



DOMUS ACADEMY
MILANO

AY 26-27

Dual Award Master's Programme / Academic Master's Programme in

BUSINESS DESIGN



About Domus Academy



"Domus Academy for me is a modern Myth where Naiveness awe Complexity (and viceversa) and Rationality embraces Poetics (and viceversa)".

Juan Carlos Viso, Venezuela

"Domus Academy is a melting pot of culture and cultures, of up-coming and established professionals; it is the place where design is not a discipline but a way of seeing things and tackling life".

Giulio Ceppi, Italy

"Domus Academy defined my identity as a designer at the center of chaos, multi-cultural influences and a beautiful country like Italy. One year at Domus Academy pushed my creativity to a higher level. "

Sander Brouwer, The Netherlands

"Domus Academy was founded to create differences, heterogeneity, discontinuities, turbulence and leaps."

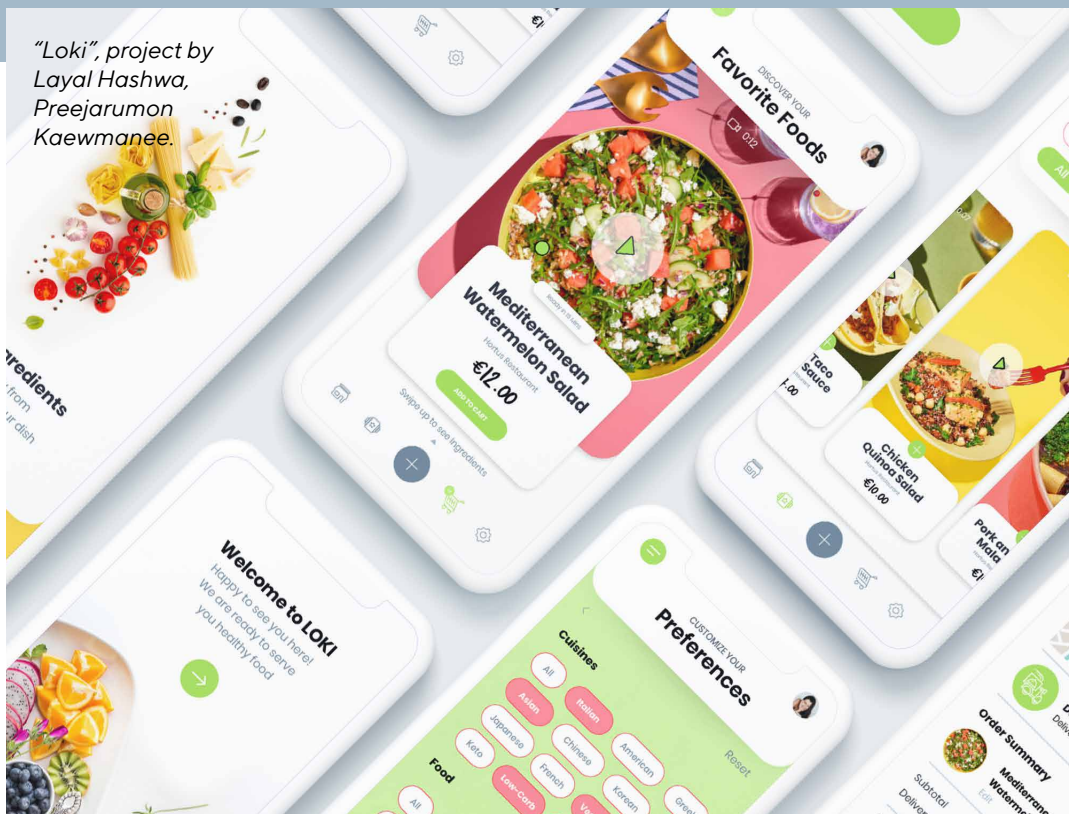
Isao Hosoe, Japan

Master in Business Design

The Master's in Business Design is workshop-based, supported by seminars, lectures, tutorials, and fieldwork. Industry professionals, the course leader, and project leaders will guide you via individual coaching and mentorship.

The combination of accredited coursework and real-life professional projects gives you the career opportunity to build on your academic foundation, while gaining valuable work experience directly applicable to your future careers.

You can apply to the Academic Master's Programme, accredited by the Italian Ministry of Education, or to the Dual Award Master to obtain both an Academic Master's Degree with Italian validation and a Master of Arts Degree with a UK validation.



Career Profiles

This programme will equip you with the skills to secure roles in consultancy firms, research and development firms and start-ups, as well as to embark on a career as a self-employed consultant or entrepreneur. You may also consider related roles, such as:

STRATEGIST

DESIGN AND INNOVATION CONSULTANT

BUSINESS DEVELOPER

RESEARCHER IN R&D UNITS

BRANDING EXPERTS

CONSULTANT IN SERVICE COMPANIES

ENTREPRENEUR IN THE CREATIVE INDUSTRIES

Learning Outcomes

- Re-think business models in international business scenarios with a visionary approach, design-thinking and creativity.
- Understand business and competition, learn strategic, organisational, and management skills and master key activities such as providing industry and trend analyses, designing experiments for market validation and prototyping, developing business models, and identifying risks and future strategies.
- Help organisations create new ways of being competitive, turn their ideas into ventures and design long-term viability and performance.
- Engage in inter-disciplinary development to drive innovation and digitalisation in businesses, products and strategies.
- Identify market opportunities and develop a design-thinking methodology combining business theories and frameworks with a human-centred approach.
- Develop the ability to conceive a business idea from scratch and to lead its launch on the market, managing all phases of the design process: from preliminary research to the prototyping of the business model, up to the definition of the final product or service concept and its presentation through an effective and coherent pitch.

Audience

The programme is designed for you if you have a first-level degree and/or professional experience in design, economics, management, or the humanities. Even if your background is in other fields, you can join provided you are motivated to undertake in-depth research in the programme's subject area.

Subjects and Workshops

SUBJECTS

Entrepreneurship: Business Design Tools
Business Design for Creative Leaders
Strategic Branding

WORKSHOPS

Entrepreneurship through Design
New Product Strategies

ELECTIVE WORKSHOPS

One to be chosen among:

Digital Communication
Strategic Brand Management
Experience Design
Fashion Merchandising and Buying
Entrepreneurship through Design
New Product Strategies

THE RANGE OF SELECTION VARIES ACCORDING
TO THE STUDENT'S ENTRY INTAKE

Subjects



"Skizzle!", project by Omisha Chugh, Ttinnabhop Bandhunark, Regina Papa.

ENTREPRENEURSHIP: BUSINESS DESIGN TOOLS

- SUBJECT

The subject focuses on the entrepreneurial process of opportunity identification and exploitation; the nature of entrepreneurial opportunities; the traits of entrepreneurs; and the final definition of a business plan. You will explore the definition of what entrepreneurship is to its specificities and challenges.

