

Find your Difference 



Undergraduate Course

Bachelor of Arts Degree

Graphic Design

IED Milano

+ 50 years of experience

International

Education Network

11 locations around the world

10.000 students a year

+ 100 nationalities

undergraduate, master of arts,

master, summer courses,

semester and continuing

education programmes



Graphic Design

Title*	First Level Academic Diploma in Visual Communication Design - Specialization in Graphic Design
Specialisation	Graphic Design
Coordinator	Giuseppe Liuzzo
Duration	3 years, full-time
Credits	180
Language	English
Starting date	October
Further studies	Postgraduate, Master of Arts, Masters, Continuing education

** This Diploma, accredited by Ministry of University and Research, is equivalent to a Bachelor of Arts Degree.*

The Profession

**Graphic Designer, Art Director,
Visual Journalist, Brand Designer,
Frontend Designer, Data Visualizer**

Design is to solve a problem, art is to question a problem. Here we shape problem solvers. Graphic Design is not just a way to express concepts in an aesthetically pleasing manner, but a methodology and a set of practices that give form to the visual languages of our world: from the icons on our smartphone to the interfaces of our favorite blogs and social medias, from the books and magazines that we read, to the maps and signs that help us find our way around the city everyday.

A Visual Communication Designer knows how to think in terms of “communication systems”: complex combinations that involve different media, tools and languages such as printed catalogs, digital magazines, packaging, motion graphics, websites, smartphone apps and everything technology will allow us to design in the future..

A Graphic Designer develops projects in all of these fields with clear objectives, consistent linguistic codes and a multidisciplinary skillset. The contexts where the students will operate in could be individual or collective to follow the actual direction where contemporary graphic design agency are moving, which are progressively expanding in different fields: packaging and labeling design, off and on-line communication, photography, brand communication and design of branding systems, evolved publishing, web and ads companies, TV/Video Broadcasting services and urban planning design related fields.



Type Out Project - #NGDF22 Foto: Mia Miteva

The Course

Those who wish to undertake this profession must have two key qualities: extreme curiosity and the ability to challenge themselves everyday by questioning their skills and beliefs. The course is only the beginning of a professional career in which learning will never end. The Graphic Design course, from the first year to the third, is highly designed to be as a professional lab: Starting with the basics of design such typography or composition, subjects become more and more intense, challenging and elaborate by branch out into different fields of application towards a simulation of high level professional works that include the development of research projects in direct contact and collaboration with companies followed by some of the most talented professional designer as Lecturers. The areas of interest are either those of traditional graphic design – meaning brand design, publishing, packaging or those connected with innovative and digital media: web design, interaction UI/UX, data visualization, motion animation and 3D modeling, exhibition setting and event-related graphics or urban environments.

Simultaneously and in synergy with the design-lab classes, the students will acquire a solid cultural background as well as a set of technical skills: first come basic image processing and vector drawing softwares, and then those aimed at UX/UI design, social media, animation, video editing and professional printing technologies.

Course Coordinator

Giuseppe Liuzzo

Giuseppe Liuzzo, aka "BOB Liuzzo", studied Graphic Design at IED Milan and SVA New York. Expert of branding, he worked for many international agencies before open his own studio in 2010. Italian content creator followed by more than 25.000 users he talks about colors, logos and design systems in a fun and unconventional way trying to make the complexity of visual communication understandable to everybody. He's not a standard designer, it's not a professor... he's just himself, and today it's one of the most difficult thing to do.

