DOMUS ACADEMY MILANO
Think further, Design beyond

AY 2025/26
2–Year Master of Arts in

FASHION: DESIGN, ART & TECHNOLOGY

www.domusacademy.com

Media Partnership with

FASHIONUNITED

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
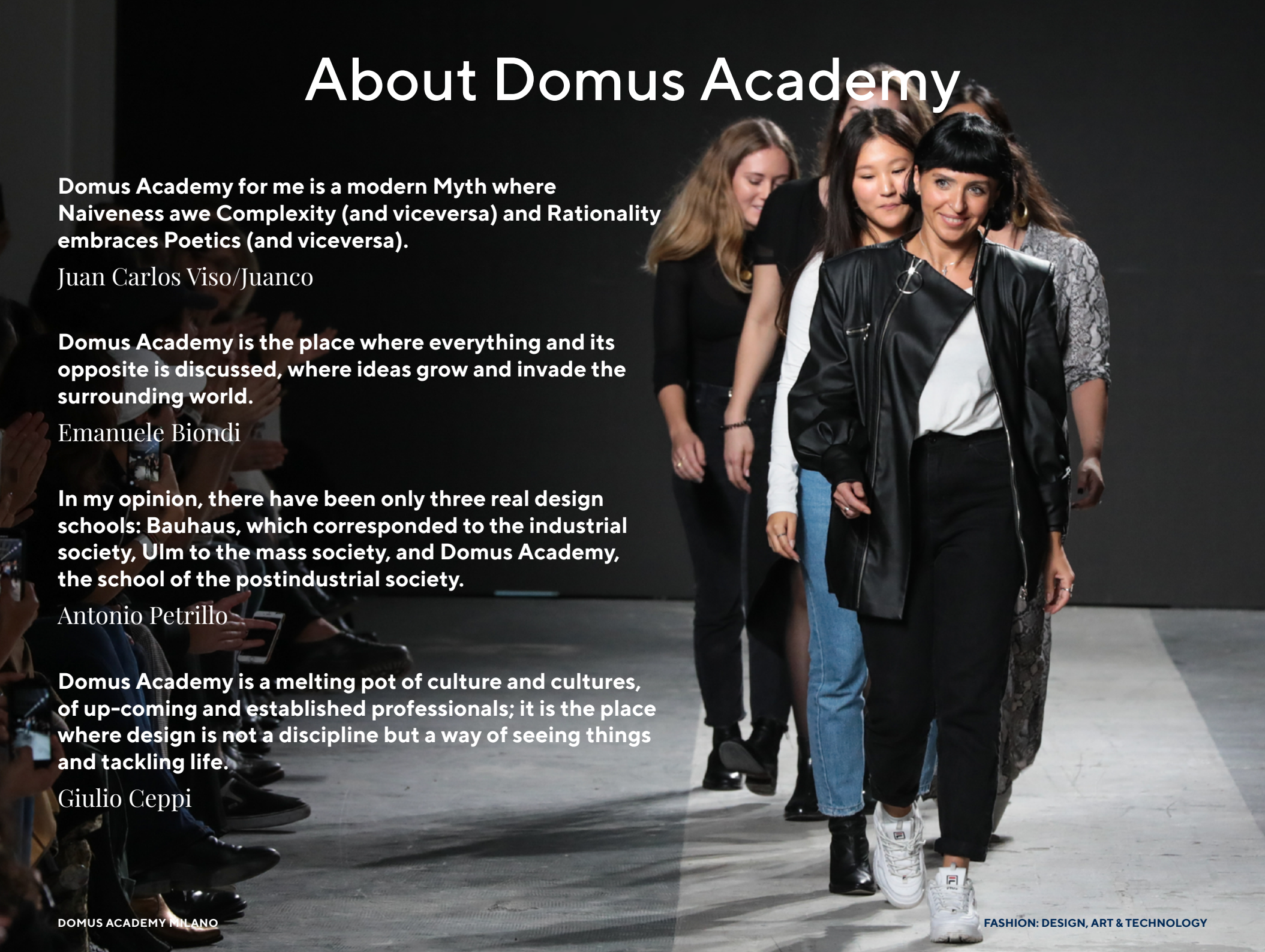
Awards and recognitions

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)