This is an immersive crash subject on entrepreneurship that will offer you world-class up-to-date theories, data and examples on business model design. Every class will also introduce you to tools for applying theoretical concepts to the design of your own personal business ideas. The subject is meant to offer you a complete set of business design tools that are must-haves for young business designers dealing with entrepreneurial processes.

BUSINESS DESIGN FOR CREATIVE LEADERS

- SUBJECT

The subject offers you knowledge and tools to calculate and model the core aspects of real business scenarios, by examining, interpreting and summarising the economic performance and viability of a company, studio or consultancy. You will explore fundamental accounting, financial and business planning tools; short- and long-term profitability aspects; various sustainable business model approaches, and how to build long-lasting competitive advantages.

The subject provides the tools to plan, compare and select the various options to fund innovative projects or enterprises within a long-term horizon and a general framework around intellectual propriety and copyright aspects and regulations.

STRATEGIC BRANDING

- SUBJECT

The subject in Strategic Branding provides a clear methodology to conduct an effective and insightful strategic analysis of various businesses, and to define guidelines to grow, stay relevant and establish and nurture long lasting relationships with their current and future customers.

You will use frameworks to understand and assess in-depth all the building blocks of a business, from customer segments and value propositions to channels. Then you will learn and apply a structured process rich with tools to define a strong brand strategy relevant to the specific market context and target audience.

Workshops

ENTREPRENEURSHIP THROUGH DESIGN - WORKSHOP

In a landscape full of ideas and emerging business ventures, what does it mean to approach business through the lens of design? It involves using design processes, alongside multidisciplinary methods and tools, to refine and bring an idea to life or rejuvenate the business model of an existing brand by proposing innovative and feasible solutions within a strategic and sustainable framework.

This workshop explores the issues, theories, cultures, and methodologies relevant to designing the “ideal business,” based on the belief that every successful enterprise starts as an aspiration brought to life. The aim of this workshop is to develop a comprehensive business design strategy and plan that is both visionary and practical, achieved by applying design methodologies, sensibilities, and sustainable perspectives to business.

NEW PRODUCT STRATEGIES - WORKSHOP

The New Product Strategies workshop aims to help you develop project proposals that combine different approaches in new, innovative, and surprising ways. This workshop explores industry cases involving leading design companies, whose ability to innovate focuses not only on products, but also on all the elements that contribute to shaping a truly global offering, including positioning, image, distribution, and communication. The insights gained from these case-study explorations can be applied to established brands (brand extension), companies looking to exploit their potential, businesses wishing to reposition themselves, and new ventures (start-ups, crowdsourcing).

A significant part of the workshop is dedicated to envisioning new opportunities and scenarios and launching new ideas that align with the company’s vision and business model. You should also define the appropriate go-to-market strategy and communication plan.

DIGITAL COMMUNICATION - ELECTIVE WORKSHOP

The objective of the Digital Communication workshop is to support you in appraising effective and innovative digital communication strategies to be implemented by lifestyle and luxury brands throughout all touchpoints with the consumer. In particular, the objective is to design and execute communication concepts, plans and digital strategies that preserve and enhance emotional aspects and values focused on

generating tangible business results (new customer acquisition and loyalty) and brand image and awareness (customer engagement and advocacy). 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 translating and adapting their storytelling into multiple formats. They need to give their customers and audience a more personal and active role by inviting them to nourish brand-generated content. Simultaneously, luxury brands must guide the creation of these new contents and counterbalance them with the production of innovative and authoritative ones.

STRATEGIC BRAND MANAGEMENT - ELECTIVE WORKSHOP

The objective of the workshop in Strategic Brand Management is to give you solid strategic brand management frameworks to analyse existing brand strategies and businesses in order to evaluate the potential for new opportunities including new product and services development, brand and line extension, and other innovative business models, and growth strategy options.

The Strategic Brand Management workshop is aimed at analysing already existing luxury brand strategies and making brand management decisions through the use of comprehensive case studies. You will deal with the specific issues of branding strategy and management and real-industry cases to highlight branding concepts and to aid in the development of brand strategy decisions and management.

In our consumeristic societies, the obsession with luxury brands has created a cult for brands that provide quality and meaning. Only by adding a ladder of material values and telling a story about its buyers in connection with the brand, can a brand provide meaning. Luxury and lifestyle brands cannot be analysed using the same parameters and through the same management strategies as mass or premium brands: they require specific knowledge and expertise, especially given that new, younger, consumers are redefining the construct of what makes a luxury brand.

EXPERIENCE DESIGN - ELECTIVE WORKSHOP

The Experience Design workshop explores the design process from user perspective, focusing on people in the context of day-to-day life. You will design experiences that build upon interactions and relationships with information, communication tools, relational spaces, and interactive products and services.



Workshops



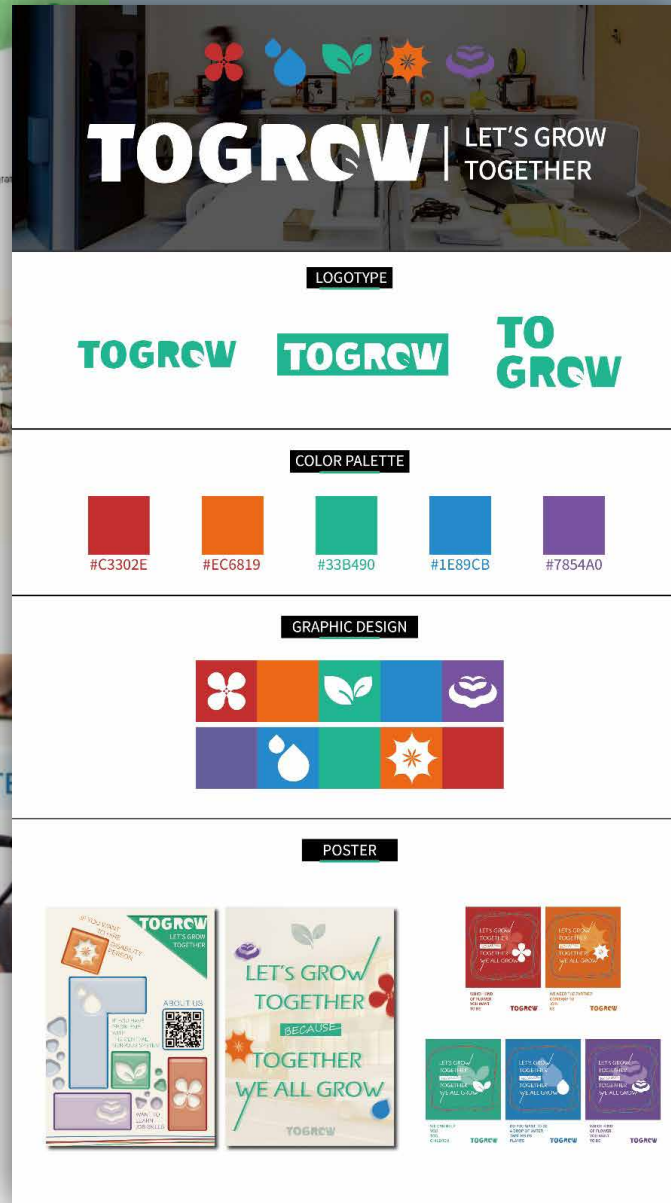
TOG Fab Lab

FabLab develop special assistive devices and learning tools.

