

NABA

NUOVA ACCADEMIA
DI BELLE ARTI

SAP-
SEMESTER
ABROAD
PROGRAMMES

INTERIOR
DESIGN

A.Y. 2025-26
HANDBOOK

design mundo afora



SAP

Syllabus

INTERIOR DESIGN

TEACHINGS	ECTS
Italian design history	6
History of art	6
Interior design 1	4
Interior design 2	4
Design methodology	4
Experience design	4
TOTAL CREDITS	28

SAP

Curriculum

ITALIAN DESIGN HISTORY

45 hours, 6 ECTS

Theoretical course

Course description.

The course examines the role of the Italian contribution to the history of modern design. As a result of a long social and formal process that has its roots in the avant-garde movement of Futurism.

Design culture in Italy has always been much more than a mere, functional planning approach: thanks to the efforts and the ideas of the many actors that have taken part to its (practical and critical) definition, the word design has entered in the core of the Italian creativity as one of its most powerful component.

Students are introduced into this fascinating world through the analysis of several (cultural, social, artistic, industrial) aspects and a chronological comparison with the international debate and production. The course also intends to provide an overview of the history of graphic design in Italy as a mirror of the society evolution.

Course overview.

The course has been structured following the below topics:

- 1920-1945: Machine Age, Monumentalism, Dictatorship, World War II. Case studies: Alfa Romeo Tipo P2, Espresso Coffee Maker Bialetti, Montecatini Chair, Phonola 547 Radio. Stile Magazine, Bo & Pagani Furniture Sketches, Vespa Motor Scooter, Cisitalia Car, Vamp Showroom Chair.
- 1945-1979: Postwar Reconstruction, International Style, Space Age, Mass Culture, Counterculture, Pop Art, Radical Design. Case studies: Arteluce 548 Lamp, Ferrari America 375, Fiat 500, Cassina Superlight Chair, Mezzadro Stool. Arteluce 548 Lamp, Ferrari America 375, Fiat 500, Cassina Superlight Chair, Mezzadro Stool. Flos Arco Lamp, Artemide Eclisse Lamp, Lamborghini Miura, Tube Chair, Olivetti Valentine Typewriter. Flos Arco Lamp, Artemide Eclisse Lamp, Lamborghini Miura, Tube Chair, Olivetti Valentine Typewriter. Ferrari 512S Modulo, Grey Furniture, Kar-A-Sutra Concept Car, Tubi Tubi Fruit Bowl, Box Chair, Proust Armchair. Ferrari 512S Modulo, Grey Furniture, Kar-A-Sutra Concept Car, Tubi Tubi Fruit Bowl, Box Chair, Proust Armchair.
- 1980-2015: Postmodernism, Global World, Digital Age, Design Culture Now. Case studies: Fiat Panda, Casablanca Bookshelf, First Chair, Animali Domestici Furniture, Merdolino, Ducati Monster, Mobil Storage Furniture. Moscardino, Print Flip Flops, Caboche Lamp, Fiat New 500, Fiat 500 X, Branzi Body Vase, Celata Fruit Bowl.



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Curriculum

Learning outcomes.

The course provides students with key information related to the history of the Italian design, seen as a part of the general transformation of the country during the 20th and 21st centuries. Students will learn how understand this historical process through detailed analyses of selected case studies.

Prerequisites and requirements.

This course is intended for students who have no background in design or related fields.

General skills in the Adobe Photoshop software will be considered a plus.

Recommended bibliography and sitography:

- Gio Ponti, *In Praise of Architecture*, Dodge Corp., New York 1960.
- Charlotte and Peter Fiell, *Masterpieces of Italian Design*, Goodman Fiell, London 2013.

Additional contents will be provided to students during the course.



SAP

Curriculum

HISTORY OF ART

45 hours, 6 ECTS

Cognitive-practical course

Course description.

Starting from the premise that every history is influenced by the way it is viewed and analyzed and that it is difficult today to speak of an absolute history of art, the course is structured around the concept of visual culture - developed by art historian Svetlana Alpers in the 1970s - to build awareness of art history as an evolving discipline. This approach allows an understanding of how art history can capture key socio-cultural changes within a given context and translate them into unique, expressive languages.

The first block of lessons outlines the major artistic movements from the second half of the 19th century to 1950, focusing on the influence of historical avant-garde movements on architecture and design. As a complement to traditional art history narratives, the course will also provide an in-depth exploration of the female gaze, ranging from Suzanne Valadon and Paula Modersohn-Becker's Post-Impressionism to Surrealist women artists, from the women of the Bauhaus to the female representatives of the Soviet avant-gardes.

