



STUDIES 100%
GUARANTEED

DOMUS ACADEMY MILANO

MASTER'S PROGRAMME IN FASHION STYLING & VISUAL MERCHANDISING

FEBRUARY 2021

OVERVIEW

AWARDED BY NABA
NUOVA ACCADEMIA DI BELLE ARTI MILANO

INDEX

ONLINE PREPARATORY PROGRAMME	PG. 4
PROGRAMME SUMMARY	PG. 8
AIMS AND OBJECTIVES	PG.10
ENTRY REQUIREMENTS	PG.12
LEARNING AND TEACHING STRATEGIES	PG. 14
STRUCTURE AND ASSESSMENT	PG. 16
STUDY PLAN	PG. 21



ONLINE PREPARATORY PROGRAMME

FASHION AREA

*Combined with Master's Programme in
FASHION STYLING & VISUAL MERCHANDISING*

The Domus Academy Preparatory programme is an **8-week long series of intensive online courses** which allows students to improve their knowledge and prepare for the challenging interdisciplinary approach of the master's degree programmes.

Created for students who have already earned a bachelor's degree and who will be entering into a graduate-level programme, the courses will offer the opportunity to refine professional skills and acquire a deeper cross-disciplinary understanding of the design disciplines.

The Preparatory programme's core course will present a survey of design culture, while the individual pathways will address fundamental competencies in preparation for high-level study in the student's chosen area.

8 WEEKS

88 CONTACT HOURS + ELECTIVE COURSES

ONLINE PREPARATORY PROGRAMME STUDY PLAN

from November 10th to January 29th

BLOCK1		BLOCK2			BLOCK3		
WEEK1	WEEK2	WEEK3	WEEK4	WEEK5	WEEK6	WEEK7	WEEK8
Design Culture 15 lessons, 30 hours					Desktop Publishing / Portfolio 7 lessons, 14 hours Software: Adobe InDesign		
Digital Art <i>Raster Images: Editing & Management</i> 8 lessons, 16 hours Software: Adobe Photoshop		Vector Graphics <i>Design, Drawing & Editing</i> 7 lessons, 14 hours Software: Adobe Illustrator			Short Video / Editing <i>Video, Audio and Graphics</i> 7 lessons, 14 hours Software: Adobe Premiere		



AutoCAD <i>Design, Development & Documentation</i> 8 lessons, 16 hours Software: AutoCAD	3D Modeling <i>Designing & Representing</i> 7 lessons, 14 hours Software: Rhinoceros	Rendering <i>Digital Visualizations</i> 7 lessons, 14 hours Software: 3ds Max
Visual Communication for Business 7 lessons, 14 hours		
Made in Italy 3 lessons, 6 hours	Innovation 4 lessons, 8 hours	

FASHION AREA PREPARATORY PATHWAY

44 LESSONS
(88 HOURS)

ELECTIVE COURSES

Schedule permitting, students may choose to **integrate other courses outside of their pathway** from the academic offering. All courses foresee **direct study hours and student-centred learning.**

8 **PROGRAM SUMMARY**

QUALIFICATION

(First Level) Academic Master

PROGRAM TITLE

Master's Programme in
Fashion Styling & Visual Merchandising

PROGRAM TYPE

Full Time

LANGUAGE OF INSTRUCTION AND ASSESSMENT

English

FASHION is the sphere of activity where the tendency towards social imitation and equalization eternally contends with the desire for individual differentiation and evolution. It resonates with the core of human beings: culture, identity, body, imagination, production, consumption, representation, dialogue.

Fashion Brands are focusing on coherent visual communication to be genuinely believable and recognizable. The booming appetite for experience and active participation is challenging fashion brands to create and maintain a consistent, yet evolving, aesthetic vision that guides an omni-channel strategy, where physical and digital are merged thanks to a detailed visual vocabulary.

There is an increasing demand for fashion brand image architects, visual communicators who can translate brand values into idiosyncratic and holistic projects that make the eye think.

AIMS AND OBJECTIVES

The Master's Programme Fashion Styling & Visual Merchandising blends the approach and competences of the visual merchandiser with those owned by the fashion stylist, to nurture a new professional profile: the visual fashion brand communicator, whose scope encompasses lookbooks, advertising campaigns, editorials, website, social media, but also multi-sensorial retail concepts. Students will learn how to convey unique brand values and identity through powerful storytelling in order to create an appealing visual language through photos and video shootings, visual merchandising strategies for window and in-store displays.