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 Woitke (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.
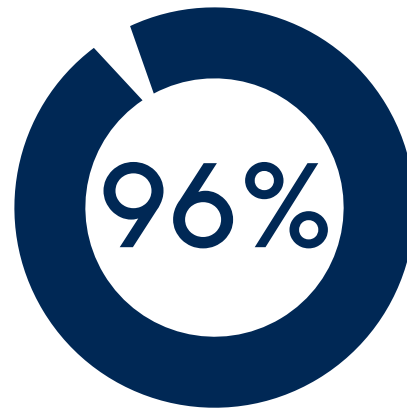
Facts and Figures

93% International Students

7% Italian Students

Source: BVA Doxa 2023

40+ STUDENTS' NATIONALITIES

96% Placement Rate within 1 year from the diploma*

100% Curricular Internship GUARANTEED ★★★

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, 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 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

Margherita Mazza

Programme Leader 2–Year Master of Arts in
FASHION: DESIGN, ART & TECHNOLOGY

"Students will engage in an immersive journey exploring the future of fashion through innovative design technologies and sustainable product vision."

After studying Fashion Design at Politecnico di Milano and at the Fashion Institute of Technology in New York, Margherita Mazza started collaborating as fashion and textile designer with various fashion brands and textile companies.

Alongside her professional career, she also collaborates with diverse universities in Italy as Professor.

In 2015 she founded RITARITA, an independent brand that creates responsible capsule collections.

Fashion: Design, Art & Technology

In the *contemporary landscape*, where style and clothing play a paramount role in defining individuality and serve as a powerful medium for driving societal transformation, the 2-Year Master of Arts in *Fashion: Design, Art & Technology* introduces an innovative approach to creativity and the fashion industry.

The programme unlocks cross-cultural perspectives within multifaceted themes related to fashion design.

It delves into the *progressive convergence* of fashion with new technologies, cutting-edge materials, and artificial intelligence, resulting in captivating immersive experiences and highly desirable tangible and virtual products.

Students will have the opportunity to explore and apply fashion that projects towards the future through an immersive journey encompassing revolutionary technologies for design representation, digital design, and a conscious and sustainable product vision.

The programme's key focus areas include the following:

— Circular and sustainable practices
— Application of new technologies in fashion and its communication
— Study of style expressions within the contemporary context
— Experimentation of interdisciplinary techniques for defining fashion products

Students will engage in theoretical coursework, supported by a hands-on experience with a distinctive blend of workshops, seminars, specialised laboratories, and boot camps, allowing participants to effectively put their knowledge into practice.

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 fashion area aiming at
— Investigating and exploring new fashion & design approaches, processes and technologies
— Furtherly 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 FashionUnited
— Internship / Project Learning Experience

First Year Study Plan

SEMESTER I

Course	CFA	CFA	Type
FASHION DESIGN 1		12	T/P
Fashion Design Research and Methodology	6		WS
Pattern Creation	6		WS
TEXTILE DESIGN		12	T/P
Materials Experimentation	6		WS
Innovative Textile Technologies	6		WS
STYLE, HISTORY OF ART AND COSTUME		6	T
Fashion Landscape	6		CS

TOTAL CREDITS SEMESTER I — **30**

SEMESTER II

Courses	CFA	CFA	Type
FASHION DESIGN 2		12	T/P
Conscious Clothing Design	6		WS
Fashion Drawing	6		WS
PATTERN MAKING		12	T/P
Advanced Form Making	6		WS
Digital Manifacturing Processes	6		WS
PHENOMENOLOGY OF STYLES		6	T
Fashion Trend Forecasting	6		CS

TOT. CREDITS SEMESTER II — **30**

Fashion: Design, Art & Technology

1st Semester

FASHION DESIGN 1

FASHION DESIGN RESEARCH AND METHODOLOGY

Embracing the complexity of design practice: from research to synthesis and development

In this studio-based module all stages of a design journey will be explored and addressed. Starting with research organisation and synthesis, participants will progress to the development of an experimental fashion project. Students learn to understand the essential steps and tools needed to create a fashion project and apply them to shape and define a collection. The module includes exercises of theoretical reflections and practical activities preparatory to design, covering observation, research and interpretation of collected data. It is an intensive workshop in which students study, discover, reflect, experiment, and learn to analyse the various stages between the idea and the final project. Furthermore, the module will provide insights into strategies for professionally and effectively presenting a project, empowering students to showcase their work in a compelling manner.

PATTERN CREATION

Crafting for industrial production creating digital and physical patterns

The Workshop provides knowledge on the methods and techniques involved in creating both physical and digital patterns, along with their adaptability for industrial clothing production. Participants have the chance to combine both approaches in experimenting with and producing prototypes. Throughout the process, from ideation to execution, students are encouraged to nurture their creativity and enhance their skills, culminating in a wellrounded skill set that aligns with the requirements of the contemporary fashion industry.