FabLab and TOG assist in job placement and provide community and device support as a lifelong service.



Let's Collaborate !



Your area of investigation can either focus on a topic related to the present condition or be guided by longer-term projections. In the first case, you will devise solutions connected to the present; in the second, you will speculate on future scenarios, identifying problems that may arise in the near or distant future.

FASHION MERCHANDISING AND BUYING - ELECTIVE WORKSHOP

The purpose of the Fashion Merchandising and Buying workshop is to give you a detailed insight into the key role and responsibilities of a Collection Merchandiser and Fashion Buyer in the context of both retail and wholesale channels. You will examine the prerequisites of the role: from professional competencies to personal attributes. In the current omnichannel fashion retail context, buyers are accountable for ensuring that a store's merchandise mix has the appeal to convince and convert potential customers. They are accountable for maximising turnover and profit margins while minimising inventory risk.

You will engage in analysing fashion trends through a deep examination of fashion catwalks, shows and presentations. You will learn to identify market opportunities by analysing consumer demand, trends and behaviour from a socioeconomic and cultural point of view, and to translate them into a feasible buying concept and a balanced assortment range.

"TOGROW", project by Vannida Vaenkaew, María Leticia Huerta, Chieh Chu Wang, Yu Chiao Wang, in collaboration with TOG

Course Leader



Elisa Chiodo

Dual Award Master's Programme / Academic Master's Programme in Business Design

“Design shapes what’s next: you need vision, skill, a collaborative spirit, and a commitment to what matters.”

Elisa is a transdisciplinary designer who works with tools from communication to service and business design. For her, the fun part of the job is creating bridges between disciplines and interpreting all these design languages.

After graduating in Communication Design, she received her PhD cum Laude in 2013 from the School of Design at Politecnico di Milano. During her PhD, she had the opportunity to work at the MobileLife Research Centre (Stockholm University) on service and interaction design devices and at the metaLAB at Harvard University in the field of digital humanities. For more than eight years she collaborated with the Master's Degree course in Communication Design at Politecnico di Milano. She joined the faculty of Domus Academy in 2016 and she has been leading the Master's in Business Design since 2020.

Faculty

Contemporary and heterogeneous faculty composed by teachers, visiting professors, famous and emerging designers, professionals, startupper, innovators, creators, influencers, journalists, special guests, such as:

Emil Abirascid, Fernando G. Alberti, Silvia Barbieri, Sara Bellani, Federica Belfanti, Edoardo Fano, Maria Matloub, Kim Mingo, Erica Moreti, Ilaria Scarpellini, Elena Sisti.

A portrait of Fernando G. Alberti, a man with a beard and glasses, wearing a dark sweater. He is sitting in a chair, and a bookshelf is visible in the background.

Fernando G. Alberti

Master's Programmes

You may choose to obtain either 1 award in 11/12 months (**Italian study path**)
or 2 awards (**Italian + UK study path - Dual Award**) in 14/15 months

ACADEMIC MASTER

Duration: 11/12 months



AWARD: Academic Master

Italian Validation

CREDITS: 60 ECTS

LANGUAGE: English

GRADUATION CEREMONY: Milan (Italy)

ALUMNI COMMUNITY: Domus Academy

SEPTEMBER 2026 INTAKE:
from 7th September 2026 to 2nd August 2027

NOVEMBER 2026 INTAKE:
from 2nd November 2026 to 12th November 2027

FEBRUARY 2027 INTAKE:
from 8th February 2027 to 11th February 2028

BUSINESS DESIGN

DUAL AWARD

Duration: 14/15 months



AWARD: Academic Master

Italian Validation

CREDITS: 60 ECTS

LANGUAGE: English

GRADUATION CEREMONY: Milan (Italy)

ALUMNI COMMUNITY: Domus Academy

AWARD: Master of Arts

UK Validation

CREDITS: 180 CATS (90 ECTS equivalent)

LANGUAGE: English

GRADUATION CEREMONY: London (UK)

ALUMNI COMMUNITY: Regent's University London



SEPTEMBER 2026 INTAKE:
from 7th September 2026 to 19th November 2027

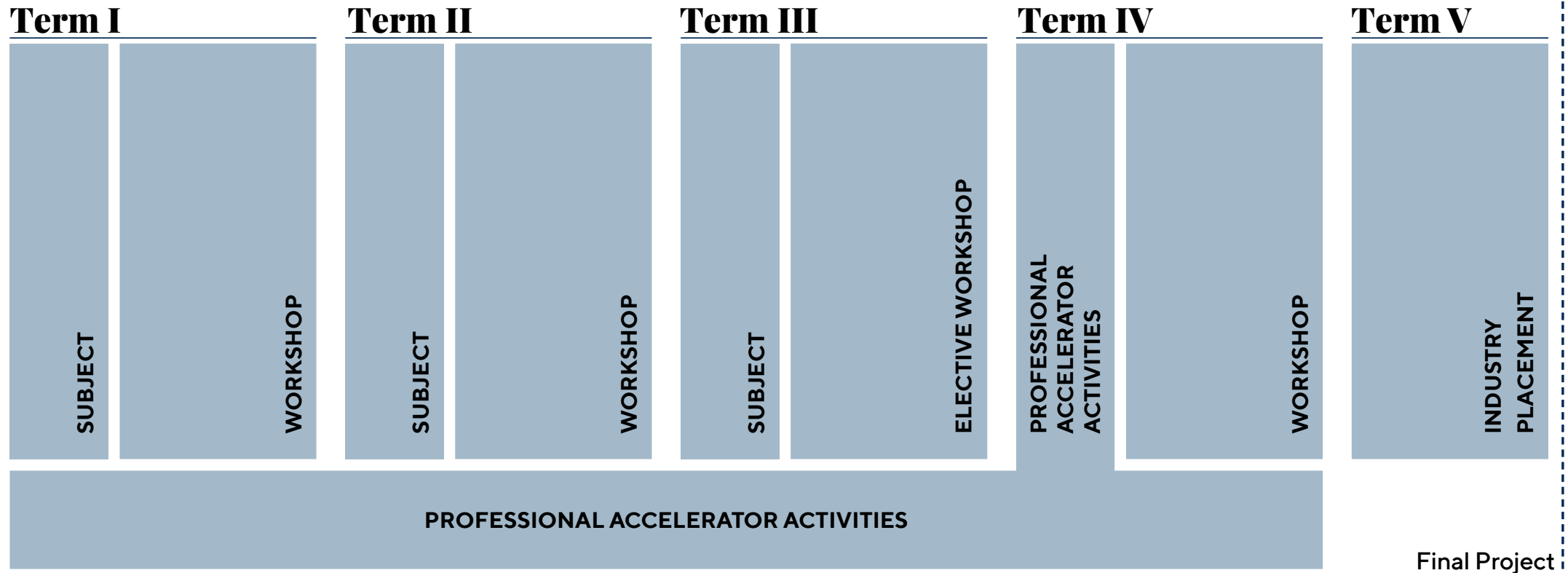
NOVEMBER 2026 INTAKE:
from 2nd November 2026 to 18th February 2028

