



STUDIES 100%
GUARANTEED

DOMUS ACADEMY MILANO

MASTER'S PROGRAMME IN VISUAL BRAND DESIGN

FEBRUARY 2021

OVERVIEW

AWARDED BY NABA
NUOVA ACCADEMIA DI BELLE ARTI MILANO

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ONLINE PREPARATORY PROGRAMME

EXPERIENCE AREA

*Combined with Master's Programme in
VISUAL BRAND DESIGN*

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		

**EXPERIENCE AREA
PREPARATORY PATHWAY**
 44 LESSONS
 (88 HOURS)



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	

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 **PROGRAMME SUMMARY**

QUALIFICATION

(First Level) Academic Master

PROGRAMME TITLE

Master's Programme in Visual Brand Design

PROGRAMME TYPE

Full Time

LANGUAGE OF INSTRUCTION AND ASSESSMENT

English

9 **EXPERIENCE DESIGN is impacting behavior through design. It is a people-centered design direction and a contemporary vision of the design process in which curiosity is the smart ingredient when generating future scenarios and experiences, perceptual spaces, services, strategies, storytelling, identity and brand perceptions. It is when fiction meets reality.**

An integrated vision, the direct combination of visual design, storytelling, graphics tools, identity research, is crucial when it comes to competing in terms of promotional communication and the reasoning behind the product or service. Branding starts with the understanding of the values of a company and culminates in the ability to visualize a meaningful story with the right tone of voice while building a long-term relationship with the public.

AIMS AND OBJECTIVES

AIMS AND OBJECTIVES

The Master's Programme in Visual Brand Design Programme focuses on the analysis of user's needs to create integrated visions and narrations that will catch the attention of selected audiences, engage them through all communication touch-points with a company.

Students will be prepared to identify the company's core philosophy, cultivate a deep understanding of their products and services, juggle with different marketing techniques, and design innovative ways to communicate its values to the customers through physical, digital and social media.

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:

- Design innovative visual branding concepts, scenarios, and solutions at different design scales;
- Demonstrate the capacity to master the branding process with awareness of advanced research and analytical tools and techniques appropriate to professional standards;
- Develop critical thinking on the professional field of Visual Brand Design developing the ability to deal with experts and company requests;
- Manage the complex development of communication

projects to professional standards;

- Generate cross-disciplinary approaches related to Visual Brand Design and its connection with other design and business driven disciplines;

- Appraise the diverse dimensions of Visual Brand Design with reference to social, cultural, economical and technological implications and applications.

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

- Design presentations able to communicate concepts, strategies and communication outputs to professional standards, by applying a variety of techniques including visual, oral and prototyping;
- Combine the appropriate creative, intellectual and technical skills as well as the correct communication languages, consistent with the company guidelines and brand identity;
- Identify how to integrate self and professional skills within a multicultural context, managing the complexity of teamwork;
- Formulate a critical point of view on their own professional approach in relation to the Visual Design;
- Critically evaluate the information gathered into the analysis and research phase in order to formulate insightful design solutions;
- Plan the activity of project management and develop autonomously multi-channel projects using a range of media in line with the industry request, respecting deadlines and project constraints.

CAREER OPPORTUNITIES

The aim of the Master's in Visual Brand Design is to train effective, dynamic and versatile visual brand designers, art directors, communication strategists and brand managers who are open to visionary innovation. Students will be equipped to find employment and freelance opportunities in small, medium and large-scale organisations in the fields of communication and graphic design, branding, advertising,

ENTRY REQUIREMENTS

Criteria for Admission to the Programme (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 Programme is addressed to candidates holding a bachelor degree in visual and graphic design, design, communication, marketing and other disciplines related to the Programme'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 Programme's topics. Upon successfully completing the Programme 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 “Programme 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 Programme 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 Programme 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 Programme is organized in four main modules including DNA kicks, 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 Programme Leader and the Project Leader are available to further discuss assessments with students if needed.

CORE WORKSHOP

- Identity Design - (8 credits)
- Product Strategy - (8 credits)

ELECTIVE WORKSHOP - (8 credits)

One to be chosen among:

- Experience Design
- Digital Luxury Communication
- Identity Design
- Product Strategy

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 Programmes, portfolio and presentation.

STUDY PLAN

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

WORKSHOPS

CORE WORKSHOPS - COMPULSORY

IDENTITY DESIGN WORKSHOP

Branding is much more than just the definition of a visual image. It is the creation of a rich and attractive environment, grabbing the consumer's attention and bringing that person into the brand world, to share those brand values and to become an informal sponsor of the brand. Brands tend to assume a human connotation and personality, whose core values are represented through the visual image, communication style and behaviors, interaction models, tone and language. Furthermore, the identity of a brand and its success is strictly connected to its ability to leverage and exploit the broad range of media channels, both physical and digital, in order to establish and maintain a rich and reciprocal fruitful conversation with the audience, both current and potential clients.

