180 CAT, UK Credits (equivalent to 90 ECTS)

LANGUAGE: English

VALIDATION: NABA, Nuova Accademia di Bella Arti and Regent's University London

2025/26 intakes:

SEPTEMBER 2025: from 09/09/2025 to 20/11/2026

NOVEMBER 2025: from 06/11/2025 to 19/02/2027

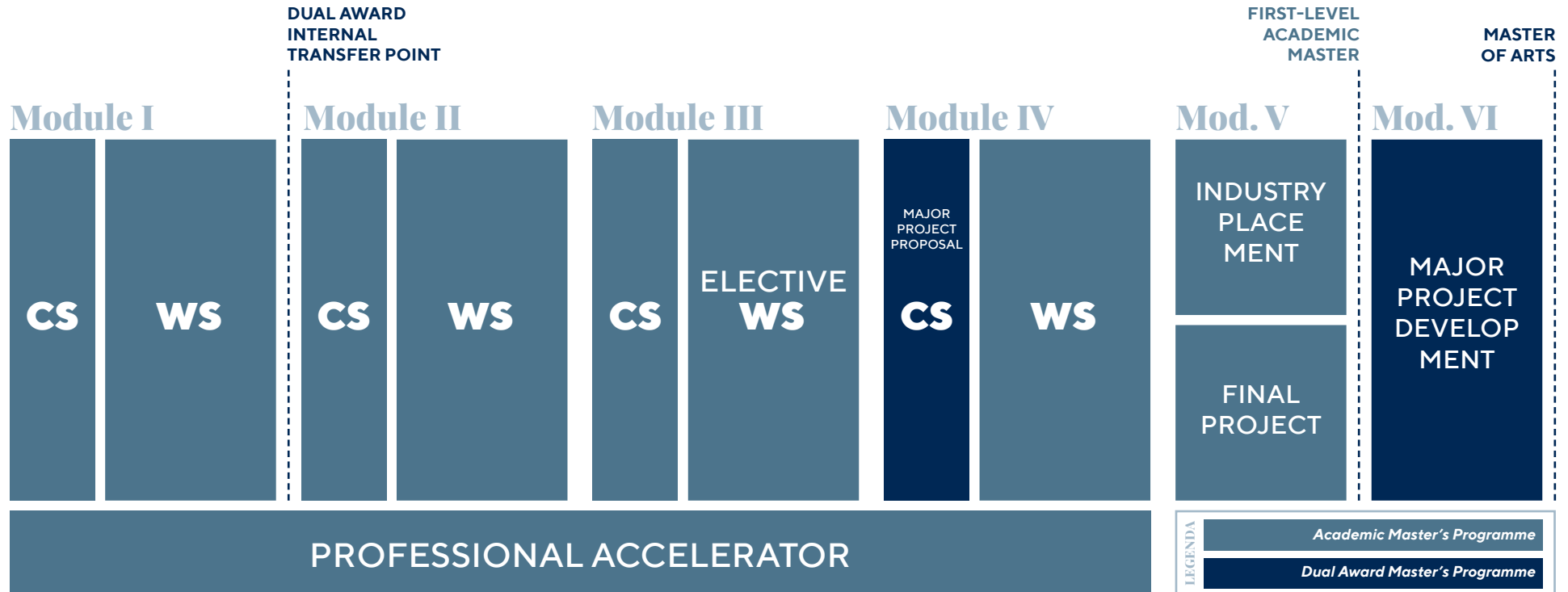
FEBRUARY 2026: from 09/02/2026 to 23/04/2027

 **REGENT'S**
UNIVERSITY LONDON



Programme Structure

The Dual Award Master's Programme proposal is undergoing revalidation for the 2025-2026 Academic Year



Programme Structure

Cumulus, project by Soham Das, Catalina Dussan, Oomung Varma, in collaboration with Comune di Milano, Resilient Cities Network



THEORETICAL COURSES: coursework focuses on examining the theory that underpins the field through lectures and exercises, as well as tutorials that teach management and marketing strategies specific to the industry. Throughout, you will be exploring the most cutting-edge technology such as design software and 3D modelling tools, learning how to create a unique brand and developing your own professional identity.

WORKSHOPS: guided by industry professionals and faculty project leaders, you will work with leading companies on projects such as creating new products or services for different industrial sectors on a worldwide scale.

