



DOMUS ACADEMY MILANO

**MASTER IN INTERIOR
& LIVING DESIGN**

OVERVIEW

MASTER AWARDED BY NABA
NUOVA ACCADEMIA DI BELLE ARTI MILANO

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PROGRAM SUMMARY

QUALIFICATION

(First Level) Academic Master

PROGRAM TITLE

Master in Interior & Living Design

PROGRAM TYPE

Full Time

LANGUAGE OF INSTRUCTION AND ASSESSMENT

English

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DESIGN creates new meanings on multiple dimensions and scales. It is an intimate but extensive form of looking at what **Architecture, Interior and Product Design** mean today and it has the power to pioneer new futures. **Leading to integrated projects, private and public spaces, design is a way of thinking that crosses the boundaries among disciplines and cultures.**

Nowadays the design of spaces plays an important role in creating multidisciplinary platforms where people experience new cultural and social scenarios. It is all about behaviors, habits, interests and lifestyle of people in society. Material and immaterial aspects must be continuously analyzed throughout the process of project development including innovative emerging technologies and new perspectives of communication.

AIMS AND OBJECTIVES

The Master in Interior & Living Design collaborates with international peers on company projects that re-invent the interior and living domain. Students focus on theory, best practices, and design methodologies, not only to solve problems creatively, but to define problems as well. Milan, with its long tradition of experimenting new solutions for the design challenges of modern living spaces, creates a solid foundation for imagining unexpected future interventions in the aspect of interior design.

Moreover, Domus Academy ensures that students attending the academy become aware of the great opportunities surrounding them, such as the fact that Milan is an international and design-oriented city with a lot of famous design studios and agencies, research labs, trade fairs and companies. Students at Domus Academy come from about 50 different countries and this fact makes it an international school where different cultures can be met. Domus Academy is part of an international network of universities and the faculty of the academy are internationally renowned professionals in their field.

LEARNING OUTCOMES

On successful completion of this programme students will be able to:

- Identify personal creativity and professional skills to represent visionary ideas and concepts in the interior design projects;
- Analyse critical thinking throughout a problem-setting approach in order to answer the interior design industries and the design of the future;
- Examine research in multi-disciplinary fields and explore different innovative interior design scenarios;
- Illustrate social dynamics of the public/private space to analyse specific target group needs and priorities;
- Distinguish the interior design system and composition of

space from functional, aesthetic and ergonomic points of view;

- Evaluate the role of technology and of its impact on the interior design environment from a critical perspective.

The programme ensures students will gain the skills and attributes to:

- Create and manage cross-cultural teams by fostering different cultural identities, ensuring good communication;
- Analyse both historical and most up-to-date case studies to create their own innovative design solutions;
- Experiment with strong and original visual language in project presentation, portfolio and different media;
- Outline a strong awareness of the design process and the appropriate action for professional project development;
- Create professional design industry networks with visiting professors, companies and studios;
- Interpret the importance of the role of designers in the multi-disciplinary approach to product development.

CAREER OPPORTUNITIES

The Master's in Interior & Living Design aims to form a new professional who is able to combine technique and design knowledge with cultural sensitivity and strategic thinking. A new professional aware of the attachment and the bond that space creates in our minds, someone attentive to the processes and to the timing of project management. Graduates from the Master's can find employment in different sectors such as: retail, hospitality, exhibition/ events, lighting, furniture, working as a team member for architectural firms, and with building contractors.

8 ENTRY REQUIREMENTS

Criteria for Admission to the Program (including required English language score)

Eligibility conditions for entering the Master Course are:

- Bachelor Degree or Equivalent
- English Language Knowledge: IELTS 5.0 or equivalent

Applicants are required to submit the Application Package, including:

- Application Form (full and satisfactory completion)
- Copy of Bachelor Degree* or equivalent
- Transcripts of previous study paths
- IELTS 5.0 Certificate or Equivalent
- Detailed Resumé
- Statement of purpose
- Portfolio of projects

* Degree Certificate

The program is addressed to candidates holding a bachelor degree in interior design, design, engineer, architecture, visual arts or disciplines related to the program's field of study. Admission of students with different degrees or diplomas will be taken into consideration if the applicant is motivated by a research interest towards the program's topics. Upon successfully completing the program the student will receive a Domus Academy Master Diploma.

