



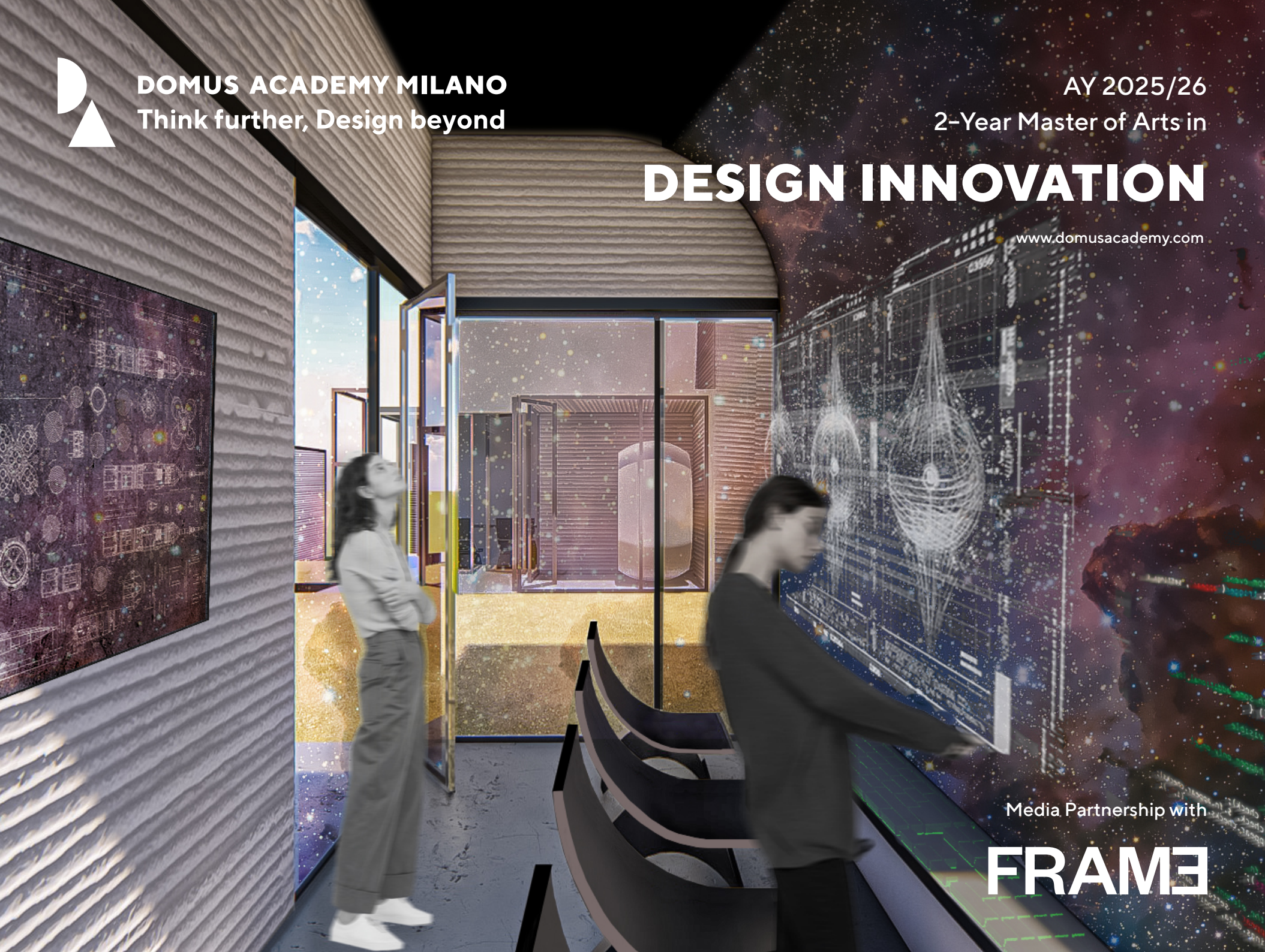
DOMUS ACADEMY MILANO
Think further, Design beyond