The lessons will then move into contemporary art, analyzing the following macro-themes:

- Art and Ceramics, from Auguste Rodin to Thomas Schütte;
- Art and Nature: from Romanticism to Environmental Art;
- Art and the World: Contemporary art from the Middle East and North Africa;
- Art and Multidisciplinary Languages: Art and Fashion.

The course also includes off-site visits to museums or installations and screening documentaries relevant to the program's topics.

Learning outcomes.

By the end of the course, students will have gained knowledge to interpret and analyze the various languages that shape contemporary art history; they will also have the potential to integrate them critically into their work.

Prerequisites and requirements.

The course is open to anyone interested in developing an awareness and critical perspective on historical and contemporary artistic languages from a multidisciplinary point of view. No prior knowledge of the History of Art or specific prerequisites is required.



SAP

Curriculum

DESIGN METHODOLOGY

45 hours, 4 ECTS

Cognitive-practical course

Course description.

The course focuses on the complex process related to the several design approaches and perspectives as this field reached a high level of sophistication and complexity over the last five decades.

Students will be developing their capacity to adapt to different design tasks and to acquire the necessary basics of cultural, conceptual and technical skills.

The course has been structured as an exploration of research and design experiences, which does not only provide the “how to do” tools but helps each and every individual to find the reasoning behind their doing.

Course overview.

Students will be stimulated in order to focus on what is happening around them and within the design sector.

The course will be focusing on:

- design methodology: style, languages, technologies;
- design process and decision making (company / material / technology) “Understanding through Creating”: reflect, interpret and elaborate the project.

The aim of the course is to raise awareness to design and technology process, to criticism, which leads to innovation and openness in creativity, to research methodology, and to the application of knowledge from the artisan and technological “know-how” through a personal project.

Learning outcomes.

At the end of the course, students will be enriched by new ways of design thinking and be able to develop their own design project.

Prerequisites and requirements.

This course is intended for students who have no background in design or related fields.



SAP

Curriculum

INTERIOR DESIGN 1

45 hours, 4 ECTS

Cognitive-practical course

Course description.

The course deals with the design of space for human life. The learning purpose of this course is to reach full awareness and command both of individual and group design projects, through the understanding of the methodologies as well as the tools used for analysis, development and communication of interior design projects.

Course overview.

Students will be required to use all their design and communicative skills from drawing to verbal communication.

The course has been structured following the below topics:

- reading and understanding space;
- interpreting briefs and building up ideas;
- relation between form and function;
- organizing paths within a given space;
- dimensioning rooms and furniture;
- materials, colours and light: the sensorial dimension of space.

Learning outcomes.

At the end of the course, students will be able to develop their own design project.

Prerequisites and requirements.

This course is intended for students who have no background in design or related fields.



SAP

Curriculum

INTERIOR DESIGN 2

45 hours, 4 ECTS

Cognitive-practical course

Course description.

The aim of the course is the development of design-thinking consciousness by following a reverse process of decomposing. Starting from analyzing an iconic project and producing information to use in a new project.

From a finished result, to components/layers/ information and designing your space.

The program aims to provide the students with the opportunity to understand design methodology from a different point of view. From the end. Reverse process provides a different perspective and consciousness to the complexity of a project.

Course overview.

As designers, their goal is to make a better world, starting from the present with deep concerns about the future. We discuss life through the language of design. We learn from the past and must preserve its heritage.

This course provides the experience of learning from the past to develop the future.

Learning outcomes.

- Analysis - extracting information from a finished project.
- References use - inspiration vs copy.
- Communication - consistent representations of the project.

Prerequisites and requirements.

General knowledge in the interior design field will be considered a plus.



SAP

Curriculum

EXPERIENCE DESIGN

45 hours, 4 ECTS

Cognitive-practical course

Course description.

This course explores the typical tools and techniques of a contemporary experience design project, in the intersection among people, spaces, strategies, digital services, artificial intelligence and the basic idea of “information”.

This is the real and virtual space based on the production and diffusion of data, their transformation, the interfaces that make them intelligible, navigable, manageable and editable, the new scenarios, the reprogramming of existing models and the implications of all that in the perception and use of the real space. Nowadays, the information society paradigm permeates culture and design: complex systems, networks, exchanges between real and virtual systems, mixed realities, new ecosystems and new concept of ecology.

During the classroom activity, the course will develop a strategic project of a service or experience based in a hybrid real and digital space, from a user-centered perspective, that could also require an extension of the project in the fields of interface design and interaction design.

Course overview.

The course has been structured by subject areas.

- User experience.
- Customer experience (retail, multi-platform systems).
- Service design.
- Interface design.

Learning outcomes.

At the end of the course, students will be familiar with all the topics and skills related to the experience design.

Prerequisites and requirements.

This course is intended for students who have no background in design or related fields.