Participants who are eligible according to NABA rules will receive an Academic Master from NABA.

Students holding a non-Italian Bachelor Degree shall contact the Italian Embassy or Consulate in the country where the degree was issued in order

to ask for the so called "completion documents", consisting in:

- a. Translation into Italian – made by a certified translator – of the student's Bachelor Degree.
- b. Translation into Italian – made by a certified translator – of the student's Academic Transcripts.
- c. "Dichiarazione di valore in loco" (Declaration of Value) of the student's Bachelor Degree. The "Dichiarazione di valore in loco" is the document attesting that the study qualification obtained in the student's country of residence is valid for accessing Italian Universities or Academies.

LEARNING AND TEACHING STRATEGIES

Domus Academy prioritizes an original “learning by designing” approach, that is in continuous development to reflect the fast changing world of today.

The teaching methods employed at Domus Academy are designed to help students achieve their individual professional goals along with the learning objective, while also considering their roles as designers in our contemporary world.

The primary vehicle for the “learning by designing” approach is project work. Emphasis is placed on, learning and applying a “problem setting” approach;

- to ensure that students refine their critical skills and apply them throughout their work process;
- to foster a personal creative style and developing an original way of expression;
- to develop research skills, which will enable students to source relevant materials, assimilating and articulating relevant findings;
- to conceive concepts and visions capable to blend creative languages with the actual needs of end users by interpreting a brief, primarily based on a real design assignment, in order to design a project that can match, or even exceed, the company’s expectation.

Students are exposed to different points of view in the design field, working with designers and companies. One of the purposes of this exposure is to give students the broadest view possible of the design field in order to support them in the selection of the area in which to concentrate their future careers.

All Master programs are workshop-based, supported by seminars, tutorials, lectures, work-in-progress sessions, critiques and a series of tutor led projects. Through a pro-active relationship with the academic staff, students will lead their project work and be supported through consultative

and advisory tutorial guidance by the faculty and by visiting lecturers and designers who each have dedicated roles.

The “Program Leader” is the teacher who has overall responsibility on a specific Master Program, and whose role is to coach students and to support them in the definition of their learning and professional path. The Program Leader sustains students in their workshop activities and coordinates the assessment process.

The “Project Leader” is professionals and teachers, chosen among experts of a specific field, whose role is to lead workshop activity, by developing a project brief in collaboration with the Program Leader, inspire and provide guidance to students along the design process, and to take part in the assessment of the projects.

Formal teaching is supplemented by a range of visiting lecturers and visiting professionals where students will have the chance to attend presentations by designers, artists, critics, industry professionals and academics. Lectures are usually used for the presentation and discussion of theoretical issues. They will often be supported by group discussions, which provide an opportunity for interaction between faculty and students, and allow students to extend and examine the issues raised.

Students work in multi-cultural and international teams to enhance their capacity for teamwork, as well as to expose them to a comparison with different backgrounds and cultures. Most workshop activities require students to work in groups. Teams are carefully selected and suitably managed to ensure that all students are aware of effective group processes and contribute to final project outcomes.

STRUCTURE AND ASSESSMENT

The program is organized in four main modules including courses and workshops, followed by a fifth module providing a professional experience period and a final portfolio presentation.

module 1		module 2		module 3		module 4		module 5
								
4 ECTS	8 ECTS	4 ECTS	8 ECTS	4 ECTS	8 ECTS	4 ECTS	8 ECTS	12 ECTS

FINAL PRESENTATION

COURSES

Courses aim at providing students, through a combination of lectures, exercises and tutorials, with the appropriate tools and experiences useful for the developing of their professional career. They encompass specific topics in preparation for the workshop, and personal branding experiences for the development of the student's professional career.

WORKSHOPS

The workshops are the main activity of the curriculum. Workshops are project assignments designed to give students a working knowledge of different core subjects. All workshops launch with the presentation of a brief, which outlines the subject, scope, and purpose of the workshop. The brief of the workshops is based on research issues defined by the faculty, in collaboration with external professionals and industrial partners, paying attention to fulfil both educational and professional aims.

In the development of the projects students will be supported by lectures aimed at broadening their knowledge on the specific investigation theme, inviting designers,

researchers, stakeholders and representatives of companies to present their work and ideas as a link between the specific disciplinary perspective and the broader cultural/economic context.