FEBRUARY 2027 INTAKE:
from 8th February 2027 to 28th April 2028

SCHOOL OF BUSINESS

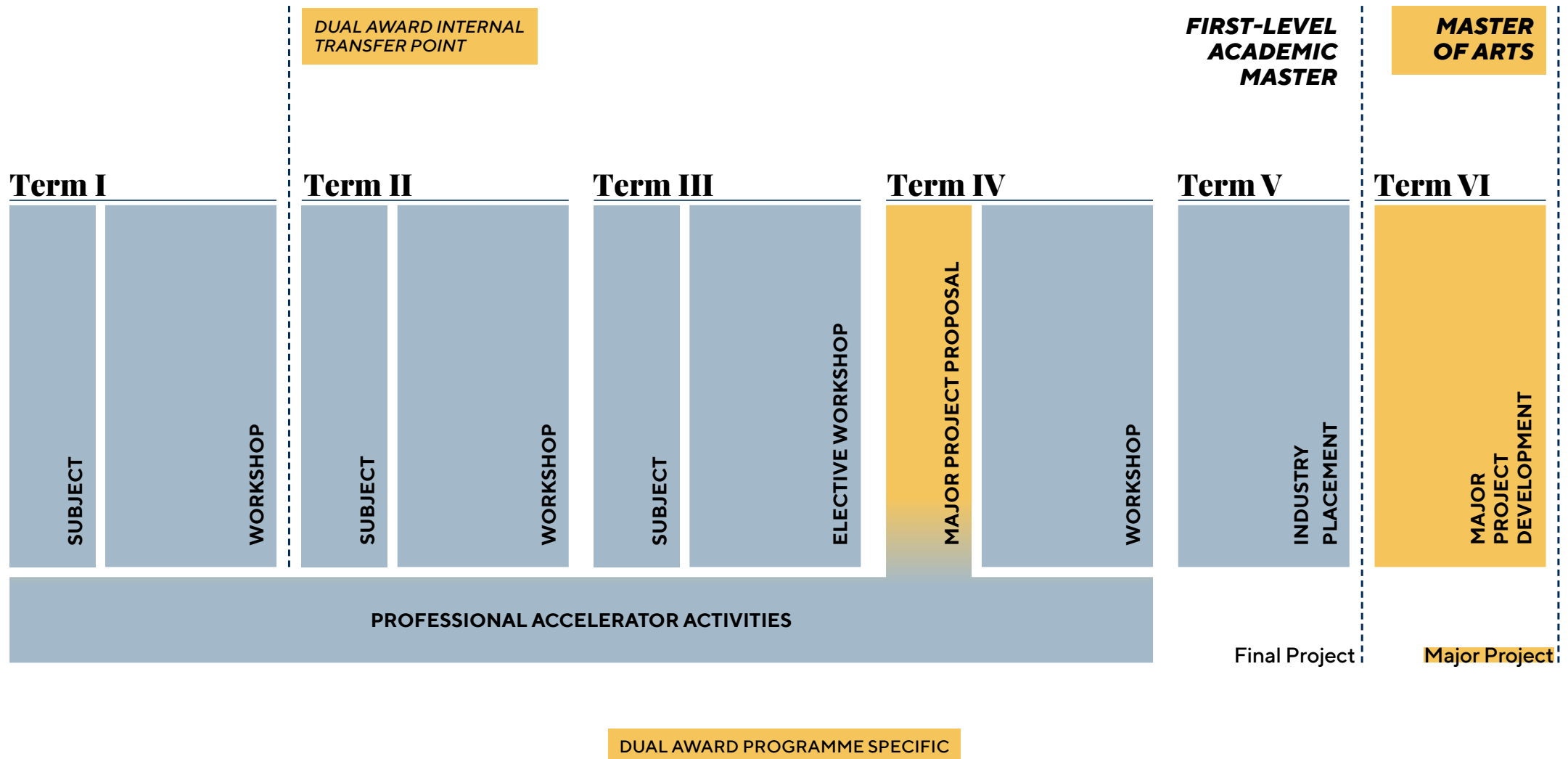
Academic Master Structure

**FIRST-LEVEL
ACADEMIC
MASTER**



Dual Award Structure

Get 2 prestigious awards in less than 15 months



Glossary

SUBJECTS

These modules cultivate an engagement-driven environment, blending lectures, tutorials, and seminars to enable you to explore foundational theories, key methodologies, and practical applications in the field, thus developing both foundational knowledge and technical expertise.

WORKSHOPS

Guided by industry professionals and faculty project leaders, workshops emphasise hands-on, collaborative learning through project-based activities and experimentation, often carried out in partnership with leading industry partners or external stakeholders, to develop innovative products, services, strategies, and interventions at various scales.

PROFESSIONAL ACCELERATOR ACTIVITIES

These activities are designed to enhance your professional profile while fostering awareness of emerging job trends and market opportunities. It focuses on equipping you with essential skills to craft a professional identity and offering practical engagement with the professional world through mock interviews, expert-led presentations, and networking opportunities with industry leaders and successful alumni.

INDUSTRY PLACEMENT

This module helps you develop professional expertise in your chosen industry, equipping you with the skills to address industry challenges and enhance your employment prospects. You will gain hands-on experience through either an internship or a project-based learning experience on campus, building practical knowledge and valuable career connections.

FINAL PROJECT

You will develop a personal and comprehensive project, culminating your academic journey. This includes conducting design research, generating concepts, and developing the project, transforming ideas into tangible outcomes, while refining both creative and technical skills along the way.

MAJOR PROJECT PROPOSAL

This module, specifically for the Dual Award Programme, serves as an action plan for your Major Project Development. You will define project objectives, assess your topic, and identify opportunities for exploration. With academic support, you will refine your methodology and focus, laying the groundwork for your research. Lectures, seminars, and feedback from mentors and peers will help shape the proposal, setting the foundation for your Major Project.

MAJOR PROJECT DEVELOPMENT

The module marks the final stage of studies for the Dual Award Programme, expanding upon the proposal developed in the Major Project Proposal module. You will conduct in-depth research, applying advanced methods to a self-initiated project aligned with your area of study. Collaboration with an advisor will help refine the project, addressing contemporary challenges and showcasing future solutions and innovations. The final submission will reflect your research, design process, and outcomes fostered by an interdisciplinary environment.