FINAL PROJECT: you will be able to develop personal, in depth body of work as a culmination of your academic path. You will develop design research, create projects and explore conceptual ideas that are transformed into tangible outputs.

PROFESSIONAL EXPERIENCE: to gain real experience working in your field, you will choose to either do an internship at a company site, work on a project on campus in collaboration with a company and complete an entrepreneurship module. In each case, you will benefit from mentorship, an inside perspective on their field and valuable career connections.

CRITICAL AND CREATIVE FRAMEWORK: in this module, you will undertake in-depth research on selected topics and themes. You will investigate new methodologies and integrated a critical perspective in the development of a research that represents reflections on the contemporary context and that will contribute to the body of knowledge in your disciplinary area. This research will inform and provide the theoretical framework and foundations for the Degree Project.

FINAL MAJOR PROJECT: you will develop an individual degree project that represents a professional body of work as final step of your Master's experience. During the development, there will be a high degree of individual self-guided study that is guided by mentors and advisors.

Interaction Design Courses and Workshops

THEORETICAL COURSES

Storytelling & Visual Narrative
Digital & Physical Prototyping
Design Research Methods & Tools
Professional Accelerator Activities

CORE WORKSHOPS

Experience Design
Tangible Interactions

ELECTIVE WORKSHOPS

One to be chosen among:

New Product Strategies
Identity Design
Entrepreneurship through Design
Advanced Design & Processes
Service Design

THE RANGE OF SELECTION VARIES ACCORDING
TO THE STUDENT'S ENTRY INTAKE

Interaction Design Courses and Workshops

STORYTELLING & VISUAL NARRATIVE - THEORETICAL COURSE

The course responds to the growing need to create and deliver original visual content in varied fields ranging from the communication of projects, interface design, and data visualization to micro storytelling. The course provides an intensive exploration of visual and structural elements of storytelling and visual narratives where you engage with the necessary tools to design user experiences and to create user scenarios, storyboards, maps and other visual representations.

DIGITAL AND PHYSICAL PROTOTYPING - THEORETICAL COURSE

The Digital & Physical Prototyping course intertwines theoretical insights, with targeted design activities, short assignments and hands-on exercises aimed at developing specific competencies on how to prototype for interactive products and services, using basic technological solutions, both software and hardware. You will apply a wide range of techniques exploring different approaches to physical, digital and video prototyping including the use of electronic sensors and microcontrollers to prototype interactive objects; ready-to-use tools for prototyping mobile interfaces, virtual reality and augmented reality devices; and the exploration of tools and methods for visual and micro storytelling.

DESIGN RESEARCH METHODS & TOOLS- THEORETICAL COURSE

The course Design Research Methods and Tools explores theories and practices within the field of creative thinking. You are introduced to different research methods and approaches such as observation and interviewing, idea generation techniques such as attribute listing and brainstorming, and data representation tools such as mind-maps, diagrams and graphs. Through the analysis of different case studies presented by international design firms representatives, the course explores the relationship between design and research. You will learn how to acquire and manipulate the information they need to kick-start their projects.

PROFESSIONAL ACCELERATOR ACTIVITIES - THEORETICAL COURSE

The Professional Accelerator module aims at consolidating and advancing the professional profile of students, together with the acquisition of a critical awareness of future job trends and market opportunities. The module

provides you with the skills and abilities to build your own professional profile, through an outstanding portfolio and a CV and provides opportunities for contact with the professional world.

EXPERIENCE DESIGN - CORE WORKSHOP

The Experience Design workshop explores, by way of studio-based activities, the designing process from the point of view of the people (not users, nor consumers) in their day-to-day life context. You will design experiences built on the interaction and relationship with information, communication tools, relational spaces, and interactive objects and services.

TANGIBLE INTERACTIONS - CORE WORKSHOP

The Tangible Interactions workshop aims to develop projects in the domains of physical computing, haptic interfaces, computer vision, and artificial intelligence. By screening, analyzing, and experimenting with software and hardware technologies, you will gain confidence with the tools, platforms, and techniques that form the “foundation” for designing interactive solutions.