Graziano Vitale

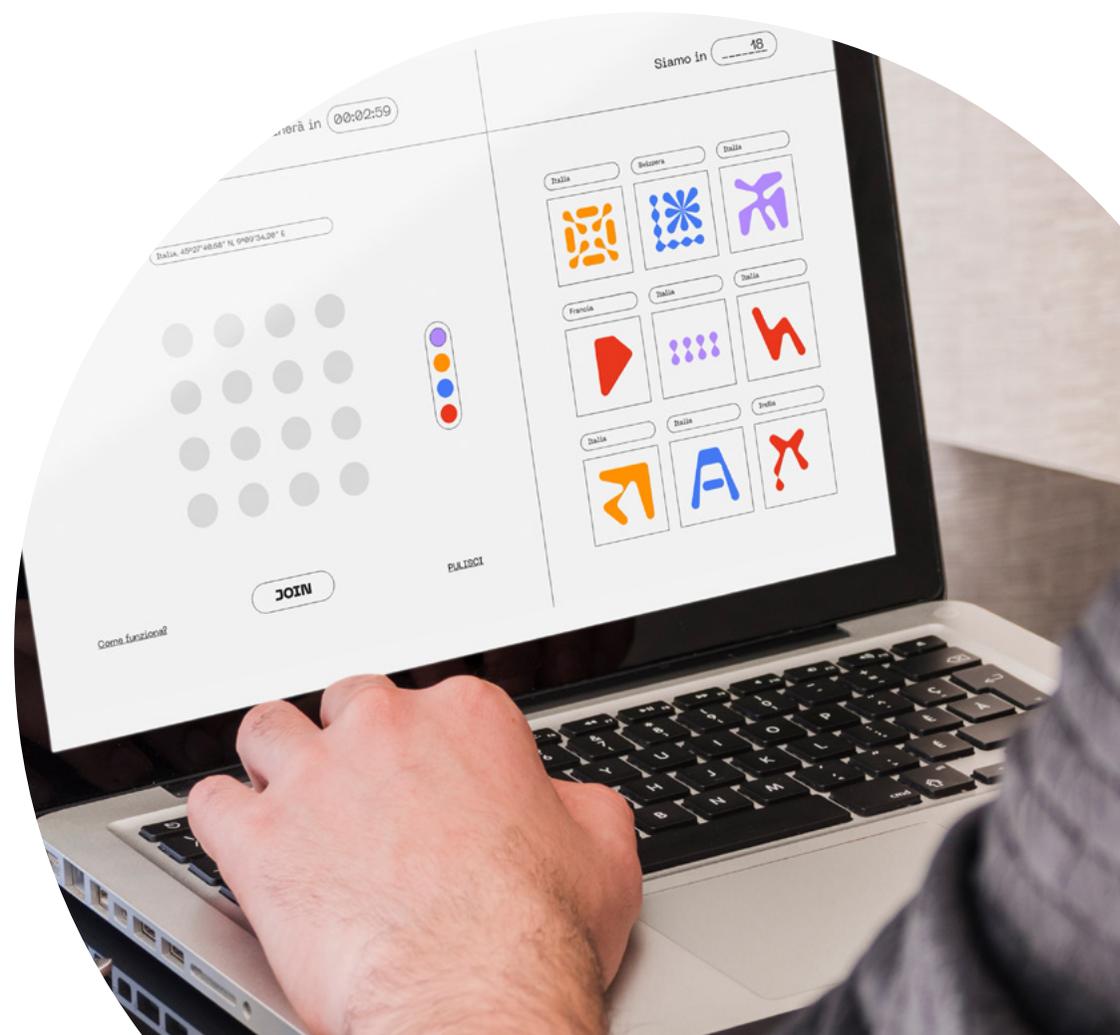
Graduated as an advertising graphic designer from IED and as an animation film operator, he has always been involved in drawing, graphics and illustration, especially for children's publishing. Having mastered traditional techniques, he is now an expert in digital ones. He collaborates in the fields of fashion, communication, publishing, design (both in Italy and abroad). Having accumulated a wide range of professional experiences, he now strives to share them by lecturing at schools and universities dedicated to the new generation of graphic designers and illustrators, in addition to providing refresher courses for companies as well as professionals. He has been an Adobe Certified Expert and Adobe Certified Instructor since 2004.

Marina Bonanni

For over thirty years she has worked in the field of graphic design as a consultant in communication, both in the editorial field as art director and for SMEs. Since 1992, she has been teaching Graphic Design and Editorial Graphics at IED Milano. A French mother tongue, she also speaks English, and Spanish. She is also a member of AIAP (Italian Visual Communication Design Association).

Carlo Branzaglia

Education and strategic design expert. He taught in several Italian and international and he wrote and curated several books. He is Scientific Director of Postgraduate Programmes at IED Milano and Associate Member of Design Management Center, member of the board of director of ADI Collezione Compasso d'Oro and Member of Health Design Network.