AY 2025/26

2-Year Master of Arts in

DESIGN INNOVATION

www.domusacademy.com



Media Partnership with

FRAME

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/Juanco

**Domus Academy is the place where everything and its
opposite is discussed, where ideas grow and invade the
surrounding world.**

Emanuele Biondi

**In my opinion, there have been only three real design
schools: Bauhaus, which corresponded to the industrial
society, Ulm to the mass society, and Domus Academy,
the school of the postindustrial society.**

Antonio Petrillo

**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



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 Candelieri, 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 skillsets, contaminating different areas of knowledge and providing students with a 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, such as: lectures, workshops, labs, boot camps, 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.

Facts and Figures

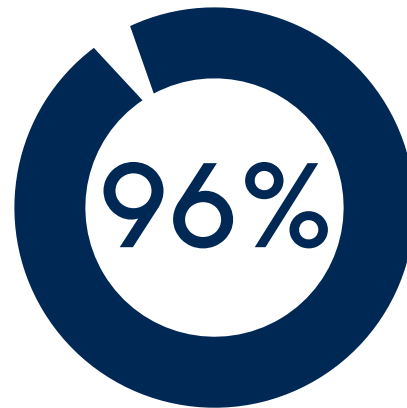


93% International Students
7% Italian Students

**Source: BVA Doxa 2023*



STUDENTS'
NATIONALITIES



Placement Rate
within 1 year from
the diploma*



Internship / Project
Learning Experience

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, it is hard, in fact, 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, Triade, 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 does not 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



Stefano Cardini

Programme Leader 2-Year Master of Arts in
DESIGN INNOVATION

“We must steer complexity and use it as a tool that allows us to design better options for both human beings and the environment, thus creating a more sustainable world and a better society.”

Architect, designer, and teacher. He has twenty years' experience as a designer and consultant, working with major international organisations as well as with SMEs and private customers. His main focus is on creating value through design, branding tools and storytelling, with no thematic or methodological constraints and paying the same continuous attention to the strategic and tactical aspects, the long-term vision, and the execution of each project.

As an educator, he has both designed and delivered courses and workshops about design applied to different fields, from interiors to communication, from interaction to services. For three years, he managed a Masters Course, and for two years he has been the Chief Academic Officer of the biggest private design school in Italy. As a trainer/consultant, he has designed and implemented tools and communication techniques to help companies interpret present and future scenarios.

He also creates illustrations and drawings, as they are essential tools to visualise a project, support, and enrich each phase of a design process, from the initial idea to the concrete object. He designs with the same passion for physical objects and conceptual systems.

Design Innovation

Design is undergoing a *paradigmatic shift*, moving forward in the 21st century.

A convergence of urgent phenomena, from the risk of *marginalising social issues* and *environmental concerns* to the continuous *development of advanced technology*, has expanded possibilities of what and how we design, and the kinds of experiences we create.

The Master of Arts programme broadens the scope of design research and practice as a cultural and social act, advancing innovation strategies, expanding methodologies and acknowledging the co-opetition of different disciplines, perspectives and approaches in facing and solving the challenges of tomorrow.

Students will explore regenerative design, artificial intelligence, systemic complexity, and speculative design for emergent futures. They will also focus on tangible interaction, decentralised ownership, and hybrid experiences.

The Design Innovation MA Programme focuses on:

- Vision, Design and Sensemaking
- Technological advancements and new design propositions
- Application of interdisciplinary knowledge to societal and complex challenges

This programme embraces the idea of the designer as enabler, going beyond the boundaries and role of the designer of the past century.

The MA in Design Innovation empowers the next generation of designers to become catalysts for change as well as visionary leaders in shaping transformative systems.



