



MASTER PRODUCT & FURNITURE DESIGN

MILÃO

22 de setembro de 2025

27 de janeiro de 2025

inglês e italiano

MASTER PRODUCT & FURNITURE DESIGN

Caracterizado pela ênfase na pesquisa e inovação, este curso oferece aos participantes uma habilidade profissional estratégica única para interpretar desenvolvimentos socioculturais por meio de pesquisa estética e integrá-la como novas linguagens de produto em projetos altamente inovadores, combinada com uma atenção estratégica a novas tecnologias e materiais. Os participantes se envolverão em projetos pioneiros para marcas de design italianas proeminentes sob a supervisão de diretores de arte de alto nível.

Através de palestras e criação de projetos, os alunos aprenderão a organizar o processo de design de maneira completa e correta, combinando definição tecnológica e experimentação estética para chegar a um produto final com alto teor de inovação. Com aulas dedicadas às ferramentas de design, os alunos adquirem habilidades técnicas de software de modelagem tridimensional e para criação de apresentações de produtos de nível profissional. Durante todo o curso, os estudantes ficarão envolvidos em uma série de projetos de pesquisa caracterizados pelo impulso inovador, desenvolvidos em colaboração com algumas das mais importantes marcas do design italiano e orientados por um designer de nível internacional, em conjunto com um corpo docente composto por especialistas em várias disciplinas que contribuem com a formação do profissional de design. Os alunos viverão uma experiência pedagógica de "imersão total", altamente estimulante e estruturada como uma relação simbiótica entre pesquisa e criação, exatamente como ocorre nas mais importantes colaborações de design a nível internacional. Com aprofundamentos específicos sobre a cultura de projeto e sobre o cenário contemporâneo, e uma análise exclusiva sobre as linguagens do design, os alunos aprenderão a definir o produto em termos estratégicos, tanto cultural quanto socialmente, bem como em termos comerciais. A capacidade de criar definições técnicas para os produtos, combinada com o estudo específico de cores e materiais e sua aplicação, levará os alunos a

definirem progressivamente sua própria filosofia pessoal de design, sempre caracterizada por originalidade, individualidade e muito profissionalismo. Ao longo do ano, os alunos terão a oportunidade de vivenciar todos os dias uma inesgotável oferta de eventos ligados ao design que acontecem na cidade de Milão, a capital mundial do design, "respirando" a cultura do design, tanto dentro da escola, que é uma figura ativa na rede do sistema de design milanês, quanto do lado de fora, através dos muitos espaços e showrooms de grandes marcas localizadas nas imediações, no coração pulsante do bairro do design. Os alunos também terão a oportunidade de conhecer de perto o Salone del Mobile e a Milan Design Week, o maior e mais copiado evento internacional de design, que reúne milhares de exposições e apresentações de produtos em uma semana.

FOCO DE APRENDIZAGEM

- Inovação no design de produtos e móveis
- Experimentação tecnológica
- Métodos de produção no design
- Estudo e definição da linguagem do design
- Cultura do design e novos cenários

POSSÍVEIS CARREIRAS

- Designer de móveis
- Designer de produtos
- Gerente de Desenvolvimento de Produtos
- Diretor de design
- Especialista em CMF para design de produtos
- Diretor de arte para empresas de design intensivo

ABOUT ISTITUTO MARANGONI

Over the past 85 years Istituto Marangoni has grown and developed alongside the thriving Italian fashion and design industry. Through an exciting curriculum aimed to develop practical, creative, and management skills which are subject specific and relevant to the international fashion, design or art fields. Istituto Marangoni Master's courses provide students with a focused and in-depth knowledge and know-how for a successful professional career at various levels of the above-mentioned industries. There is a strong focus on project-based, industry-linked teaching methods of delivered by experienced industry specialists and professionals.

PROGRAMME INFORMATION

ACADEMIC ACHIEVEMENT

First Level Academic Master Diploma.