NEW PRODUCT STRATEGIES - ELECTIVE WORKSHOP

The New Product Strategies workshop aims to develop project proposals that combine different approaches in new, innovative and surprising ways. This workshop explores industry cases involving leading design companies, whose ability to innovate focuses not only on products but all elements that contribute to shaping a truly global offer that includes positioning, image, distribution and communication.

The results of these case-study explorations, and the knowledge gained, can be applied to established brands (brand extension), companies wanting to exploit their potential, and existing companies that want to re-position their business, to new ventures (start-ups, crowdsourcing).

A substantial part of the workshop activity is dedicated to envisioning new opportunities and scenarios and launching new ideas consistent with the company vision and business model.

You should also define the right go-to-market strategy and communication.

Interaction Design Courses and Workshops



Airsonata, project by Soumya Gupta, Supparat Thangsitthiworarat, Tanyatorn Charoenchai, Nattida Phattarapadungkit

IDENTITY DESIGN - ELECTIVE WORKSHOP

This unit/module investigates a comprehensive conception of 'branding' beyond the definition of a visual image. You will employ conceptual and technical tools to create engaging visual environments that capture consumer's attention. Design and strategic brand objectives are interpreted to convey brand values and create loyalty. The Identity Design workshop aims at developing the skills for designing the brand identity of a company or a product, extending a pre-existing one and/or planning an innovative communication strategy. You are asked to research and analyse a brand/product to understand an existing situation, and to create scenarios and concepts utilizing a mix of communication strategies and design tools, in order to design the global brand identity of a small to medium-scale company, a product line, and/or a start-up. The topics covered include visual design; illustration; brand identity and corporate culture; communication strategies and touchpoints.

ENTREPRENEURSHIP THROUGH DESIGN - ELECTIVE WORKSHOP

The workshop explores issues, theories, cultures, and methods associated with the goal of designing an "ideal business", starting from the assumption that every successful business and company is the realization of something that originated as a dream.

ADVANCED DESIGN & PROCESSES - ELECTIVE WORKSHOP

The Advanced Design & Processes workshop explores a design integration approach, which is based on bringing together research, materials, and advanced technologies for design manufacturing and digital fabrication to create innovative products for the industry.

SERVICE DESIGN - ELECTIVE WORKSHOP

Service Design is the activity of defining, designing and executing an effective service model with the ultimate goal to improve the quality of the experience of people. The workshop will provide you with a clear perspective and framework on the subject encompassing all the key steps and the tools to design new service systems or improve existing ones: as-is assessment, to-be alignment, stakeholders profiling, customer journey mapping, service blueprinting, prototyping and testing.

Methodology

Our teaching approach is based on workshops developed in collaboration with innovative and renowned companies and addressing specific research themes.