The Identity Design workshop aims at developing the skills for designing the brand identity of a company, extend a pre-existent one and/or planning a promotional strategy. Students are asked to create scenarios and concepts, by utilizing a mix of communication strategies and design tools, in order to design the "global brand identity" of a small to medium scale company, a product line, and/or a start-up. The topics covered include visual design; illustration and iconic design; brand identity and corporate culture; communication strategies; and touchpoints.

PRODUCT STRATEGY WORKSHOP

Over the last decades, the design of products has reached a high level of sophistication and complexity. Different design approaches and perspectives have conceptualized visions in manifestos, and this has influenced the design culture at large. The Product Strategy workshop aims to develop project proposals able to combine different approaches in a new, innovative and surprising way. The workshop explores corporate cases involving the leading design companies, whose ability to innovate does not merely concern products, but all the elements that contribute to shape a truly global offer encompassing: positioning, image, distribution and communication. The application domain can range from established brands (brand extension), to companies wanting to exploit their potential, to existing companies that want to re-position their business, to new ventures (startups, crowdsourcing). A substantial part of the workshop activity is dedicated to the definition of a business model consistent with the objectives and scale of the project, while exploring the scalability of the solution, feasibility and innovation potential.

ELECTIVE WORKSHOP

One to be chosen among the following:

DIGITAL LUXURY COMMUNICATION WORKSHOP

With an exponential rise of digital media platforms and channels, luxury brand managers are dealing with an extremely fragmented media landscape. Luxury brands need to adapt their communication strategies to each of those platforms, which implies declining their storytelling in multiple formats and with multiplicity. On one hand, they need to give their customers and audience a more personal and active role by inviting them to nourish brand-generated contents. On the other hand, luxury brands must guide the creation of those new contents and counterbalance with the production of innovative and authoritative ones. The objective of this workshop is to support students in

appraising effective and innovative digital communication strategies, which can be implemented by lifestyle and luxury brands. In particular, the objective is to design and execute communication concepts and plans focused on generating tangible business results (new customer acquisition and loyalty) and brand image and awareness (customer engagement and advocacy).

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.

ENTREPRENEURSHIP THROUGH DESIGN WORKSHOP

Innovation is the temper of business design. In a world awash with ideas and new business ventures, what does it mean to frame a business through design? It means applying a design-thinking process to make sure your business idea solved a specific problem; and the solution to that specific problem is capable to generate revenues and profits in the long-term. Because the only distinction that makes sense in

business is the one between profitable and non-profitable businesses.

The workshop Entrepreneurship Through Design explores issues, theories, cultures, and methods associated with the goal of designing an “ideal business”, starting from the assumption that every successful business and company is the realization of something that originated as a dream. The aim of this workshop is to develop a business design strategy and a plan, both imaginative and reliable, to initiate new ventures, through means of design methodology, sensitivity and culture to business.

IDENTITY DESIGN WORKSHOP

COURSES

VISUAL CULTURES

Visual Cultures explores the fundamentals of visual culture through testimonials and design scenarios. The course offers a deeper understanding of the graphic design process through the management of visual elements. Students will be able to design visual layouts and manage, at advanced level, elements such as text and image. The course explores the current panorama of visual artifacts comparing the old techniques of serial production of visual artifacts with the techniques and methodologies related to the use of digital communication tools.

The structure of the course is a mix of theoretical components and hand-on experiences that will lead the students to face the mix of technical complexity related to the creation of communication artifacts. Upon successful completion of the course, the students have developed a deeper understanding of how the visual language associated to a specific era - and/or to a brand - are influenced by the production techniques. This knowledge will lead to a better awareness about how to use each specific language to enhance and focus the visual communication strategy for contemporary brands.

STORYTELLING AND VISUAL NARRATIVE

Storytelling has become today a fundamental design topic; the ability to integrate narration into the design process is an essential component to attract, engage and expand the user experience. The course responds to the growing need to create and deliver original visual content to varied fields ranging from communication of projects, interface design, management of social media channels, and to micro storytelling. The course provides an intensive exploration of visual and structural elements of storytelling and visual narratives where students engage with the necessary tools to design a user experience and to create user scenarios and storyboards. The course prepares the students for

the challenges and opportunities of the digital market, developing basic knowledge on software prototyping techniques of interactive services using static and dynamic representations.

PERSONAL BRANDING: VISUAL PORTFOLIO & SOCIAL BRAND IDENTITY

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: 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.