DURATION: 24 months

ACCREDITATION: Italian Ministry for University and Research (MUR)

CREDITS: 120 ECTS

LANGUAGE: English

INTAKE: October 2025

ENTRY REQUIREMENTS: Bachelor and IELTS 5.0 (4.5 + remedial)

AUDIENCE: Students and young professionals from the design area aiming at

- Investigating and exploring new design approaches, processes, technologies and softwares
- Exploring critical thinking and research with academics and professionals
- Getting design mastery in specific fields
- Creating and developing their own academic and professional network
- Having a wider access to PhD programmes

LEARNING EXPERIENCE:

- Lessons, Workshops, Boot camps
- Final Thesis (Research + Project)
- 12 months placement support
- Best Thesis awarded by FRAME magazine
- Internship / Project Learning Experience

First Year Study Plan

T = Theoretical
 T/P = Theoretical/Practical
 WS = Workshop
 CS = Course
 BC = Boot camp

SEMESTER I

Course	CFA	CFA	Type
DESIGN1		12	T/P
Contextualising Design	6		WS
Design Tools Applied	6		WS
PROJECT METHODOLOGY		12	T/P
Design Methodology	6		WS
Digital Fabrication	6		WS
HISTORY OF DESIGN		6	T
Contemporary Design	6		CS
TOTAL CREDITS SEMESTER I		30	

SEMESTER II

Courses	CFA	CFA	Type
DESIGN2		12	T/P
Regenerative Design	6		WS
Sustainable Materials	6		WS
BRAND DESIGN		12	T/P
Brand Identity	6		WS
Communication Design	6		WS
HISTORY OF ART		6	T
Contemporary Art	6		CS
TOTAL CREDITS SEMESTER II		30	

Design Innovation

1st Semester

DESIGN 1

CONTEXTUALISING DESIGN

Embracing a context-driven approach and incorporating reflective practices in design

This studio-based module explores the principles and significance of design as a cultural act. Taking off from reflective practices, so to cultivate a thoughtful and reflective approach which can challenge prevailing solutions and nurture alternative perspectives, it provides participants with a deep understanding of the interconnected components of the design process and how they contribute to the quality and originality of the final outcome. The module emphasises the importance of design methodology and guides students through each project phase, enabling them to respond effectively to project briefs while considering the broader context.

DESIGN TOOLS APPLIED

Interactive prototyping for digital experiences

In this Workshop, students explore interactive prototyping, focusing on high-fidelity UIs for web and mobile applications. Participants delve into a learning path to unlock their creativity and master the art of crafting interactive user experiences that are at the same time highly functional and visually pleasing. Through practical exercises and a hands-on project, students learn the latest tools and techniques used by industry professionals to bring their designs to life. From the concept phase to developing interactive prototypes that showcase seamless user interactions, this module equips students with the skills to transform their ideas into impactful digital experiences.

1st Semester

PROJECT METHODOLOGY

DESIGN METHODOLOGY

Shifting the object of Design: from products and services to systems

The studio-based module invites participants to consider and challenge existing design methodologies and approaches. Students go beyond the traditional focus on individual products or services, encouraging a broader perspective that encompasses systems and interdependencies. Through a series of collaborative studio sessions, participants explore diverse design methodologies, critically examining their strengths and limitations. By embracing a mindset of curiosity and innovation, students introduce different perspectives to the design process, fostering creativity and pushing the boundaries of conventional approaches.

DIGITAL FABRICATION

Harnessing 3D printing and prototyping

In this Workshop, participants dig into innovative materials and cutting-edge technologies that have revolutionised the design landscape, including the groundbreaking field of 3D printing. They also examine state-of-the-art manufacturing techniques, unlocking the potential for innovative and customised designs. Through a series of engaging projects and hands-on experiments, students research and evaluate the potential of innovative materials, and gain insights into the latest advancements in manufacturing technologies, exploring how 3D printing can empower designers to bring their boldest visions to life.

STUDY PLAN

Design Innovation

1st Semester

HISTORY OF DESIGN

CONTEMPORARY DESIGN

Investigating the journey from Radical Design to the design for Anthropocene

In this course, students are guided through the fascinating era of Anti-Design and Radical Design, uncovering the innovative ideas and movements that emerged during this period. With a specific focus on Speculative Critical Design, participants investigate how designers have dared to challenge traditional norms, pushing the boundaries of creativity and critical thinking.