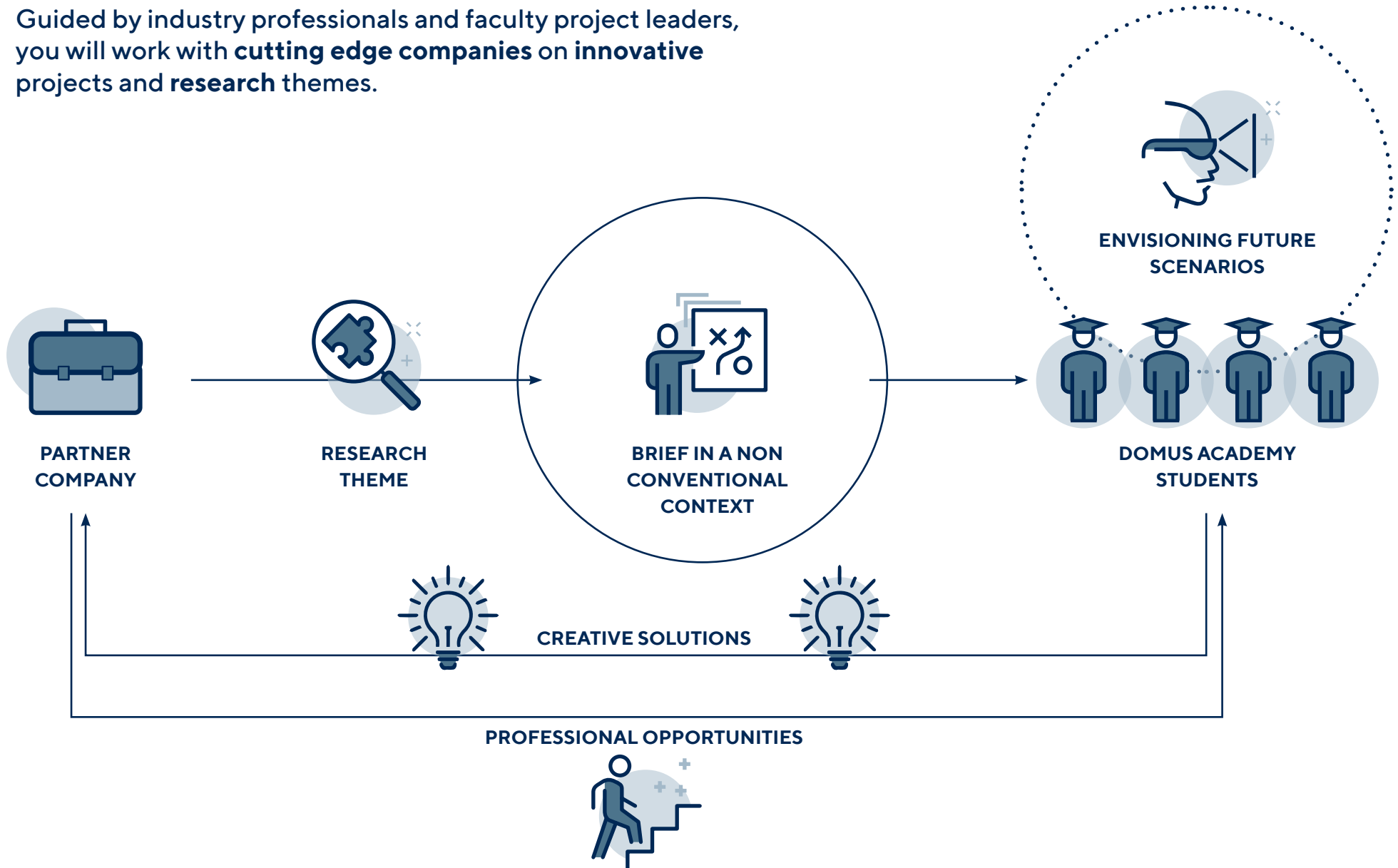
In the development of the projects you are supported by lectures aimed at broadening your knowledge on the specific investigation theme, inviting designers, researchers, stakeholders and representatives of companies to present your work and ideas as a link between the specific disciplinary perspective and the broader cultural/economic context.

Based on a cross-disciplinary methodology, each workshop can involve students from different Master's Programmes working on diverse aspects of the same research issue.

The workshop culminates in a final presentation to the faculty and invited company representatives and professionals.

Workshops Cycle

Guided by industry professionals and faculty project leaders, you will work with **cutting edge companies** on **innovative projects** and **research** themes.



A portrait of Julie Blitzer, a woman with dark, curly hair, smiling and wearing a red shirt. The image is positioned on the left side of the page, with the word 'Faculty' overlaid in white text on the right side of her head.

Faculty

Visiting professors and collaborators include interaction designers, user experience designers, and digital strategists such as:

Pier Bardoni, Fabio Franchino, Nima Gazestani, Riccardo Mantelli, Alessandro Masserdotti, Andrea Pedrina, Mila Stepanovic, Alessandro Squatrito, Orf Quarenghi, Laura Varisco, Remo Ricchetti, Ilaria Scarpellini, Marihum Pernia, Joseph Forakis, Julie Blitzer, Andrea Desiato, Federica Fragapane, Andreas Refsgaard, Daniele Bucci, Vittorio Cuculo, Enrico Bassi, Aurora Rapalino, Giulia Tomasello, Giacomo Ferrari, Andrea Piccolo, Luca Mustacchi, Simone Rebaudengo, Francesco Rugerfred Sedda, Giorgio Mazzucchelli, Chris Noessel, Usman Haque, Alberto Andreetto, Leonardo Giusti, Maria Luce Lupetti.

Julie Blitzer - USA

Expert Senior Manager, Design at Bain & Company

Companies and Projects

Several companies and design studios collaborate with the Master in Interaction Design such as Adobe, Cisco, Condé Nast Italia, Fondazione Achille Castiglioni, Intesa San Paolo, Kickstarter, Mattel, MUBA, Nokia, Park Hyatt Milano, RCS, Repower, Technogym.