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:

- Critically evaluate the styles and theories of modern and contemporary Fashion by framing the movements in their respective periods;
- Formulate an advanced theoretical, analytical and critical approach towards relevant issues related to a specific segment in the area of Fashion Styling and Visual Merchandising;
- Demonstrate a sound confidence in envisioning/predicting the next big trend in fashion communication;

- Plan an on-line/off-line visual merchandising strategy, which creatively translates the corporate guidelines of a company into digital/physical experience;
- Evaluate an awareness of the evolution of the Fashion Stylist's role as a practitioner in the online/offline domain;
- Distinguish disruptive elements in visual fashion communication that represent envisioning solutions.

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

- Assemble information from a variety of sources to generate proposals in the Omni-channel fashion communication strategy;
- Select appropriate individual visual strategic languages for different Fashion brands and targets;
- Generate a high degree of self-direction and originality in tackling and solving problems;
- Manage relationships using teamwork and leadership skills, recognizing and respecting different perspectives within the fashion industry;
- Express ideas effectively and communicate information appropriately and accurately using a range of different media and representation tools;
- Set up tasks autonomously at a professional level in the area of visual merchandising and fashion styling.

CAREER OPPORTUNITIES

The aim of the Master's in Fashion Styling & Visual Merchandising is to train professionals who are fully equipped to pursue careers as fashion stylists or visual merchandisers in fashion companies and magazines both online and offline, advertising and fashion agencies, or for those who want to start their own businesses as freelancers.

ENTRY REQUIREMENTS

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

Eligibility conditions for entering the Master's Programme 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 fashion design, design, photography, architecture and communication 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’s Programmes 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’s Programme, 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
 Course 1	 Core Workshop 1	 Course 2	 Core Workshop 2	 Course 3	 Elective Workshop 3	 Course 4	 Final Project Workshop	 Professional Experience
4 ECTS	8 ECTS	4 ECTS	8 ECTS	4 ECTS	8 ECTS	4 ECTS	8 ECTS	12 ECTS

FINAL PRESENTATION / GRADUATION

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

- Fashion Styling - (8 credits)
- Retail & Visual Merchandising - (8 credits)

ELECTIVE WORKSHOP - (8 credits)

One to be chosen among:

- Fashion Brand Management
- Fashion Buying
- Fashion Styling
- Retail & Visual Merchandising

FINAL PROJECT WORKSHOP

Students will be able to develop personal, in depth body of work as a culmination of their academic path. They develop design research, create projects and explore conceptual ideas that are transformed into tangible output ranging from fashion collections and styling to product design, interactive scenarios, communication and business strategies.

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.

FINAL EXAMINATION

The Master's Programme will end with a final examination in which the student will present his/her own Final Project to an Examination Board composed of internal faculty and external professionals. The Final Project realized by each student, and its' presentation, allow the Board to evaluate the development and quality of the original work. Components of the work, particularly in the initial research phase, can involve interdisciplinary teams; however, the results should represent an independent body of work at an advanced level. The evaluation criteria will depend upon the kind of project.

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

FASHION STYLING WORKSHOP

The workshop explores the cultural, social, aesthetic and practical aspects of fashion image-making. The workshop focuses on the strategic figure of the fashion stylist, as a professional who is able to build a visual narration through the development of an idiosyncratic vision.

Students are challenged to find inspiration from different sources: art, folk culture, movies, music, social issues, everyday news as well as fashion trends, to create a story for a real fashion editorial and or an advertising campaign, with a specific attention to digital publications and social media. Students are required to understand the magazine/ brand values and audience to create images and videos that resonate with them. Students acquire a professional methodology to plan a real fashion photo/video shooting, which includes the selection of: photographer, location, models, make-up artist and hair stylist. Students practice the skills of art-direction, styling and production, to ensure that their story is conveyed in a consistent and powerful way.

RETAIL & VISUAL MERCHANDISING WORKSHOP

The objective of this workshop is to create retail experiences that balance brand values and identity with the location, space and windows of the assigned store/showroom, and execution feasibility. Students work on projects that can involve the retail make-over, original in-store layouts, window

concepts and displays and or visual merchandising ideas. Students understand that the role of visual merchandisers combines the research of fashion trends with architecture and product design practice, to shape a physical space that conveys the brand DNA, while promoting the commercial success of its products.

Students are first introduced to a rigorous appraisal methodology to analyze the brand retail and visual communication strategy, to identify existing gaps and new opportunities. The workshop leads students to develop concrete display projects that take into serious consideration issues related to materials, colors, styling, lighting, within a set budget.