IED's Educational Model

Unique, innovative and inclusive

Methodology and Structure

IED offers a **unique educational model**, brought to life by the network of IED campuses across Italy and around the world: a **huge workshop of shared knowledge** that grows richer and deeper by the year. The perfect degree of integration between classroom and digital experiences means **each student at each campus** has access to skills and knowledge that transcend all local, regional and national borders.

Strengths of the IED model include:

- **enriching the student's experience** with an educational philosophy of innovation and experimentation, "learning by doing," and a culture of design;
- **amplifying opportunities** by increasing interactive educational experiences;
- **activating a circular economy of knowledge** by sharing educational excellence throughout the network;
- allowing students to **enrich their own knowledge base with an understanding of all the related areas of knowledge**, and to **build a solid foundation** for taking on increasingly complex projects.



The curriculum is based on the acquisition of cultural, methodological, technical and technological knowledge and their application through the development of design projects, in collaboration with the business sector. This allows students to engage continually with the productive and cultural system.

The program's three years, divided into six semesters, are structured in such a way as to progressively develop the students' design and expressive skills until they reach the autonomy necessary for the professional world.

The first year is introductory, focused on the acquisition of the **method** and of the fundamental technical, cultural, and design tools. Mastery of the method and tools will help students manage their creative flow and to develop, analyze, and summarize real scenarios and their own ideas, translating their creativity into design.

The second year focuses on experimentation and the application of the method, tools and theoretical knowledge to design activities. The cultural and technical disciplines support the development of the design **process**, leading to constant improvement in knowledge and skills.

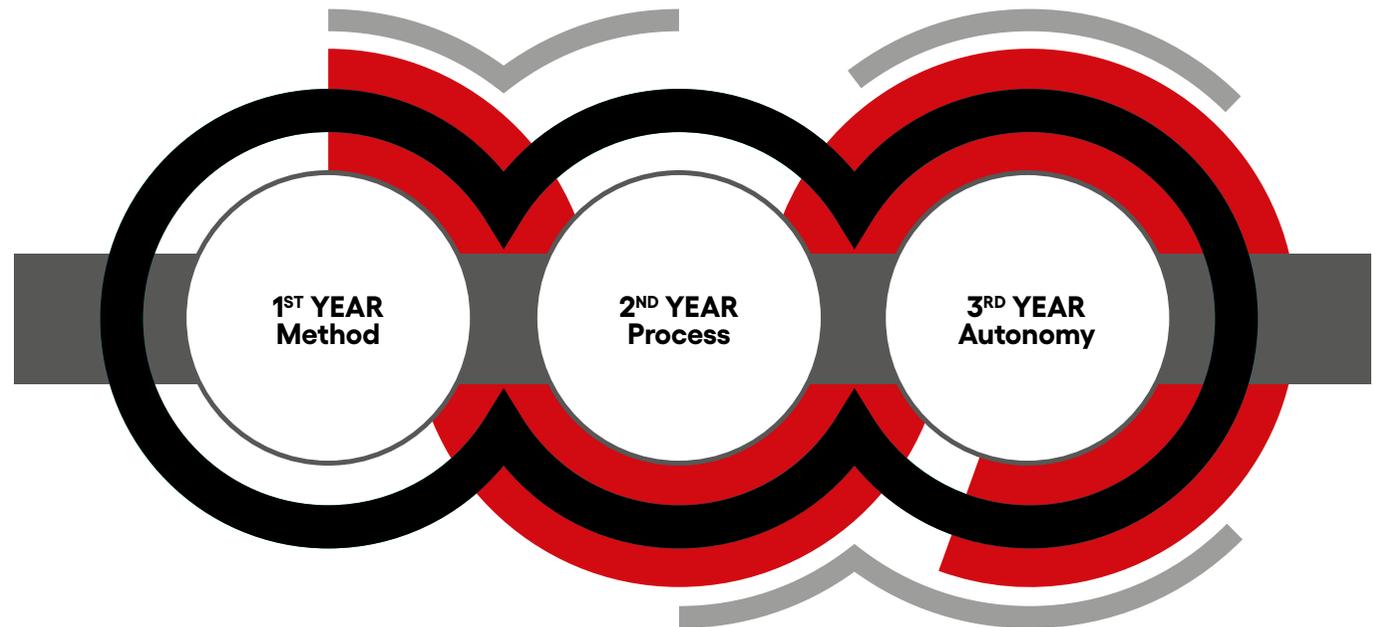
The third year goal is to develop **autonomy**: it focuses on advanced design, the critical study of knowledge and design skills, the refinement of tools for project creation and communication, and the soft skills necessary to face the professional world.