Students explore the revolutionary ideas, philosophies, and groundbreaking works that challenged the status quo, embracing experimentation and pushing the boundaries of traditional design.

A specific focus on contemporary design offers students the opportunity to study the evolution of design practices from the 2000s to the 2020s, so to get a full understanding of the intertwined relationship between design, politics, and economics.

Engaging lectures, immersive discussions, and visual presentations enable participants to grasp the significant transformative power design movements had on the broader evolution of design practice, and thus on the progression of society.

2nd Semester

DESIGN 2

REGENERATIVE DESIGN

Designing for regeneration: beyond sustainability and circularity

In this studio-based module, participants explore the paradigm shift from sustainability and circularity to designing for regeneration. Drawing inspiration from this concept, students adopt innovative approaches and strategies that go beyond traditional sustainability practices.

Through practical exercises and collaborative projects, participants gain a deep understanding of how design can actively contribute to restoring ecosystems, fostering social equity, and regenerating the environment.

This module empowers students to become agents of positive change, equipping them with the knowledge and skills to create regenerative designs that reshape the world we live in.

SUSTAINABLE MATERIALS

Exploring innovative materials and applications for sustainable strategies

The Workshop offers participants the opportunity to encounter the intricate world and dynamic intersection of materials and their applications with a keen emphasis on sustainable strategies. Guided by industry experts and through hands-on experimentation, participants uncover cutting-edge materials that support sustainable design principles. Experimenting the production and use of eco-friendly materials and exploring low-impact manufacturing techniques, participants gain valuable insights and skills to create innovative and environmentally responsible designs. This module equips participants with the tools and mindset to make a positive difference in the world of design.

STUDY PLAN

Design Innovation

2nd Semester

BRAND DESIGN

BRAND IDENTITY

Designing and communicating identity

In this studio-based module, students approach the branding process as a tool to deeply understand and refine the brand descriptors and value system and elaborate them into a tangible communication model designed to increase the brand visibility, improve the market positioning and generate market value.

A mix of strategic approach and hands-on crafting of visual identities - considering both physical and digital touchpoints - empowers students to become skilled brand storytellers, capable of offering to the users powerful narratives that generate a lasting impact.

COMMUNICATION DESIGN

Mastering new product identity launch and communication

This Workshop offers a broad exploration of the art and science behind successfully designing and communicating product identity. Through a combination of theoretical concepts, practical exercises, and real-world case studies, students discover the multidimensional aspects of Visual Communication in relation to product identity. From envisioning brand concepts to designing visual assets, participants strengthen the skills and strategies to master the process of visually crafting and conveying product identities. This module provides students with the expertise to create impressive visual narratives and to successfully shape compelling product stories that resonate with target audiences.

2nd Semester

HISTORY OF ART

CONTEMPORARY ART

Exploring Contemporary Art: language and digital expression

This course offers an extensive investigation of the dynamic and ever-evolving world of Contemporary Art. The module invites students through the network of contemporary artistic phenomena and important movements of the 20th century, fostering a deep understanding of their historical context and impact. In addition, the course focuses on recent visual arts production, encompassing a wide range of disciplines for a comprehensive discernment of creative arts' stylistic and cultural references. From traditional fine arts to the exciting domain of new media art, which incorporates advanced technologies and innovative approaches, participants engage in critical analyses, collaborative exercises, and stimulating discussions. The module encourages students to develop a personal and informed approach to the arts, integrating knowledge and exploring their boundless possibilities.