Participants who successfully complete this programme will be awarded with a First Level Academic Master Diploma. Recognised by the Italian Ministry of Education as an academic diploma equivalent to a university postgraduate Master degree, participants will obtain 60 CFA (crediti formativi accademici) equivalent to 60 ECTS credits.

STUDY PLAN

Semester	Subject	ECTS Credits
S1	History and Criticism of Contemporary Design	3
S1	Design Methods	8
S1	Communication Tools and Techniques	1
S1	Production Technologies	2
S1	Techniques of Design Communication	4
S1	Computer Aided Design (CAD)	6
S2	Graphic Design	2

Semester	Subject	ECTS Credits
S2	Product Communication	2
S2	Sociology and Anthropology of Design	2
S2	Rendering	4
S2	Innovative Technologies and Materials	2
S2	Product Design	8
S2	Internship	10
A	Dissertation	6

EDUCATIONAL APPROACH

Istituto Marangoni's academic approach is shaped by the following educational aims:

- Develop a flexible and updated approach to programme delivery and student support which reflect the needs and expectations of all students;
- Provide a supportive and inclusive learning environment which will enable success for all learners;
- Encourage and nurture the development of students' intellectual and imaginative powers, Creativity, independence, critical self-awareness, imagination and soft skills that will enhance Global employment opportunities in all programmes;
- Establish a culture of constant improvement in learning, teaching and assessment that is anticipatory, enabling, supportive, rewarding and fully aligned with the Institutions vision and strategic objectives;
- Provide a learning experience that is informed by research, scholarship, reflective practice and engagement with the industry and the professions.

Curriculum

This programme is aimed at those who want to acquire advanced skills in furniture and product design to become a professional capable to pursue creative innovation, while taking advantage of the unique "Made in Italy" approach. Characterized by a strong vocation for research and innovation which has made Italian design famous all over the world, it provides students with a cultural-based ability of interpreting social evolutions by aesthetic research and the employment of new technologies applied to highly evocative and functionally-advanced products. Through lectures and project-based activities, students will learn to set up the design process in a thorough and correct way, combining technological definition and aesthetic experimentation in a final product with a high content of innovation. Through a series of lessons dedicated to specific design tools, they will acquire operational ability in the use of software for 3D modelling and for the creation of professional products. Participants will

be as well involved in several research projects characterized by a strong drive for innovation, in collaboration with some of the most important Italian design brands. Thanks to specific insights into design culture and contemporary scenarios, connected with an advanced analysis of design languages, participants will learn to define and plan a precise product strategy which is both culturally and socially grounded. They will gain the ability to define the product technically, along with specific studies on colours and materials and their application. Throughout the year, students will experience the inexhaustible offer of design-related events that take place in the city of Milan: live and study in the world capital of design, “breathing” design culture both within the School, which is an active part of the Milanese design system network, and outside of the campus, in many locations and brand showrooms all located in the immediate vicinity of the campus, which is in the heart of the design district itself. Besides, students will have the chance to live a full-immersion experience at Salone del Mobile and the Milan Design Week, the largest and most relevant international design event, which gathers thousands of exhibitions and design events.

Final Project (Dissertation)

The final project is the assessment of the competences gained by the Student, his/her maturity in the methodologic approach and the acquisition of the relevant technical and cultural tools; this will translate into a final work that will show evidence of all aspects and steps that are part of the candidates’ educational path. The final project will consist in the development of a work that will demonstrate a concrete application of the theoretical and cultural studies undertaken, as well as a critical approach towards primary and secondary research on a free-choice topic. The candidates shall develop a personal project for a product or furniture piece, supported by a deep research on the chosen inspiration theme - and that will show a clearly innovative approach; their project will also have to demonstrate an accurate definition and planning of all technical and structural aspects, as well as an efficient integration of aesthetic and semantic aspects of the product.

Internship

As part of the didactical experience provided to its students, the Undergraduate programmes include an internship period which is embedded in the Plan of Study of each programme. This working experience allows students to take advantage of skills and topics learned during lessons, putting them into concrete practice within a real professional environment. The internship consists of a period of an experience in professional practice through the realisation of individual or group projects in collaboration with institutions or companies on their premises or on the School premises (internship on campus).