“Finding Bello” a project by Po Jui Sung, Jie Du, Wenbo Zhang, Wei-Yao Wang, and Yulin Zhang, in collaboration with Ostello Bello.

Students have developed a brand-new way to experience Italian culture and Ostello Bello through gamification. Finding Bello is about helping “Bello”, a jelly-like creature whose body is split into different parts scattered across Italy, to put them together again. The concept contains three main features: treasure hunt as a new way to experience Italian culture; community, in order to make friends from all around the world; membership to create unforgettable Ostello Bello experiences.



“Crossbe” a project Shruti Ranade, Francisca de Paula Cano Cervera, and Lirika Krasniqi, in collaboration with illimity.

Nowadays users are adopting more intuitive and user-friendly services. Digital platforms have transformed the range of human activities including social, economic and political interactions. Based on this, students have created Crossbe, which is a cross-banking multi-service platform offering assistance to users and professionals who want to gain visibility, have a new source of income, and become part of a trusted network. The solution provides a transaction platform with the purpose of facilitating connections between individuals and mentors, offering an all-in-one service, transparency and a trusted community.



Alumni

Domus Academy Alumni Community includes over 5,000 Alumni from all over the world spreading the value of a shared experience and culture.

Alumni are actively involved in many activities such as the annual Alumni Reunion organized during the Milano Design Week and the series of talks “Connecting the Dots” where notable former students are interviewed to discuss their career development, professional experience and inspirations.

Some of Domus Academy Alumni:

Pietro Turi - Italy: Digital Product Owner at Technogym

Ekene Ijeoma - USA: Assistant Professor at MIT Media Lab

Julie Blitzer - USA: Manager, Product Design Bain & Company

Mauro D'Alessandro - Italy: TESCO Service Designer / Research Manager

Andrea Piccolo - Italy: Partner, Strategic Advisor Innovation By Design

Jonning Chng - Singapore: Design Director FTW Energy - Adidas Originals

Gianpaolo Tucci - Italy

Consultant Creative Director at VERSACE
and UX Consultant AI integration at Siemens Healthineers

**“I would not be where I am without Domus Academy
and people at Domus Academy.”**

Facts and Figures

40+

STUDENTS' NATIONALITIES

12

MONTHS SUPPORT
for INTERNSHIP/JOB
after graduation for 2-Year Master of Arts



96%

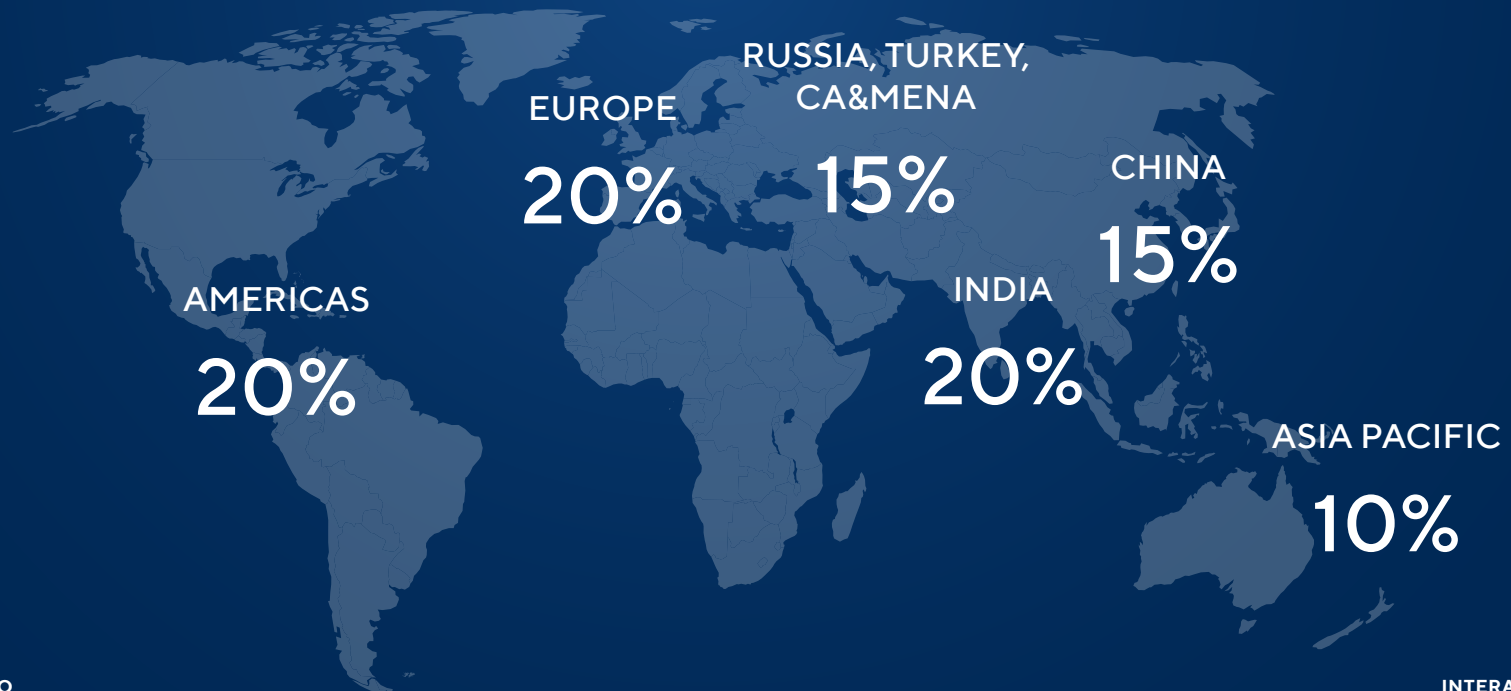
Placement rate certified
within 1 year from the diploma