STUDY PLAN

Second Year Study Plan

T = Theoretical
 T/P = Theoretical/Practical
 WS = Workshop
 CS = Course
 BC = Boot camp

SEMESTER III

Course	CFA	CFA	Type
DESIGN 3		12	T/P
Design Futures	6		WS
Generative Design	6		WS
ART DIRECTION		6	T
Creative Direction	6		CS
LIGHT DESIGN		6	T/P
Light Data Visualisation	6		WS
1 ACTIVITY TO BE CHOSEN BY THE STUDENT:		6	
Additional training activities:			
Transforming Realities	6		BC
or			
The Rise of DAOs	6		BC
or			
Accelerator	6		BC
TOT. CREDITS SEMESTER III		30	

SEMESTER IV

Course	CFA	CFA	Type
DESIGN 4		12	T/P
Systemic Design	6		WS
Tangible Interaction	6		WS
1 ACTIVITY TO BE CHOSEN BY THE STUDENT:		6	
Additional training activities:			
DESIGN MANAGEMENT			T
Design Leadership	6		CS
or			
Internship / Project Learning Experience	6		
THESIS		12	
Eligibility			
Degree Project	12		
TOT. CREDITS SEMESTER IV		30	

Design Innovation

3rd Semester

DESIGN 3

DESIGN FUTURES

Exploring futures-oriented approaches to design alternative visions for a better world

In this studio-based module, participants venture into speculative futures practices, exploring the transformative potential of social dreaming and collective imagination. By extrapolating emergent trends, and crafting thought-provoking *What-If* scenarios, participants challenge conventional thinking and existing realities. Through the lenses of design speculation and experiential futures, participants venture into co-creating future visions and scenarios, as well as building tangible artefacts from the future. This module also emphasises the importance of disseminating alternative visions, enabling scenarios and artefacts from the future to inspire and drive positive change.

GENERATIVE DESIGN

Harnessing Generative Design, additive manufacturing, and AI/ML tools

The Workshop presents participants with a unique opportunity to explore the potential of advanced algorithms, additive manufacturing, and artificial intelligence, discovering their transformative impact on the creative landscape. Thanks to a combination of active exercises, and collaborative experiments, participants gain a deep comprehension of how Generative Design can revolutionise the creative process and shape innovative design solutions. This lab enables students to push the boundaries of creativity, unleash their imagination, and reimagine the possibilities of design in the digital age.

3rd Semester

ART DIRECTION

CREATIVE DIRECTION

Embracing innovation and creativity in multidisciplinary design direction

The course is a dynamic exploration of innovation and creativity in multidisciplinary design direction. With a focus on introducing the essential knowledge and competencies required for art direction, this module combines theory and practice to foster a deep understanding of creativity, communication, and design. Through the analysis and illustration of innovative multidisciplinary case studies, students build a profound comprehension of how these elements intersect and inform effective creative direction. The course also places a strong focus on the strategic direction, identity, image, and content within creative contexts. By embracing innovation and creativity, participants cultivate the abilities necessary to become effective creative directors who can shape impactful design experiences.

STUDY PLAN

Design Innovation

3rd Semester

LIGHT DESIGN

LIGHT DATA VISUALISATION

Transforming data into impactful visual narratives

The workshop focuses on data storytelling and visualisation, aiming to make information accessible in a way that captivates and retains the audience's interest. Students will refine their skills in information design, data analysis, data visualisation through the technical and sensorial qualities of light, to create artefacts, interactive installations, and senseable spaces, thereby crafting engaging narratives and fostering audience engagement. By exploring the typological and technical aspects of light-based communication, participants gain insights on how to convey relevant messages and impact on collective processes and knowledge through lightbased, visually appealing, experiential interactive installations. By integrating theoretical knowledge with practical applications, students will learn to present data in an informative and visually compelling way. The workshop encourages innovative thinking and creativity, pushing students to go beyond traditional methods and explore new ways of storytelling through visual data and interactive installations.