1st Semester

TEXTILE DESIGN

MATERIALS EXPERIMENTATION

Exploring materials between traditional experimentation and innovative technologies

In this studio-based module students carry out practical research on new materials and technologies, experimenting with the creation of fabrics through traditional and innovative techniques. In the collaborative activities, the main techniques for creating woven and knitted fabrics will be presented and tools for their creation will be tested. The primary aim is to encourage participants in exploring and deeply understanding various materials. Through this, they will apply traditional techniques to innovative fabrics and experiment with novel techniques on conventional materials to unlock unexplored possibilities and expand the horizons of material applications. As part of the process, students will be encouraged to develop a personal textile vocabulary, providing valuable support for their research and experimentation.

INNOVATIVE TEXTILE TECHNOLOGIES

Investigating new technologies for textile materials and sustainable production processes

The Workshop delves into industrial processes concerning fibres, yarns and fabrics while also considering the latest sustainability certifications linked to their production and development cycle. Learning activities center on studying textile materials throughout the supply chain, with a special focus on emerging technologies and sustainable production methods. Through observation and hands-on experimentation, students have the opportunity to compare and analyse different textiles and their traditional uses equipping them with critical tools to assess fibres' historical uses and envision potential future applications. Students are provided with a broad overview of various textiles, including both traditional and innovative typologies, along with their primary uses within the textile industry. Additionally, they acquire a solid knowledge of important textile certifications, their significance, and practical applications.

Fashion: Design, Art & Technology

1st Semester

STYLE, HISTORY OF ART AND COSTUME

FASHION LANDSCAPE

Investigating Contexts, Art, and Innovation that shapes fashion.

In this course, students embark on a multifaceted journey through the rich tapestry of fashion, art, and cultural influences that shape our world. They delve into 20th-century social, cultural, political, and historical contexts, examining the evolution of fashion and costume. They explore the dynamic interplay between art and fashion, investigating how each influences and inspires the other. Through engaging discussions and meticulous analyses, students develop a profound understanding of historical influences on artistic expressions, fostering appreciation for the aesthetic beauty of the past while laying the foundation for contemporary innovation.

2nd Semester

FASHION DESIGN 2

CONSCIOUS CLOTHING DESIGN

Designing sustainable fashion project with an ethical and environmental focus

In the studio-based module, students will design a capsule collection structuring the work as in a style office. They will commence with focused research on a theme, crafting a project that encompasses all design stages, including research, development, and communication. The ethical and social dimensions will be integrated into the collection as crucial elements of the project and will be required throughout the definition of the project, materials, and garment components, as well as the drafting of a merchandising plan. Encouraging innovation and originality, the course will support students' creative, practical and intellectual development.

FASHION DRAWING

Harnessing digital drawing techniques for fashion

This Workshop module delves into the exciting realm of digital drawing techniques specifically tailored for the fashion industry. Throughout the Workshop, students have the opportunity to examine and compare various digital techniques and solutions for representing clothing on the human body. Emphasis is placed on mastering technical drawings that encompass crucial elements such as technical specifications, intricate details, and refined finishes. Students are equipped with the necessary skills to perfectly blend traditional fashion design techniques with cutting-edge digital approaches in line with contemporary fashion landscape.

STUDY PLAN

Fashion: Design, Art & Technology

2ⁿᵈ Semester

PATTERN MAKING

ADVANCED FORM MAKING

Delving into three-dimensional modelling on the body

In this studio-based module, students are encouraged to adopt a creative and artistic approach, exploring alternative methods for creating shapes on the body. Through the techniques of draping and moulage, students combine their pattern-making knowledge with innovative construction techniques and forms. They start with traditional methods and experiment with new ones to generate original shapes and manipulate existing materials, opening up more possibilities for their creations.

DIGITAL MANUFACTURING PROCESSES

Discovering cutting-edge digital tools that revolutionise garment design and manufacturing

The Workshop aims to provide students with the knowledge of the methods and techniques for the realisation of digital prototypes of abstract concepts. It demonstrates how to create a digital prototype, starting with a pattern to develop clothes that can be tested and adjusted, just like physical garments. By learning the key processes for creating digital models, participants are able to implement and visualise project ideas more efficiently. This helps them better relate different phases of the project, leading to the definition of the final product.

2ⁿᵈ Semester

PHENOMENOLOGY OF STYLES

FASHION TREND FORECASTING

Understanding the intricacies of trend forecasting processes in the fashion domain.