Methodology

Our teaching approach is based on workshops developed in collaboration with innovative and renowned companies and addressing specific research themes.

In the development of the projects you are supported by lectures aimed at broadening your knowledge on the specific investigation theme, inviting designers, researchers, stakeholders and representatives of **companies** to present your work and ideas as a link between the specific disciplinary perspective and the broader cultural/economic context.

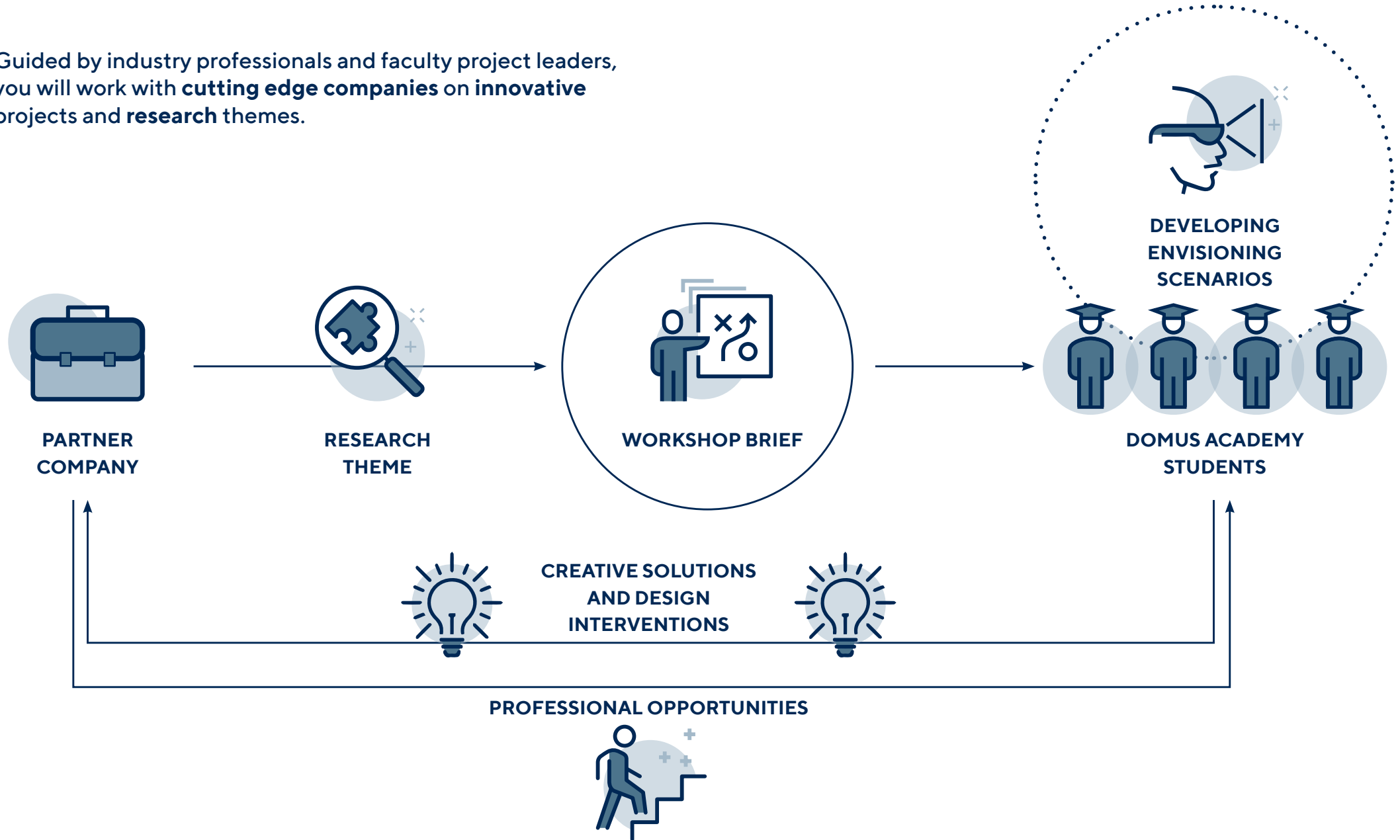
Based on a **cross-disciplinary** methodology, each workshop can involve students from **different Master's Programmes** working on diverse aspects of the same research issue.

The workshop culminates in a **final presentation** to the faculty and invited company representatives and professionals.



Workshop: from Concept to Creation

Guided by industry professionals and faculty project leaders, you will work with **cutting edge companies** on **innovative** projects and **research** themes.



Companies

Several companies and design studios collaborated with the Master's in Business Design, such as:

COMING SOON - AY 2026/27:

KICKSTARTER

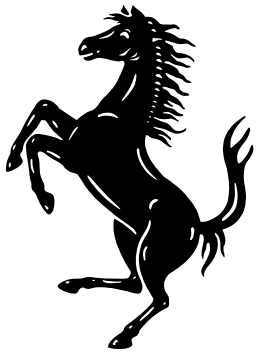


AKQA



STARBUCKS
RESERVE™
ROASTERY
—
MILANO

LIFEGATE



TOG Fondazione
TOG
ETS

EssilorLuxottica

F◊REVERMARK

Case History

TOG

Crafting Inclusive Futures

The Program & Proposal

An educational program empowering students to design, create, and innovate for a more inclusive world.



Key Objectives

01

Foster empathy and awareness by helping children understand the experiences of peers with disabilities.

02

Encourage inclusive design thinking through hands-on, creative problem-solving.

03

Strengthen collaboration between schools, families, and TOG to build a supportive learning environment.

04

Nurture a culture where inclusion becomes second nature in how children learn, think, and create.

Our 3 Pillars



Education



Awareness



Families

"Crafting Inclusive Futures" is a school partnership program developed for TOG Fab Lab—Milan's first Fab Lab dedicated to assistive technology for children with disabilities. The program empowers students to learn about inclusion through hands-on making, creativity, and empathy.

Implementation Timeline

Timeline	Class Size	Age	Location
1 month	20 participants	6-11 years old	TOG FAB LAB

1 month long educational program starting with children in primary primary schools in Milan.

Detailed Implementation

TOG Contacts MILE School	Students Visit & Create at the FabLab
As a pilot for the program, TOG will visit the school and meet with the teachers to discuss the program.	After spending time learning about TOG and the FabLab, the students will create their ideas to life in the FabLab.

TOG will visit the school and meet with the teachers to discuss the program.

Our Vision

A future where inclusion is natural, diversity is embraced, and all kids are valued as equal members of their communities.

Note: The schools mentioned are potential partners proposed for their alignment with the program's values and inclusive approach.

Business Plan

Private Schools

€ membership fee per class + FabLab lot fees

3 classes in the first year scaled over time

Selected Schools

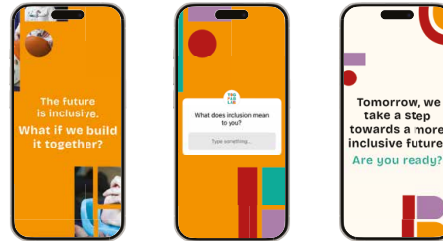
TOG FAB LAB

Public Schools

€ proposed government funding

2K state public schools in the Lombardy region

We want the Crafting Inclusive Futures program to be available to every student in the Lombardy region.