The whole program culminates in a **Thesis Project**, where students put their newly-acquired skills and knowledge to the test in a context of greater complexity. The driving force of this learning experience is a **faculty of 2.000 teachers**, selected from among the finest professionals in the creative industries and the most innovative sectors around the world.

The Undergraduate course is rounded out by workshops, competitions, seminars, special projects and wide-ranging activities involving students from different courses and locations, all contributing to the development of a multidisciplinary approach.

Students reach this milestone enriched not only by skills and tools but by the **opportunities**, the **circularity of knowledge**, and the **cross-fertilization of ideas** that IED makes available to them.

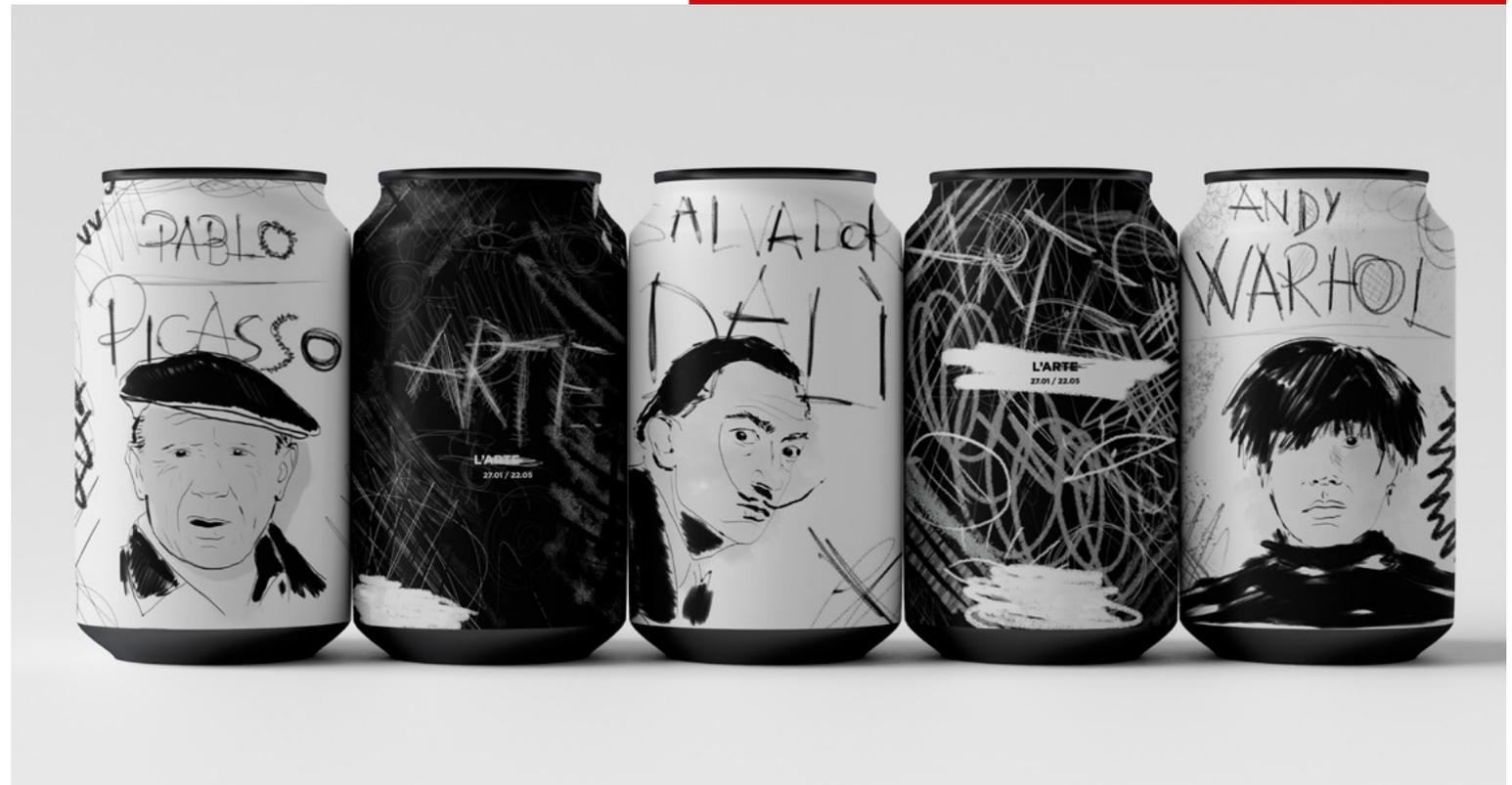
- Cultural and Technical Disciplines
- Companies
- Design Activities