ELECTIVE WORKSHOP

One to be chosen among the following:

FASHION BRAND MANAGEMENT WORKSHOP

This workshop aims to present in detail the dynamics of brand management and the various strategies to increase and nurture the value of fashion brands. Many fashion brands are diversifying into multiple categories (apparel, accessories, fragrances, beauty, watches and jewels, eyewear etc.) and are now present across various price segments, distribution and communication channels. The luxury power pyramid is increasingly complex, ranging from “ultra-high-end” at the top, characterized by bespoke craftsmanship and exclusivity, through “super-premium” and “premium core” brands, to “accessible”, “affordable” and “every day” luxury brands, which include traditionally high-street brands that have developed more aspirational messages, products and services. The workshop evolves around real-world briefs and ability to analyze a brand’s vision, core values, verbal and non-verbal DNA. Students learn to assess what stands at the core of the brand identity and space, to explore new business opportunities and build powerful brand “touch-points”, through new brand extensions, advanced brand content, refined brand image, while ensuring the highest consistency

throughout the consumer experience.

FASHION BUYING WORKSHOP

The purpose of the Fashion Buying workshop is to give students an insider view on the key role of a Fashion Buyer; from professional competencies and essential retail strategy and operations to personal attributes. In the current omni-channel fashion retail context, buyers are accountable for ensuring that the store’s merchandise mix has the appeal to turn potential customers into shoppers, to maximize turnover and profit margins, and minimize the inventory risk. Students learn to identify macro-trends and upcoming fashion trends, through a deep examination of fashion catwalks, shows and presentations, to generate meaningful market insights. Based on the definition of the retailer target customer, students understand how to filter the existing offers, create a brand portfolio and define balanced groups of products that will compose an accurate range plan, within the assigned budget, to achieve the maximum the sell-through. Students finally suggest tailored services and communication ideas to support their buying strategy.

FASHION STYLING WORKSHOP

RETAIL & VISUAL MERCHANDISING WORKSHOP

COURSES

FASHION CULTURE

The course offers the possibility to deeply analyze and understand the Fashion phenomenon, through an articulated and interdisciplinary approach that involves history, anthropology, sociology and psychology. The historical and cultural evolution of modern fashion, both in Italy and internationally, is combined with the ability to read and interpret the contaminations between social issues, art, literature, movies and fashion. Students' assumptions are challenged to broaden their knowledge and deepen their thinking, to nurture a critical point of view on an increasingly complex field, strictly connected to wider social and cultural dynamics. Students question their own ideas and develop a fresh, personal and sophisticated perspective.

FASHION MARKETING & MANAGEMENT

The course examines advanced marketing and management principles and provides strategic frameworks and operational tools to develop a comprehensive marketing plan for a fashion company. Students explore the dynamics of the global fashion industry, with a specific focus on the Made in Italy model, existing and innovative business models, consumer insights, targeting and positioning, forward-looking marketing mix, current distribution channels and retail management tactics, brand extension and licensing strategies, from a practical perspective through case studies, in-class exercises and rigorous discussion. Students are challenged to examine the strategic marketing process from research and planning through execution and evaluation of results.

INTEGRATED COMMUNICATION STRATEGY

The course focuses on the promotion and communication strategies that fashion & luxury brands can create, plan and execute. A brand is one but it can tell many stories depending on the objectives, customers and channels. Effective communications are the result of integrated

branding projects. The course offers a substantial overview of the world of luxury and fashion communications. Students explore the evolution of the communication mix applied to the fashion and luxury industry, the analysis of existing and emerging communication channels, the value of narratives and storytelling, the creation of branded content through various techniques, with a specific focus on digital tools and media, and the inventive use of press and public relations. Students explore strategical frameworks and operational tools to build integrated communication plans, to create brand awareness, increase the brand perception and reinforce the brand positioning's message.

PERSONAL BRANDING: IDEAS AND DIRECTION

This discipline-specific theoretical course, Personal Branding: Ideas and Direction is delivered independently within each Domus Academy Master's programme. The content of these courses is in relation to the specific programme with the common intent of promoting and consolidating a personal and independent vision and approach to be applied in the Final Project. In this course, students may work in teams (also interdisciplinary) for certain aspects; however, the output needs to include and represent individual work.

In the Final Project, the students are expected to address current and contemporary themes from a personal perspective while responding to professional contexts and briefs that involve industry partners and organizations.

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.