Crafting Inclusive Futures

Crafting Inclusive Futures is a program in partnership with schools and families, empowering children of all abilities to create, collaborate, and build a future where inclusivity is second nature.

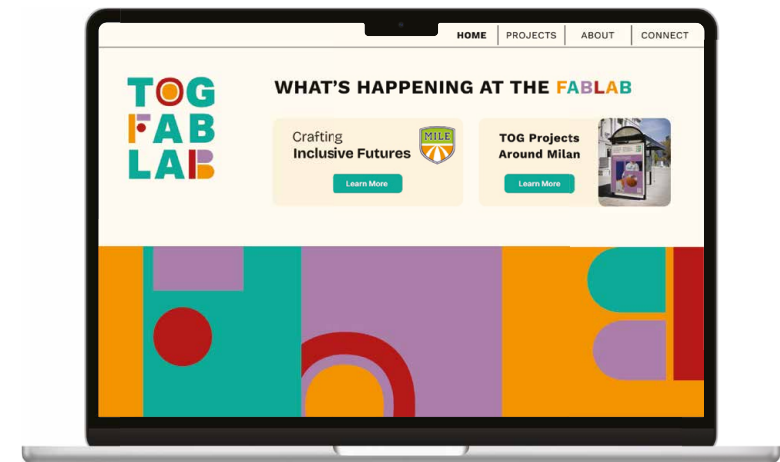


The future is inclusive —let's build it together.

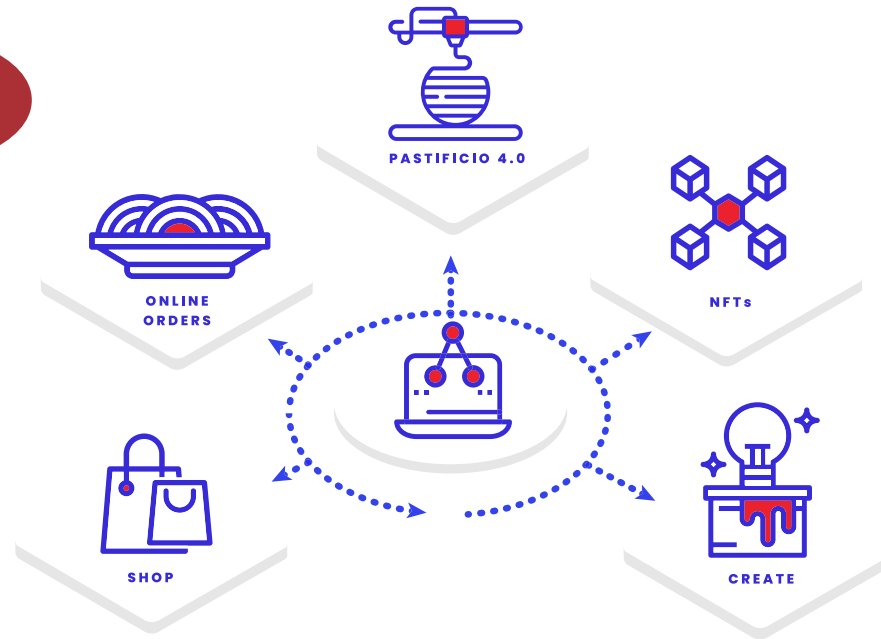


"Crafting Inclusive Futures" a project by Catherine Cable, Sarah Abdel Jalil, Tina Jain, Sevval Ozdogan, and Sanjoli Gupta, in collaboration with **Fondazione Tog**. Selected to take part into 2025 Gwangju Biennale, Korea.

Crafting Inclusive Futures is an educational programme designed to promote inclusion and disability awareness among young students and families. The programme is built on three key pillars: Education, Disability Awareness, and Families. Through hands-on learning experiences, students can design, create, and innovate with a focus on assistive technology for children with disabilities. The programme encourages students to see inclusion not as an additional effort, but as a natural part of everyday life. To bring this vision to life, Domus Academy's students have rebranded TOG Fab Lab, creating a new identity that reflects its warmth, innovation, and inclusivity, while staying true to TOG's values.

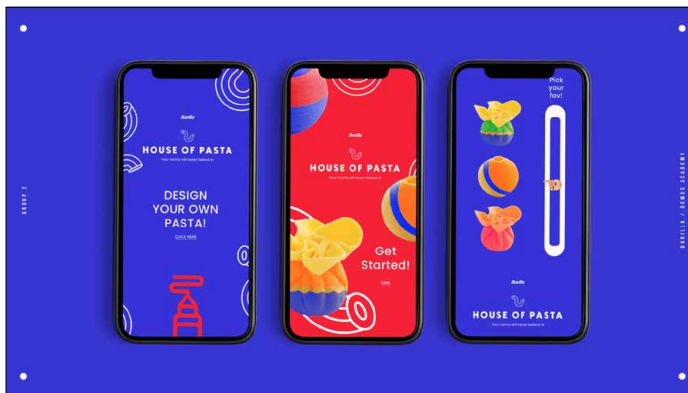


Case History



“House of Pasta” a project by Laura Loria, Melissa Gisherman, and Ghadir El Akli, in collaboration with Barilla.

Barilla is a brand deeply rooted in Italian heritage and has successfully achieved global reach, becoming the world’s #1 pasta brand. As part of its ongoing efforts toward innovation and relevance, the brand launched a brief to explore how 3D printing technology could be used to print pasta. Drawing on their understanding of the brand, its consumers, and the market, Domus Academy’s students developed a strategy positioning Barilla as an agile master brand. They identified the target audience as “food curators” – creative and curious individuals who see food as a form of self-expression. Then, they created “House of Pasta”, a hybrid physical and digital experience where consumers can interact with, create, and enjoy pasta in new and engaging ways.





Alumni

Domus Academy Alumni Community includes over 5,000 Alumni from all over the world spreading the value of a shared experience and culture.

Some of Domus Academy Alumni:

Vorapan Komain, Thailand - Client Event Manager at Parfums Christian Dior

Chiara Diana, Italy - VP Chief design at officer Frog

Patrick Kampff, Brazil - Senior Strategist Director EMEA at Siegel+Gale

Anja Hofmann, Germany - Brand Design & Corporate Identity at Mercedes-Benz

Aysegul Donmez, Turkey - Global Senior Brand Manager Campari Group

Laura Ines Politi, Argentina - Program Manager at frog

Caroline Fraser, Canada - Global Communications Director Rémy Martin at Rémy Cointreau

Marianne Mazzanti, Italy - Head of Global Digital Operations at La Prairie Group

Damla Ozguven, Turkey - Brand Strategist & Designer at ArteficeGroup

Melissa Rose Gisherman, Mexico - Senior Category Brand and Strategy Manager at Pepsico

Madhura Avinash, India - Experience and Service Designer at Publicis Sapient

Catarina Sofia Da Silva Gil, Portugal - Marketing Manager at Mastercard Data & Services

Nikhil Paul - India

Creative director at we make love & Paul Matter

"Domus Academy is a melting pot. You meet with people of different ages, culture and background. You share the experience and merge ideas into form. What I have seen, who I have met, what I have felt, what I have absorbed.