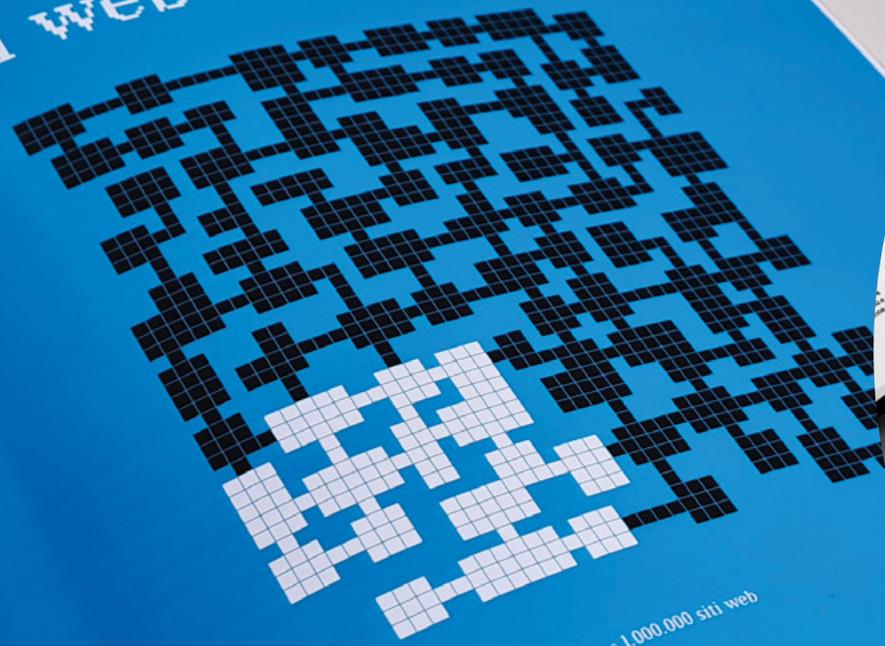
The IED Square Experience

IED Square is one of the practical applications of the IED model: a week-long opportunity for cultural exchange and creative inspiration for third-year students of all IED Italia locations.

1600 students from **all IED locations**, guided by **100 teachers**, engage with one another in a space wholly dedicated to them. Together, they identify the design direction and themes of their Thesis Projects, the capstone of this three-year course. It is a marathon of inspiration, featuring **online and offline conferences**, labs and workshops, offering an exclusive perspective on the latest trends thanks to the presence of prominent speakers and stars of the international scene.



Il web sommerso



■ siti web morti
□ - 1.000.000 siti web
■ siti web attivi



C. Pirelli - 1000 pagine - 1000000 - 1000000 - 1000000

Il fotomontaggio che ha dato inizio al fenomeno Slenderman: pubblicato per la prima volta sul sito Something Awful come parte di un concorso di immagini paranormali create con Photoshop.

IED Italia Career Service

The IED Italia Career Service, with a team of 14 people distributed on the territory, takes care of every single student passing through our classrooms. It does so through a process of accompaniment, training and promotion that rewards the student, the company and the school itself.