This course combines an in-depth exploration of fashion's environmental and ethical dimensions with a comprehensive study of trend forecasting processes. Through an interdisciplinary approach, students will unravel the intricate relationship between fashion, technology, and society, gaining invaluable insights into how digital advancements are reshaping the industry landscape. The course provides participants with a valuable understanding of the methods behind researching and interpreting emerging trends, and how these research and visual elements are translated into groundbreaking fashion products. By mastering the art of fashion trend forecasting, participants are well-prepared to drive creativity, influence the industry, and contribute to the future of fashion design.

STUDY PLAN

Second Year Study Plan

SEMESTER III

Course	CFA	CFA	Type
FASHION DESIGN 3		12	T/P
Design for the Fashion System	6		WS
Cradle-To-Cradle Fashion Making	6		WS
PROJECT METHODOLOGY OF VISUAL COMMUNICATION		6	T/P
Fashion Digital Communication	6		WS
MATERIAL CULTURE		6	T
Next-Generation Textiles	6		CS
1 ACTIVITY TO BE CHOSEN BY THE STUDENT:		6	
Additional training activities:			
Transforming Realities	6		BC
or			
Generative Design	6		BC
or			
Accelerator	6		BC

TOT. CREDITS SEMESTER III   30

SEMESTER IV

Course	CFA	CFA	Type
FASHION DESIGN 4		12	T/P
Digital Couture	6		WS
Printed Designs	6		WS
1 ACTIVITY TO BE CHOSEN BY THE STUDENT:		6	
Additional training activities:			
MULTIMEDIA LANGUAGES			T
Interactive Media	6		CS
or			
Internship / Project Learning Experience	6		
THESIS		12	
Elegibility			
Degree Project	12		

TOT. CREDITS SEMESTER IV   30

Fashion: Design, Art & Technology

3rd Semester

FASHION DESIGN 3

DESIGN FOR THE FASHION SYSTEM

Navigating the complexity of contemporary fashion

This studio-based module challenges participants to imagine and develop an innovative fashion collection project that responds to the contemporary scenario of the fashion system. The module explores design development possibilities that guide students in creating a unique and innovative fashion project, helping them to define their own path and vision. Delving into the complexities of contemporary fashion encourages the creation of collections that not only embrace social and environmental responsibility but also hold a powerful vision for the future. Through a comprehensive analysis of case studies and innovative business models, participants establish a strong foundation for defining and structuring their personal directions.

CRADLE-TO-CRADLE FASHION MAKING

Exploring the future development of fashion manufacturing

The Workshop centres on investigating three-dimensional and material research, which leads to the definition of different crafting methods of the collection items. Participants challenge traditional garment construction methods to propose personal and innovative solutions aligned with a responsible and positive vision for the industry. Students learn a comprehensive approach to product development, focusing on the entire lifecycle. They integrate both digital and physical prototyping, incorporating simulation, analysis, and product validation.

3rd Semester

PROJECT METHODOLOGY OF VISUAL COMMUNICATION

FASHION DIGITAL COMMUNICATION

Unleashing the potential of digital communication to define contemporary storytelling.

The workshop offers an immersive journey at the intersection of digital media and fashion communication, where innovation meets storytelling. This dynamic course combines hands-on studio exploration with workshop techniques to unleash the full potential of digital communication in revolutionising the fashion media landscape. Students will delve into contemporary approaches to define product positioning and develop comprehensive communication plans. By integrating advanced theories with hands-on analysis of digital technologies, students will create unified and groundbreaking strategies that effectively convey distinct fashion concepts across various media platforms. Through practical exercises, participants will hone their skills in visual storytelling, blending fashion expertise with digital fluency to ensure their projects stand out in the competitive industry landscape.

STUDY PLAN

Fashion: Design, Art & Technology

3rd Semester

MATERIAL CULTURE

NEXT-GENERATION TEXTILES

Travelling a visionary journey into the world of innovative fabric solutions

The course focuses on interpreting and applying cutting-edge materials as well as alternative and bio-based textiles. Students discover materials from different markets to foster a deep understanding of their impact and potential in fashion. Through theoretical lectures and market exploration, participants analyse a diverse array of next-generation textiles, including intelligent fabrics that possess the remarkable ability to react swiftly and intelligently to their surroundings. These innovative textiles incorporate advanced technologies, enabling them to respond to external stimuli, temperature variations, and other dynamic factors, opening exciting possibilities for interactive and responsive designs.