The workshop culminates in an open presentation to the faculty and invited professionals. Feedback to students is an integral part of the final assessment provided to students after the presentation. The Program Leader and the Project Leader are available to further discuss assessments with students if needed.

CORE WORKSHOP

- Design of Spaces - (8 credits)
- Envisioning - (8 credits)

ELECTIVE WORKSHOP - (8 credits)

One to be chosen among:

- Experience Design
- Design of Spaces
- Advanced Design & Processes

FREE CHOICE WORKSHOP - (8 credits)

One to be chosen amongst the active didactical offer

PROFESSIONAL EXPERIENCE

The professional experience is the final step of a process in which students receive a deep and balanced evaluation of their skills and aspirations, in order to build a career, which fits their aims.

There are three kinds of professional experiences; an internship in a company where the students will be hosted in a work environment developing assigned real projects; a field learning experience as a specific work project carried

out on campus in collaboration with a company; and an entrepreneurial journey in order to develop business and managerial skills.

PORTFOLIO

The Master Program will end with a final exam where the student will present his/her own portfolio in front of an Exam Board composed of internal faculty and external professionals. The portfolio realized by each student, and its presentation, allows the Board to evaluate the projects developed during the academic year as well as the growth of the student.

ASSESSMENT SYSTEM

The main goal of the assessment system is to monitor how students develop the design and technical competencies required to be awarded an Academic Master.

Assessment is done by evaluating each student with a 1 to 30 mark (pass 18 or above) given at the end of every workshop, and through a qualifying examination given at the end of each theoretical course. The admission mark to the final exam is calculated by arithmetic average, which takes in consideration all the marks taken after each workshop.

Students will receive 0-110 (pass 70 or above) as overall evaluation. The Diploma Examination Board may award up to 10 points for the Portfolio. Honors may be awarded on the basis of the Board assessment of study programs, portfolio and presentation.

STUDY PLAN

Students will receive individual study counselling by the Program Leader to establish a Study Plan that reflects their skillset and professional objectives with the academic offer available.

WORKSHOPS

CORE WORKSHOPS - COMPULSORY

DESIGN OF SPACES WORKSHOP

The Design of Spaces workshop explores different ways of living in the contemporary space, starting from behaviors, habits and lifestyle to the interest of daily life inhabitants. Students investigate the relationship between people and spatial systems, at a small and medium scale, identifying criteria and solutions for developing concepts and innovative scenarios that will address different dimensions according to the student's interest and the company's needs. Students are invited to create tailor-made design solutions in a determined field: residence, hospitality (hotel, spa) and service space, business and retail space with innovative concepts and shopping experience, and public space in relation to urban infrastructure and temporary events. The workshop outcome showcases a design integration approach, which means bringing together the design of interior spaces, furniture, materials in relation to both project and context, lighting solutions systems, the consideration of visual and sonic representation aspects, and the scenario of the user experience.

ENVISIONING WORKSHOP

Through field research, physical or digital analysis, the workshop investigates cultural and social conditions that will have an impact on our society in a medium or long-term perspective for questioning and Envisioning the role of design and designers. The design process starts with

questioning the existing conditions with a problem-setting approach where divergence and convergence processes indistinctively alternate. Students are requested to create projects with a strong evocative and narrative focus, designing a synthesis of values that are independent of the specific typology of the examined conditions. Through the use of a wide range of communication tools, including storytelling, storyboards and video scenarios, students are invited to envisioning the possibilities of the future for design and designers. The workshop emphasizes design activities stemming from existing to possible scenarios and revolves around envisioning future scenarios based on the crossing of innovative emerging technologies with socio-cultural, geo-political, and strategic values.

ELECTIVE WORKSHOP

One to be chosen among the following:

EXPERIENCE DESIGN 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, neither consumers) in their day to day life context. Everyday experiences are built upon the interaction and relationship with information, communication tools, relational spaces, as well as interactive objects and services. The starting point resides in the ability to decipher people's needs, expectations and desires. The workshop addresses aspects and contemporary methodologies related to people's activity and context analysis. It also considers experience scenario development, solution, validation, and assessment. The workshop investigates the main domain of User Experience analysis, exposing students to methodologies and best practices allowing them to extract knowledge from primary research activities. The workshop activity will also cover domains pertaining to visual representation and the formalization of knowledge garnered. Students are expected to familiarize with techniques for representing activity flows and complex systems.