LEARNING OUTCOMES

Educational Outcomes

Students who attend Programmes at Postgraduate level, on successful completion of their course of study, will be able to:

- Select and define a research topic and implement a research plan using appropriate methodologies – within their specialist field of study;
- Demonstrate a high degree of professionalism characterised by initiative, creativity, motivation and self-management;
- Express ideas effectively and communicate information appropriately and accurately using a range of media including ICT;
- Critically analyse their results and draw logical conclusions;
- Develop working relationships using teamwork and leadership skills, recognising and respecting different perspectives;
- Manage their professional development reflecting on progress and taking appropriate action;
- Find, evaluate, synthesise and use information from a variety of sources;
- Articulate an awareness of the social and community contexts within their disciplinary field; Exercise initiative and personal responsibility in the work environment;
- Continue as a researcher in an academic or commercial setting and have the potential to extend the bounds of knowledge in their chosen field;

Programme-Specific Learning Outcomes

Students who successfully complete this specific. Programme shall be able to:

- design a detailed research plan using appropriate methodologies;
- develop a product or furniture design project professionally through a structured process;
- appraise the proper materials and the production processes to be implemented in a product or furniture design environment;
- interpret diverse users' needs and address company requirement with original design proposals;
- apply design languages to the development of new products.

TEACHING AND LEARNING METHODS

Course teaching methods are based around a wide variety of formats, such as frontal lectures, workshops, seminars, case studies and self-directed study: experienced professionals and visiting specialist Lecturers (industry professionals) make valuable contributions and enrich the learning experience of all students.

Self-Directed Study

This plays a major role in the programme, as students are expected to spend time researching and analysing subject matters independently to support and substantiate taught material.

Frontal Lectures

An integral part of the programme - with formal delivery of subject-specific contents to the whole cohort of students. At this level it is expected that students will use the lectures as a stimulus for further study/reading.

Seminars

Used to build on themes that are connected to the contents part of the Study Plan. Students are encouraged to make an active contribution by sharing in the argument and debate, while expressing their views.

Case Studies

A detailed discussion and in-depth analysis of real-life situations and existing Brands - to substantiate and assess concrete examples of contents and theories studies in class.

Workshop / Laboratory / Practical Sessions

Used to enable and nurture the creative and practical skill development of the student in an environment which simulates what happens in the industry.

Team Work

Requires students to operate as a member of a group or team and they usually have clearly identified roles. The emphasis is on collective responsibility, individual responsibility to the group and joint decision-making.

Study Trips (when applicable)

An exciting opportunity to enhance the students' learning path and consolidate their understanding of specific-subject contents. If assessment is dependent on information collected whilst undertaking the study trip, the trip would be considered mandatory

The cost of study trips can be either the responsibility of the student or on occasion included in the annual study fee. If the visit is within the city students pay for public transport.

CAREER SERVICE

The purpose of the Istituto Marangoni Career service is to bridge the gap between course completion and entering the world of work.

Monitoring, guidance and counselling activities are organised throughout the academic year. The careers service organises various activities including seminars and round table discussions with fashion professionals, HR managers and head-hunter agencies on specific topics such as future career paths, personal research methods and job profiles. Individual meetings are also arranged to assist with CV preparation, revise portfolios and encourage students to talk about their career goals and expectations.

STUDENT SUPPORT STRATEGY

A dedicated Student Support Officer is available for all students on the programme. For academic counselling, Student Support Officers will liaise with tutors and programme leaders to offer practical advice to resolve specific academic difficulties. A written record of these tutorials will be kept in the student's file for reference and to assist in the monitoring of student progress. For matters of pastoral care the Student Support Officers will help in:

- Finding their way around;
- Managing their time;
- Dealing with stress;
- Getting the best from their course;
- Understanding and applying the school's rules;
- Anything else the officers can advise on.

One-to-one appointments may be made by phone, in person (by contacting reception) or by email. Where possible students can expect to be seen almost immediately, or contacted to arrange a suitable time.