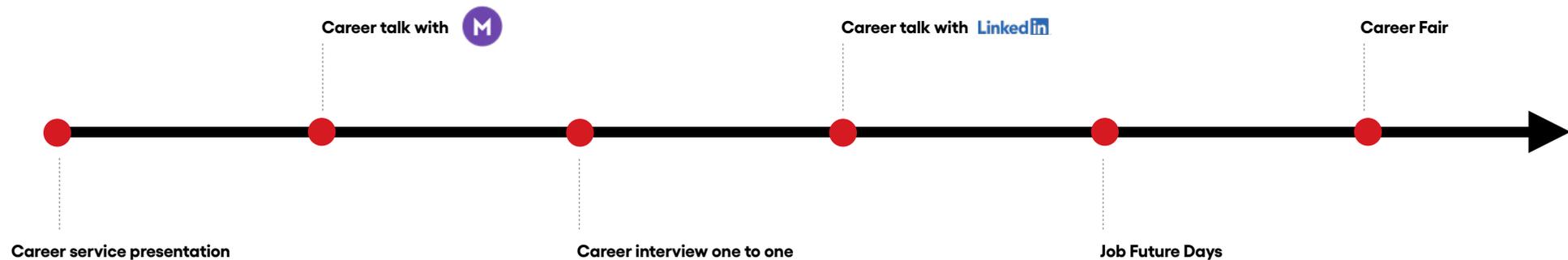
The Career Service diligently oversees and ensures a seamless experience for every student during their internship, maintaining direct communication with partner companies and providing unwavering assistance to interns whenever they encounter issues or challenges.

Working all the year for student placement

Throughout a **personalized path**, consisting of **individual meetings**, each student is tutored by a Career Service staff member, who helps him/her to prepare for and **enter the job market**.

The meetings aim to highlight the acquired skills and personal attitudes of each student, helping to create the awareness necessary to approach the job market and to build a competitive curriculum vitae and portfolio.

During the year, IED organizes the **Career Talks**, meetings with the main recruitment professionals such as Monster and LinkedIn. They teach students how to land a job interview and give insights about the present and future scenarios of the creative professions. The programme culminates with the Career Fair, an event during which the students have the opportunity to introduce themselves to the many companies involved and to participate in the selection interviews.



Companies

The network of partner companies grows every month and includes small and medium enterprises, large multinationals, top brands, studios of different sizes, and innovative start-ups:

3M, Accenture, ADD, Alphaomega, Ambito 5, Armando Testa, Artemest, Attila, Auge, Azimut Benetti Group, BCube, Bigfish, Big Spaces, Boffi-De Padova, Borbonese, Boston Consulting Group, BMW, Bottega Veneta, BTicino, Calvin Klein, Calzedonia, Canon, Cayenne, CBA Design, Ceres, Chapeaux, Cheil, Class Editori, Collezione Peggy Guggenheim, Condé Nast, Cortilia, Damiani, Davide Campari, Deep Blue, DDB, Deloitte, Diesel, Digital Angels, Doing, Doucal's Italy 1973, Dpr Eventi, Dude, Eataly Spa, EDI - Effetti Digitali Italiani, Egg Eventi, Elica, Ermenegildo Zegna, Etro, Falkensteiner Hotels, Fandango, F&P Group, Ferrari S.p.A., Filmmaster Events, Frankie Morello, Freedamedia, Futurebrand, Gas Jeans, Gessi, Giorgio Armani, Gi Group, Gruppo Alessandro Rosso, Gruppo Fonema, Hachette Rusconi, H-Art, Hearst Magazines Italia Spa, Heineken Italia, H-Film, Honda, H-57, HugoBoss, Ilva Saronno, Inditex, Interbrand, Itaca Comunicazione, Italdesign Giugiaro Spa, Ikea, Jimmy Choo, Kering Group, Key Adv, Lamborghini, Landor, La Sterpaia, La Triennale, Lavazza Group, Leagas Delaney, Leo Burnett, Les Copains, LIU-JO Spa, Live Nation, L'Oréal, Luxottica, LVMH, McLaren, M&C Saatchi, Magnolia, Maison Margiela, Max Mara Fashion Group, Maximilian Linz, McCann Eriksson, Mediaset, Milestone, Missoni, Moncler, Mondadori, Morellato, Moschino, Ms&L Italia, Nestlé, Nike, Ogilvy, Paul Smith, Pelikan, Piaggio, Piano B, Pinko, Piquadro, Poltrona Frau, Pomellato, Promotion Tag, Publicis Modem, RBA, Rcs, Redbull, Replay, Rmg Connect, Robilant Associati, Saatchi & Saatchi, Samsung, Sketchin Studio, Studio Patricia Urquiola, TBWA, Teikna Design, The Others, Tita, Tod's Group, Toyota, Ubisoft, Undercolors of Benetton, United-Grey, Univisual, Versace, Vivo Concerti, VF Corporation (Vans, The North Face, Timberland, Napapijiri, and more), We Are Social, Wella, Young & Rubicam.