ADVANCED DESIGN AND PROCESSES WORKSHOP

The Advanced Design & Processes workshop explores a design integration approach, which is based on bringing together research, materials, advanced technologies for design manufacturing and digital fabrication to create innovative products for the industry. The main objective is to develop multiple abilities for managing the innovation process through the exploration of product identity, material qualities, product positioning, design and production processes, distribution and communication. This workshop clearly distinguishes for its cross-disciplinary commitment as a strategy to achieve innovative design solutions. The design integration approach has the potential to generate new opportunities for existing companies, but also for launching innovative start-ups and new business ventures to face both current and future markets.

DESIGN OF SPACES WORKSHOP

FREE CHOICE WORKSHOP

Students are given the chance to select among the active didactic offer in order to end their personal educational path with a strongly autonomous, professionalizing and profiling choice. Each student may choose to repeat one of the workshops already developed, enroll in a new workshop coherent with his/her educational path or select a project among the ones offered by the institution as long as it is coherent with the amount of credits required.

COURSES

DESIGN CULTURE

Based on the Made in Italy brand, the course Design Culture aims at exploring and discussing a wide range of case studies and sources for understanding the nature, languages and values of the contemporary design scene

while developing critical and analytical abilities. The course develops the vision that design is an integrated activity, capable of perceiving the changes in society, the impact of markets and then transforming it into new products, spaces and services, thereby impacting upon strategies of business innovation. Lectures and group discussions are organized into two strategies: innovation for design and innovation in design. The course embraces different scales of design, from product to interior, from graphic to fashion with the aim to highlight and identify the key factors that determine the quality of a design solution, in a path that connects past, recent and future experiences.

DESIGN FORMATION

The course explores different design strategies through the analysis of iconic projects in order to form a design critical thought and a visual communication strategy. Students investigate key case studies at different scales that showcase how architecture, and interior design are related and integrated. Through seminars and debates students learn different design methodologies to cultivate their own personal visual representation identity and an independent critical attitude based on two core principles: information and formation. Information implies the collection and organization of data in order to visually communicate the design process strategy. Formation focuses on the creation and presentation of effective visual outputs that help students frame their own design strategy through the definition of their personal methodology, by combining and integrating research, analysis and design development.

PERSONAL BRANDING: PORTFOLIO

The Personal Branding course explores advanced competencies and abilities for the identification, creation, and management of the student's professional identity with different targets: design a portfolio, deliver a speech, prepare and handle a job interview. In particular, this course emphasizes the personal approach of the student's identity for designing and explaining an outstanding portfolio in front of an audience. The course discusses different

communication channels for the use of social media tools for managing the student's digital presence. Theoretical classes are alternated with targeted exercises where students can develop and experiment a customized strategy aimed at building step by step a consistent personal identity, aligned with their career development plan.

PERSONAL BRANDING

The course examines the job market in the architecture and interior design fields. It provides an in-depth overview of job descriptions, defining hard and soft skills. It will describe the recruitment process, from the preparation of resume and portfolio, to job search, job/competition application, and interview preparation and presentation, from a practical perspective, combining lectures, case-studies and in-class exercises and simulations.

An essential component of the course is represented by a 'reality check'. Students will meet with a professional designer who will provide an individual feedback on their cv and portfolio. Students will be asked to review their presentation material and approach and define an individual action plan to build their personal brand.

PROFESSIONAL EXPERIENCE

The Professional Experience is the final step of a process in which students, thanks to a one-to-one tutorship, receive a deep and balanced evaluation of their skills and aspirations, in order to build a career, which fits their aims.

There are three kinds of Professional Experiences:

- Internship in a Company/Firm: the students will be hosted in a work environment developing assigned real projects.
- Field Learning Experience: a work project carried out on campus in collaboration with a company and supervised by a project leader. The students will approach contemporary themes and explore a wide range of design subjects in a multidisciplinary environment.
- Entrepreneurship Module: an entrepreneurial journey in order to develop business and managerial skills. The students will be given a specific toolbox of frameworks and approaches both in theory and practice.

In all cases during this crucial phase students are mentored on a step-by-step basis, and acquire the fundamental experience of dealing with the real world, with real business and with the people working in the field.