



CURRICULUM

INTERNATIONAL ACADEMY
OF ART & DESIGN

design
mundo
aifora

NABA

NUOVA ACCADEMIA
DI BELLE ARTI

master of arts in INTERIOR DESIGN

AREA
Design

AREA LEADER
Milan | Rome
Claudio Larcher

COURSE LEADER
Milan
Valentina Dalla Costa

LANGUAGE
Italian - English

CAMPUS
Milan

DEGREE AWARDED
Second Level
Academic Degree

CREDITS
120 CFA

LENGTH
Two years

The MA in Interior Design (Second Level Academic Degree in Design) develops all-round professional profiles ready to enter the global marketplace. In the contemporary world, interiors play an increasingly important role in individual and collective living spaces of global cities, becoming part of a complex physical and narrative system. The MA enables its students to deal with conceptual and operational issues through an interdisciplinary approach open to innovation and cultural exchange, and different project experiences led by international professionals.

**CAREER
OPPORTUNITIES**

Interior designer

Exhibition designer

Furniture designer

3D modelling specialist

Project illustrator

Stylist

Interior decorator

Lighting designer

Brand designer

Design consultant

**LEARNING
OBJECTIVES**

To explore the limits and constraints of the world of interior design, widening the knowledge, critical awareness, empirical and creative thinking skills

To develop a solid empirical design thinking and a conscious methodological approach for the future professional career

To design how humans will live, work, and communicate through interior spaces, over two years of intense interior space exploration, in the exceptionally stimulating and creative environment of the city of Milan

CURRICULUM

FIRST YEAR

SEMESTER	COURSES	CFA
1	Design 1	12
	Interior design 1	8
	Materials and technologies	4
1	Project methodology	12
	Design of space	6
	3D modelling and rendering	6
1	History of art	6
TOTAL CREDITS 1ST SEMESTER		30
2	Design 2	12
	Interior design 2	8
	Furniture design	4
2	Brand design	12
	Brand strategy	8
	Experience design	4
2	History of design	6
TOTAL CREDITS 2ND SEMESTER		30
TOTAL CREDITS FIRST YEAR		60

SECOND YEAR

SEMESTER	COURSES	CFA
3	Design 3	12
	Exhibition design	8
	Project culture	4
3	Light design	6
	2 activities to be chosen by the student:	
	Design management	6
3	Additional training activities: erasmus	6
	Additional training activities: academic training/internship	6
	Additional training activities: cross disciplinary workshops, individual projects, conferences	6
TOTAL CREDITS 3RD SEMESTER		30
4	Design 4	12
4	Art direction	6
4	Thesis	12
TOTAL CREDITS 4TH SEMESTER		30
TOTAL CREDITS SECOND YEAR		60
TOTAL CREDITS MASTER OF ARTS		120

COURSES

FIRST YEAR

DESIGN 1	The course aims to provide students with the basic tools to address the complexity, diversity and multiplicity of design projects in contemporary contexts. Through two modules, Interior design 1 and Materials and technologies, students learn how to address the design of spaces from the point of view of materials, focusing on the study and specific use of technologies suitable for Interior Design.
PROJECT METHODOLOGY	This course aims at exposing the students to design themes with high conceptual complexity, so that they can develop the ability to adapt to different project conditions and develop a wide range of cultural, theoretical and technical tools. The integrated didactic module provides the skills to master modelling and rendering techniques for interiors.
HISTORY OF ART	This course aims at providing a comprehensive overview of the Italian and European history of art, which is the scope of the cultural and aesthetic references behind the history of Italian design, and that give contemporary interior design its meaning.
DESIGN 2	This course, through the two modules Interior design 2 and Furniture design, focuses on the development of an interior design project, aimed at deepening the understanding of meanings and values linked to public space projects, relational qualities of the space, link among space, men and objects. The integrated didactic module provides specific technical competences in the field of furniture and home accessories design.

BRAND DESIGN The purpose of this course is to investigate the link between the Interior Design and the creation of a brand, company, or institution identity and values system in the design process of commercial and/or public spaces. The integrated didactic module provides in-depth study of the typical tools and techniques of a contemporary experience project, in the intersection among people, spaces, digital services, artificial intelligence and big data.

HISTORY OF DESIGN The purpose of this course is to provide a comprehensive overview of Italian design, throughout the 20th Century and the contemporary age, in the wider context of modern and post-modern history in the western world. The course is based on the identification of links and implications between the role of design and the development of social, cultural and political systems in the contemporary history of Europe and the United States.

SECOND YEAR

DESIGN 3 This course, through its two modules Exhibition design and Project culture, revolves around the development of a temporary display project for a public indoor area, based on the theme of display design for cultural (exhibitions, museums), commercial (stands, exhibition booths) contexts or for local community services. The integrated didactic module provides further competences for the development of a project-based or curatorial researches, dedicated to the exploration of the relations between design and art, design and fashion, to the analysis of contemporary trends, or to the curatorial strategies in the field of contemporary art, museography, and interactive installations.

LIGHT DESIGN This course's purpose is to lay the cultural, technical and light engineering foundations of light design, to allow the students to develop the ability to define the light atmosphere of indoor spaces through the right choice and positioning of light sources.

DESIGN MANAGEMENT This course aims at providing an articulate overview of the different operational strategies that can be carried out to develop a project in different professional contexts (personal studio and/or collective organisations). Also, it will go over the fundamental tools to understand an approach that is oriented towards business design and service design for interiors.

DESIGN 4 This course leads to the full development of all the necessary skills to manage an interior design project for complex public spaces. The students acquire the ability to manage the entire design process, from concept to executive design, including the strategies to present the project in all of its phases. The integrated didactic module, set up in the form of a collective Interior design research lab, provides in-depth study on specific research and project topics, to be determined according with the project theme.

ART DIRECTION This course contributes, in cultural and operational terms, to interior design projects from the point of view of visual design, graphic and photographic expression, creation of multimedia works, and digital representation of interiors.

THESIS

The highest point of the didactic path is the final degree project, where the students have to submit and defend their Thesis in front of a Committee, made up by their lecturers and the Course Leader. The Master of Arts' Thesis takes the form of an in-depth research aimed at carrying out a project. The final document is constituted by the presentation of the research and of the project documents, and aims at proving the critical, design and fulfilment competences acquired by the student over the MA. The development of the Thesis is something that every student carries out individually, independently and in complete autonomy. During the process, each student is supported by at least one Mentor ("Advisor"), who needs to approve the project proposition, guide the student in developing the research and, finally, approve the dissertation of the final Thesis work. The final dissertation is individual. Upon the Course Leader authorisation, the research can start as a collective work carried out by a group of students, up to four participants. The final presentation of the project will necessarily be represented by a personal document, and the role of each student needs to be defined since the approval of the project proposal.