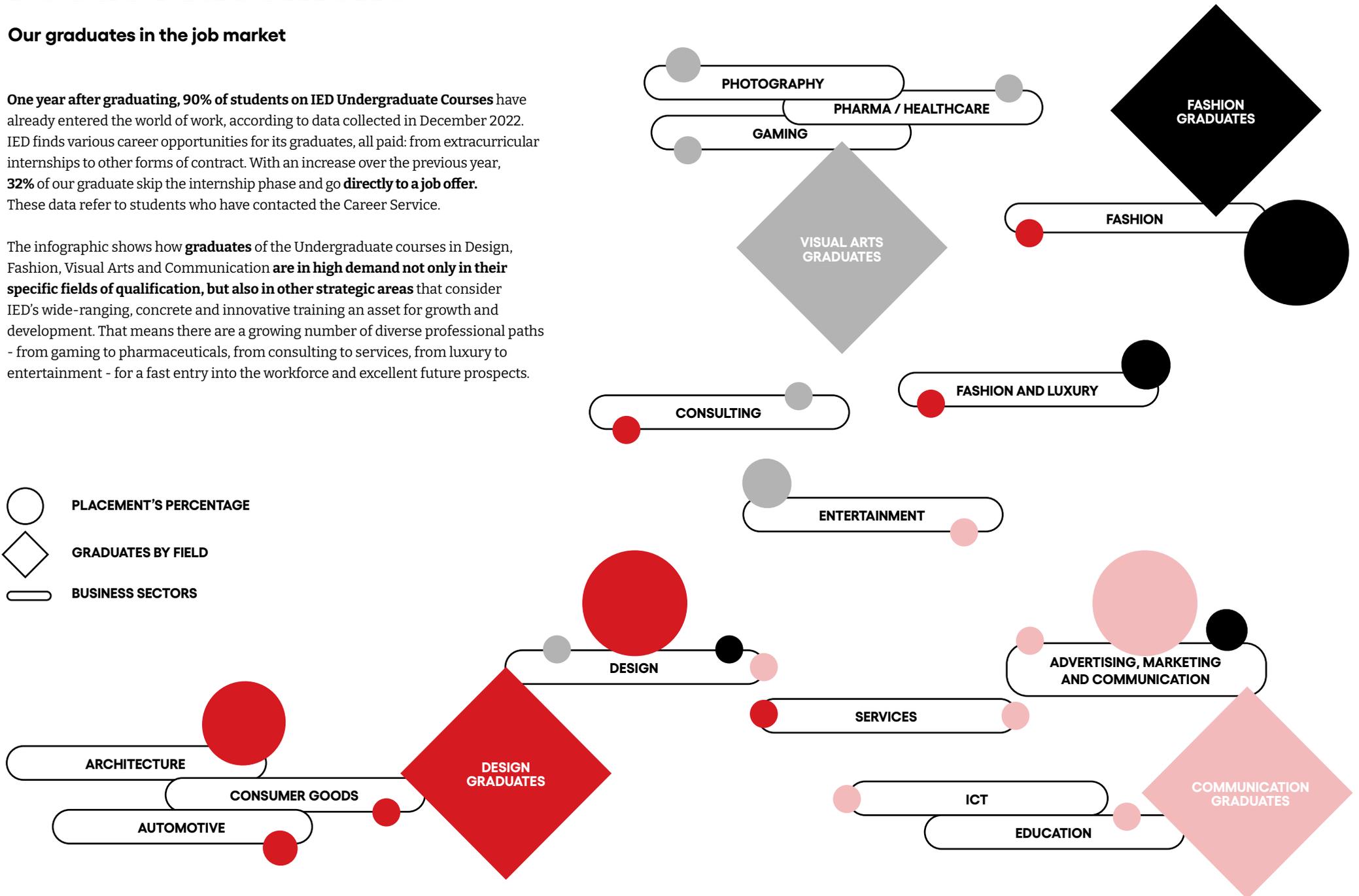
Focus Placement

Our graduates in the job market

One year after graduating, 90% of students on IED Undergraduate Courses have already entered the world of work, according to data collected in December 2022. IED finds various career opportunities for its graduates, all paid: from extracurricular internships to other forms of contract. With an increase over the previous year, 32% of our graduate skip the internship phase and go **directly to a job offer**. These data refer to students who have contacted the Career Service.

The infographic shows how **graduates** of the Undergraduate courses in Design, Fashion, Visual Arts and Communication **are in high demand not only in their specific fields of qualification, but also in other strategic areas** that consider IED's wide-ranging, concrete and innovative training an asset for growth and development. That means there are a growing number of diverse professional paths - from gaming to pharmaceuticals, from consulting to services, from luxury to entertainment - for a fast entry into the workforce and excellent future prospects.

-  PLACEMENT'S PERCENTAGE
-  GRADUATES BY FIELD
-  BUSINESS SECTORS



Programme

1ST YEAR

History of contemporary art

The course analyzes our visual and aesthetic culture by experimenting with contemporary artistic research and its relationship with technical and technological innovation and with the different forms of expression and communication. Together with a professional art critic as a teacher you will have the opportunity to immerse yourself deeply in the world of art from the advent of industrial civilization to the present day where daily life is reshaped by the daily flow of images conveyed by the media, advertising and from the cinema. From the autonomous expressive codes generated by the avant-gardes of the early twentieth century to the links between sign and culture of the mid-century up to the very latest expressions of today's fragmented reality. The aim is to disseminate knowledge of contemporary art as a tool for the stylistic interpretation of images and visual codes that a professional designer will be called upon to create.

History of drawing and artistic design

Taken by a professional designer as a lecturer, this course explores the history of graphic and visual design to get to know its main players, currents of thought, methods and symbolologies. Knowing the history of one's work is essential to carry it out in the best way and ensure the growth of the sector. In this course the students acquire, in addition to the theoretical notions on History of Design, also a strong design culture through the analysis of symbols and signs and past design projects and systems. Indispensable topics to face the design laboratory classes and for the good education of a professional designer.