100%

Internship / Project Learning Experience
(1-year programmes)

Source: BYA Doxa 2023



Admission Process

1. CHECK ENTRY REQUIREMENTS

General entry requirements include:

For the 1-Year Academic Master's Programme:

holding a first level academic degree (Bachelor's Degree or Academic Diploma) in a field related to the chosen study programme*.

For the Dual Award Master's Programme:

holding a first level academic degree equal or higher than 2:2 (British undergraduate degree classification) in a field related to the chosen study programme*. Students holding a Bachelor's Degree lower than 2:2 will be requested to attend an interview with the postgraduate admission panel, proving also one year of relevant work experience.

**Master's Programmes are also open to students with not related degrees or diplomas, if the applicant is motivated by a research interest towards the programmes' topics.*

2. PREPARE SUPPORTING DOCUMENTS

The required documents for application are:

Curriculum vitae

Copy of Bachelor's Degree or Academic Diploma translated into English or official certificate of expected Graduation issued by the Institution

Copy of Bachelor's Degree or Academic Diploma's official transcript / mark sheet translated into English (listing subjects and exams, with corresponding number of hours / credits) or most updated official transcript / mark sheet if not graduated yet

Certificate of English language proficiency (for Academic Master's Programme: IELTS 5.0 or equivalent; for Dual Award Master's Programme: IELTS 5.5 overall and 5.5 in every single part or equivalent)

Motivational letter

Copy of passport

Portfolio of projects (not compulsory for Master in Business Design, Master in Fashion Management, Master in Luxury Brand Management)

Application fee of €100

Two reference letters for Dual Award Master's Programme only

3. SUBMIT THE APPLICATION

You can apply through our DEA, our official online application portal:

admissions.domusacademy.com/dadea/

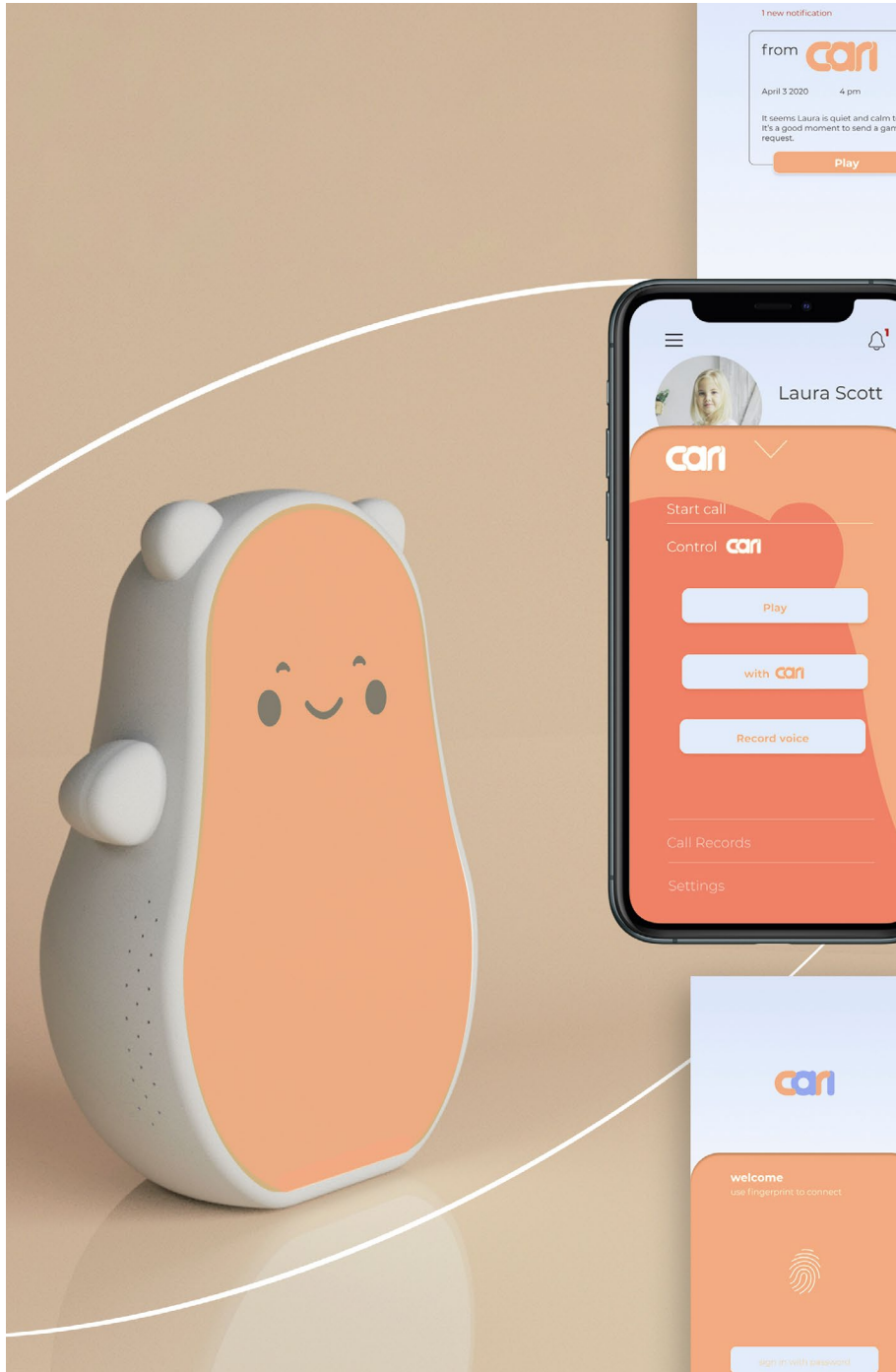
Please notice that if you are supported by an external educational counselor your representative will send us directly your application pack.

4. ENROL IN THE PROGRAMME

Upon being offered a place, the student must secure it by submitting the Enrolment Form and a receipt showing the payment of the pre-enrolment fee within official deadline provided in the admission letter.

Admissions office will inform students about documents needed for enrolment and matriculation to the course.

Domus Academy will assist students for visa application. Non-European students will need to apply for study visa via Universitaly and will have to check with the Italian Embassy or Consulate of reference for the proper documents needed.



Domus Academy is part of Galileo Global Education, a leading international provider of higher education with an offer that spans from applied arts, fashion, design and digital/Internet to business and medicine.

Galileo Global Education's mission is to be the world education leader in innovation, creativity, arts and culture – one of the most promising higher education segments over the short and long term, everywhere in the world.

Through its network of 54 schools, the group is present in over 91 campuses in 13 countries around the world and has over 170,000 enrolled students. Galileo is Europe's largest higher education group, in terms of both geographical spread and breadth of course offering.

Domus Academy is part of the following associations:



Cari, project by Elena Candeliere, Nicholas Aron, Wiphawee Maneengarm, in collaboration with Experientia



DOMUS ACADEMY
MILANO