My life there was beyond studying Design in Italy."

Admission Process

1. CHECK ENTRY REQUIREMENTS

General entry requirements include:

For the 1-Year Academic Master's Programme:

- Holding a first level academic degree (Bachelor's Degree or Academic Diploma) in a field related to the chosen study programme*.

For the Dual Award Master's Programme:

- Holding a first level academic degree equal or higher than 2:2 (British undergraduate degree classification) in a field related to the chosen study programme*. Students holding a Bachelor's Degree lower than 2:2 will be requested to attend an interview with the postgraduate admission panel, proving also one year of relevant work experience.

*Master's Programmes are also open to students with not related degrees or diplomas, if the applicant is motivated by a research interest towards the programmes' topics.

3. SUBMIT THE APPLICATION

You can apply through our DEA, our official online application portal:

admissions.domusacademy.com/dadea/

Please notice that if you are supported by an external educational counsellor your representative will send us directly your application pack.

2. PREPARE SUPPORTING DOCUMENTS

The required documents for application are:

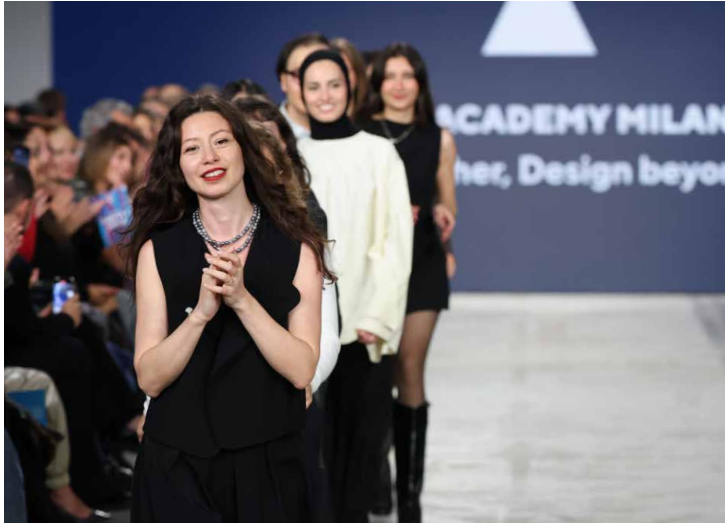
- Curriculum vitae
- Copy of Bachelor's Degree or Academic Diploma in original language and translation if necessary* or official certificate of expected Graduation issued by the Institution
- Copy of Bachelor's Degree or Academic Diploma's official transcript / mark sheet in original language and translation if necessary* (listing subjects and exams, with corresponding number of hours / credits) or most updated official transcript / mark sheet if not graduated yet
- Certificate of English language proficiency (for Academic Master's Programme: IELTS 5.0 or equivalent; for Dual Award Master's Programme: IELTS 5.5 overall and 5.5 in every single part or equivalent)
- Motivational letter
- Copy of passport
- Portfolio of projects (not compulsory for Master's in Business Design, Fashion Management and Luxury Brand Management)
- Application fee of €100
- Two reference letters for Dual Award Master's Programme only

*Accepted languages: Italian, English, French, Spanish

4. ENROL IN THE PROGRAMME

Upon being offered a place, you must secure it by submitting the Enrolment Form and a receipt showing the payment of the pre-enrolment fee within official deadline provided in the admission letter. Admissions office will inform you about documents needed for enrolment and matriculation to the course. Domus Academy will assist you for visa application. If you are non-European student, you will need to apply for study visa via University and check with the Italian Embassy or Consulate of reference for the proper documents needed.

Why Domus Academy



A PLACE FOR ENVISIONERS

The visionary school of design research and experience supporting the next-generation to be system game-changers and leaders of tomorrow, encouraging young talents to use imagination and creativity to shape the world and create the change.

CROSS-KNOWLEDGE PROFILES

The school has always focused its pedagogical approach on vertical knowledge as well as on horizontal skillset, contaminating different areas of knowledge and providing students with long lasting curriculum.

REAL INTERNATIONAL ENVIRONMENT

An open international and collaborative environment where talents can work with faculty and companies on future based concepts through disruptive and cross-disciplinary design approaches.

UNIQUE EXPERIENCE & CAREER OPPORTUNITIES

Learning methodology based on multiple activities: lectures, workshops, labs, bootcamps, and customisable study plan. Connections with companies and professionals, masterclasses with designers and Alumni. Highest Certified Placement Rate.

ICONIC DESIGN SCHOOL IN THE DESIGN CAPITAL

Full range of courses with Italian and International accreditation. Based in Milan, the world's capital of fashion and design. Internationally recognised as one of the most iconic Schools.

Awards and recognitions

SCHOOL AWARDS

- Selected by **Calibre** as one of the Best Fashion and Design Schools 2026
- Recognised as one of the world's top 30 schools by **CEOWorld Magazine**
- Included in the top 3% of universities globally by **QS World University Rankings** by Subject 2026
- Included in **THE Impact Rankings**
- Included in **UI GreenMetric**, the ranking of the world's most sustainable universities
- Selected by **Azure Magazine** as Top 8 Interior Design and Interaction Design Schools
- Listed by **Domus Magazine** as one of Europe's Top 100 Schools of Architecture and Design
- Listed as one of the Best Design Schools in the World by **BusinessWeek**
- **Compasso d'Oro** Award by the ADI, Associazione Disegno Industriale (Industrial Design Association)



WORLD BRAND
DESIGN SOCIETY

STUDENT AWARDS

- Rüyâ Akyol (Master in Product Design): winner Young Designer of the Year by the Elle Decoration International Design Awards (EDIDA) Türkiye, 2025
- Catherine Cable, Sarah Abdel Jalil, Tina Jain, Sevval Ozdogan, Sanjoli Gupta (Master in Visual Brand Design, Master in Business Design and Master in Product Design): selected to take part into 2025 Gwangju Biennale, Korea
- Özge Üçoluk (Master in Visual Brand Design): winner Graphic Designers Professional Association (GMK) Award, 2024
- Elena Candelieri, Nicholas Aron and Wiphawee Maneengarm (Master in Interaction Design, Master in Product Design, Master in Service Design): Winners Compasso d'Oro Targa Giovani certification 2024
- Christophe Pillet (Master in Product Design): Winner Wallpaper* Magazine Design Awards 2023 (Best Outdoor Lounge category)
- Niko Koronis (Master in Design): Winner Wallpaper* Magazine Design Awards 2023 (Best Construction category)
- Maddalena Casadei (Master in Product Design): Included in AD100/2022
- Irem Başer Oğan (Master in Product Design): Winner IF Design Award 2021
- Morgan Ræ (Master in Interior & Living Design): Winner Radical Innovation Award 2021
- Namit Khanna (Master in Product Design): Winner EDIDA India Young Talent 2021
- Daniele Ficarra (Master in Product Design): Winner Swarovski Foundation Institute contest 2021
- Defne Koz, Marco Susani (Master in Product Design): Winners Compasso D'Oro 2020