1 activity to be chosen by the student:

Additional training activities:

TRANSFORMING REALITIES

Harnessing the power of XR (eXtended Reality) and Spatial Computing

This is an engaging design boot camp that embraces the transformative potential of XR and Spatial Computing. Through hands-on experiences and practical exercises, participants explore the fascinating realms of haptics and immersion, unlock the potential of telepresence and delve into the intricacies of tracking and spatial mapping. With a focus on spatial user interfaces and spatial awareness, participants learn how to anchor virtual elements in physical spaces, unleashing the concept of

placefulness. Through a project-based workshop, participants become experts in spatial interaction principles, transforming existing digital realities and exploring the boundaries of the world of interactive design.

or

THE RISE OF DAOs

Unlocking the power of DAOs: blockchain, smart contracts, and decentralised ownership and governance

A transformative design boot camp that delves into the world of decentralised ownership and governance, testing the potential of DAOs through blockchain, smart contracts, and innovative economic models. Participants investigate the concepts of governance tokens, liquid democracy, and reputation systems, understanding how these mechanisms empower community-driven decision-making and value redistribution to contributors. Through hands-on exercises, participants design and experiment with decentralised ownership and dynamic funding models, exploring new avenues for funding creative enterprises and releasing projects. The boot camp also examines the role of token-based incentive structures and social impact DAOs, enabling participants to envision and contribute to new community-based economic models that foster inclusivity, creativity, and sustainable value creation.

or

ACCELERATOR

Igniting your entrepreneurial journey with a hands-on intensive experience

Designed to provide students with an extensive knowledge of startup initiatives and accelerator programmes, this immersive course combines theoretical knowledge with interactive workshops. With the guidance and support of experienced mentors and industry experts, participants develop and refine their venture ideas or create a minimum viable product, while crafting a well-defined development plan. Through active participation in this engaging experience, students acquire the necessary skills and knowledge to confidently embark on their entrepreneurial journey.

Design Innovation

4th Semester

DESIGN 4

SYSTEMIC DESIGN

Embracing systems complexity in design practice

This studio-based module empowers participants to navigate the ever-growing challenges of our interconnected world. Embracing the inherent complexity of design, it invites students to shift their perspective from a product-centric approach to understanding systemic change. By comprehending the interdependencies and dynamics within systems, participants develop a nuanced understanding of how design can drive positive change at various scales.

Equipped with the tools and mindset to navigate complexity, identify leverage points, and co-create systemic interventions, students address pressing societal challenges while considering technical feasibility and economic viability. This course fosters the development of skills and knowledge necessary to tackle labyrinthine problems, create sustainable solutions, and facilitate transformative change.

TANGIBLE INTERACTION

Designing interactive experiences with physical computing

This Workshop offers an immersive exploration into the realm of physical computing and haptic interfaces, empowering participants to design interactive experiences that seamlessly bridge the gap between the digital and physical world.

By critically evaluating and experimenting with a wide range of software and hardware technologies, students acquire a nuanced understanding of the tools and platforms required to craft innovative interactive solutions. Through the creation of physical prototypes, participants enhance their skills and boost their confidence in designing intuitive and engaging user experiences that exploit the full potential of tangible interactions.

1 activity to be chosen by the student:

Additional training activities:

DESIGN MANAGEMENT

DESIGN LEADERSHIP

Navigating the intersection of design, innovation management and entrepreneurship

This forward-thinking course focuses on the transformational force gained by design in shaping and improving business processes, organisational structures and building the value of brands. Design intersects with project management, entrepreneurship, innovation and policymaking thanks to its broad and cross-disciplinary set of tools, approaches and points of view, thus creating new solutions and unexpected development paths.

By connecting strategies for developing, promoting, and managing innovation and design, the course empowers students to become visionary leaders who can confidently navigate the complex intersection of creativity and strategic thinking.

or

INTERNSHIP / PROJECT LEARNING EXPERIENCE

Students have the option to include a period of internship or project learning experience as part of their study path. This opportunity is designed to provide practical, hands-on experience in a real-world environment, complementing the theoretical knowledge gained in the classroom.

Design Innovation

4th Semester

THESIS

DEGREE PROJECT

Framing, crafting, and presenting individual research endeavour

The final module provides a platform for students to craft and present their individual research endeavours. Students begin by submitting a proposal that establishes the character and scope of their degree project, which is then reviewed by a thesis committee. Throughout the development process, students are assigned a supervisor who guides them in refining their research. Drawing upon existing academic and disciplinary research, students are expected to formulate a project-based research proposal that addresses the evolving conditions of the contemporary context. In the final phase, students present and defend their thesis before a committee showcasing their original contributions and engaging in scholarly discourse.