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 an interactive workshop and engaging project, participants become experts in spatial interaction principles, transforming existing digital realities and redefining what is possible in the world of interactive design.

or
GENERATIVE DESIGN

Understanding the potential of generative design, additive manufacturing and AI/ML tools

This boot camp presents an opportunity for participants to immerse themselves in the transformative world of advanced algorithms and artificial intelligence, and witness their impact on the realms of fashion and product design. Through engaging exercises and collaborative experiments, students gain a comprehensive understanding of how Generative Design can revolutionise the creative process, crafting innovative and unexpected solutions. By understanding the tools, students unleash their imagination and creativity, reinventing the possibilities for fashion design in the digital age.

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.

Fashion: Design, Art & Technology

4th Semester

FASHION DESIGN 4

DIGITAL COUTURE

Embracing emerging technologies to design collections

The studio-based module gives significant importance to how emerging technologies are transforming the design landscape, sparking innovative ideas and promoting creativity and innovation across the fashion industry, encompassing communication and design. Following an initial research and project concept definition phase, students venture into creating tangible products of contemporary and future communication. This involves designing and digitally modelling the collection garments. By exploring the everyday future and creating potential new visions, participants proactively position themselves as catalysts for new opportunities.

PRINTED DESIGNS

Exploring digital printing: project and practical applications

New creative processes for the production of prints are the focus of this Workshop. The module focuses on an in-depth presentation of the latest technologies for digital prints. Students explore advanced printing techniques, colour management systems, and innovative software tools that enable them to transform their artistic visions into tangible, high-quality fabrics and materials. Students engage in practical projects that challenge their creativity and problem-solving abilities. They conceptualise and develop original prints and textures tailored for the fashion industry. Emphasising sustainability and ethical practices, students also explore eco-friendly printing methods and eco-conscious material choices aligned with contemporary industry demands. The module dynamic learning environment encourages experimentation and exploration, nurturing a spirit of innovation and open-mindedness.

1 activity to be chosen by the student:

Additional training activities:

MULTIMEDIA LANGUAGES

INTERACTIVE MEDIA

Investigating the interactive journey: from ideation to the actualisation of immersive experiences.

This course provides an in-depth exploration of performative installations in technology-sensitive environments. It covers a wide range of formats, including video performances and interactive experiences, with a focus on digital expressive languages and cross-border codes, particularly within the fashion domain. The approach is both methodical and practical, providing students with mastery of multimedia communication techniques and associated languages, while also fostering specific disciplinary, professional, and expressive skills. Throughout the course, students design interactive experiences with real-world applications, providing them with a chance to explore the creative potential of multimedia art and digital expression.

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.

STUDY PLAN

Fashion: Design, Art & Technology

4th Semester

THESIS

DEGREE PROJECT

Framing, crafting, and presenting individual research endeavour

This final module provides a platform for students to craft and present this individual research endeavours. Students are asked to build a comprehensive theoretical context that informs their individual and innovative approach for the development of the research project. Through rigorous documentation, students will craft a clear and cohesive framework for their project, resulting in a substantial body of work that showcases their profound understanding and practical application of theoretical concepts. 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 develop a project-based research that addresses the evolving conditions of the contemporary context. In the final phase, after having received eligibility for the module, students present and defend their degree project 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:

— Form future fashion design professionals capable of researching and applying **creative design principles** to explore innovative contexts and forge new propositions

— Engage in **critical** and **analytical thinking** about fashion design and the fashion system to develop **strategies** for success

— Promote **new fashion 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 and unprecedented solutions

Career opportunities

The programme prepares students to a career in the following advanced roles:

— Fashion designer

— Fashion entrepreneur

— Creative director

— Community / Sustainability / CSR (fashion) manager

— Innovation and Transformation (fashion) manager

— R&D process / materials (fashion) innovator

— Digital fashion designer / 3D modeling designer

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

Faculty

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

Valeria Battel

Alessio Berto

Denise Bonapace

Valentina Serraino

Lucia Cavalieri

Antonio Di Domenico

Sandra Ferrando

Vincenzo Ghilotti

Tiziano Guardini

Luca Minora

Silvia Stella Osella

Sara Savian

Lucy Simpson

Zoe Romano

Giulia Tomasello

Vincenzo Ghilotti

Silvia Stella Osella

Antonio Di Domenico

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 or 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 Universitaly

https://www.universitaly.it/

and will have to check with the Italian Embassy or Consulate of reference for the proper documents needed.

Galileo Global Education™

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:

Cumulus Association   ADIMEMBER   Piattaforma
SISTEMA FORMATIVO MODA

DOMUS ACADEMY

MILANO