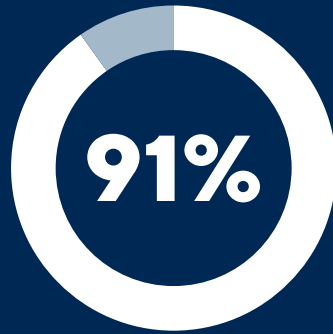
Projects by Domus Academy alumni have been recognised worldwide since the school's foundation in 1982; here we highlight a selection of the most recent awards.

Facts and Figures

Source: Doha 2025



Internship / Project
Learning Experience



Certified Employability Rate
one year after diploma



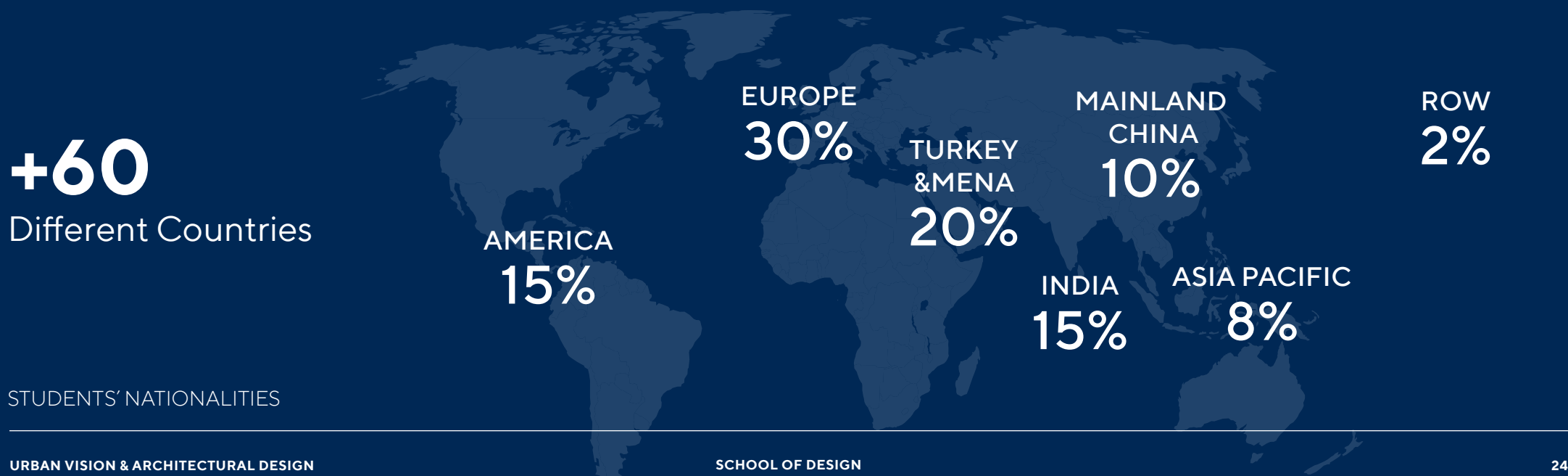
PAYBACK PERIOD



COMPANIES COLLABORATIONS **+40**/year

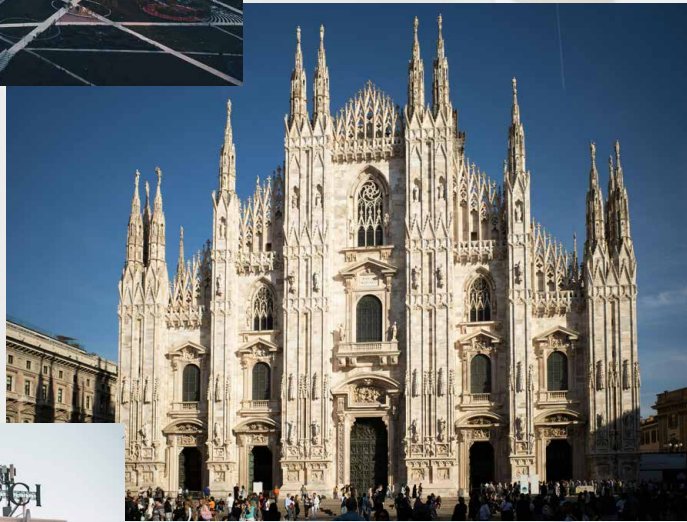
+60

Different Countries



STUDENTS' NATIONALITIES

Milan, Design & Fashion Capital



Design is part of the fabric of Milan. From the city's fashion tradition to its new role as a startup hub, Milan is home to a thriving commercial design industry and a globally facing creative culture.

Life in Milan moves at a relentless pace, in fact it's hard to remain unmoved or detached from all the cultural, social and business activities afoot. It follows that there is no better place to pursue a design education.

Milan is the world capital of fashion and design, brimming with innovative and creative people, emerging designer boutiques and businesses whose longstanding success is built on design.

The centre of Milan is home to the flagship stores of some of the most important fashion and design brands, including Cappellini, Driade, Kartell, Versace, Armani and Valentino. Therefore, students can draw inspiration from the trend-setting work of the world's leading designers and, at their fingertips, will be Italy's finest artisans and manufacturing facilities, that make Made in Italy craftsmanship famous around the world.

Milan bristles with life. Every year during the Fashion Weeks, Design Week and their various ancillary activities such as the Fuorisalone, Milan becomes one big showroom, full of non-stop exhibitions, performances, parties and conferences featuring prestigious international guests. But the reach of design doesn't stop there, it can be seen in the outline traced by the city's new skyline, in the partnerships being developed between research, design and business, and in the deployment of new technologies that tackle the widest possible range of design problems.

Milan is a creative environment like no other.



Galileo Global Education, a world leader in independent higher education with 210,000 students, 61 schools and 106 campuses in 18 countries, has placed employability and innovation at the heart of its strategy for 15 years.

Galileo Global Education's mission is to enable everyone, whatever their starting point, to express their potential and develop their employability sustainably through a skills-based pedagogy.

The Group's vision: to shake up the world of Education through innovation, and the hybridisation of disciplines, teaching methods, schools and geographies.

The Group's schools, which specialise in digital, business, design, digital communications, health, arts and culture, share the same vision of higher education: the importance of interdisciplinarity, student support, high-quality training, international culture and professional integration.

Domus Academy is part of the following associations:





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