STUDY PLAN

Definitions

COURSE (CS): the course denomination refers to courses or modules that cover theory, criticism and history. The scheduled sessions focus on taught learning with lectures, seminars and tutorials. The advanced level expects active student participation in the form of discussions, and group and individual analysis leading to solid knowledge, comprehension and individual perspective of contemporary contexts and their genesis.

WORKSHOP (WS): the workshop is a studio-based learning environment that involves active learning focusing on project work, strategy and experimentation. Cognitive processes and skills are developed and refined, exercising critical thought and creative making while exploring new design paradigms. Practitioners, theoreticians and domain innovators are involved in delivering content, critiquing work, and guiding outcomes.

BOOT CAMP (BC): boot camps are intensive accelerated mini-programmes focusing on particular themes, technologies or approaches inserted into the study plan as extended training sessions. Visiting professors and leading professionals conduct concentrated cross-disciplinary sessions introducing and sharing knowledge and expertise of advanced and emerging professional realities.



Learning outcomes

The programme aims to:

- Shape future design professionals capable of researching and applying creative design principles to explore innovative contexts and forge new propositions
- Promote the analytical thinking needed to critically evaluate new design situations and contexts
- Promote new design skills and knowledge needed for critical evaluation to integrate and manage innovation and new technologies, from initial creativity through production and distribution
- Develop business models that promote sustainability and ethical practices
- Engage in interdisciplinary development to drive innovation

Career opportunities

This programme prepares you to a career in the following advanced roles:

- Design director
- Strategic / Product designer
- Scenarios designer
- User Experience designer
- R&D and Process innovator
- Materials innovator
- Transformation manager
- Generative design expert
- Extended Reality design specialist

It will also prepare students to begin a PhD programme in the design area.

Faculty

Contemporary and heterogeneous faculty composed by teachers, visiting professors, famous and emerging designers, professionals, startupper, innovators, creators, journalists, special guests, such as:

Alberto Andreetto

Yulya Besplemenova

Alice Casiraghi

Andrea Foffa

Gabriela Galati

Riccardo Mantelli

Mario Minale

Amanda Montanari

Claudia Neri

Margherita Paleari

Ece Özdil

Laura Polazzi

Eleonora Ricca

Stefano Cardini

Giulia Tomasello

Giovanni Caruso

Riccardo Gatti

Andrea Desiato

Luca Giacolini



Giovanni Caruso



Ece Özdil



Gabriela Galati

2-Year Master of Arts Admission Process

1. CHECK ENTRY REQUIREMENTS

General entry requirements include:

- At least 15 years of previous Education
- Holding a first level academic degree (Bachelor's Degree or Academic Diploma) in fields related to the selected study program
- Certificate of English language (IELTS 5.0 Academic or General on entry)

2-Year Master of Arts are open also 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/resume
- Artistic and professional portfolio of projects
- Motivational letter
- Copy of Bachelor's Degree or Academic Diploma translated into English* or official certificate of expected graduation issued by your Institution if not graduated yet
- Copy of Bachelor's Degree or Academic Diploma's official transcript/mark sheet translated into English* or Diploma Supplement if available or most updated official transcript/mark sheet if not graduated yet (listing subjects and exams, with corresponding number of hours/credits, final grade CGPA or Class if graduated, grading scale)
- Documentation regarding further courses or seminars attended (if available)
- English language certificate
- Copy of passport
- Payment receipt of Euro 100 application fee

**Alternative accepted languages: Italian, French, Spanish and Latin*

3. SUBMIT THE APPLICATION

You can apply through our DEA, our official online application portal: <https://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 on 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 University <https://www.universitaly.it/> 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.

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.

It is Europe's largest higher education group, in terms of both geographical spread and breadth of course offering.

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.

Domus Academy is part of the following associations:





DOMUS ACADEMY
MILANO