Design methods

Designing means proceeding along a path that starts from a problem and goes through a series of phases until reaching the solution.

These phases include the research, the analysis, the definition of a conceptual synthesis and its visualization, exploring the possible variants to verify and finalize the most effective one.

The course will lead students into different methodologies that give life to a design project.

A behind the scenes of creativity which is usually only the last "easy" step of a complex design process. From brainstorming techniques to mind mapping, from creative experiments to in-depth research, this course will teach students how to approach everything with a design mindset.

Introduction to publishing design

This course introduces students to creative, technical and technological procedures for typographic and editorial preparation. From how to set the layout of a page to its final publication through the use of InDesign, the professional software for managing the layout of texts and images for printing and for the interactive environment. In this course you will learn how to manage formats and dimensions, margins, columns and the layout grid, passing through the definition of style sheets and typographic hierarchies and the construction and printing of the complete mock-up, produced with a flow of professional work under the careful supervision of the professional designer who will follow you as a lecturer in every step. The objective of this course is to give the main training that generates good design in every field of application: THE COMPOSITION.

Perception theory and the psychology of form

This course focuses on the world of sensory perception and cognitive processes by exploring the scientific theories that explain how our senses work and correlating them with research

on the psychology of form and images. The course introduces the principles of color theory and uses applied sciences and neurosciences as a means to provide the technique of analyzing the relationship between object, space and person, fundamental for graphic design. The psychology of form relates the mechanism of perception, the use of a given form and the consequent elaboration of creative languages.

Graphic design 1

The first module is based on the study of chromatology and color theories. Together with a professional designer as a lecturer the students will be introduced to the use of colors and their contexts. color always plays a decisive role in strengthening or weakening a visual message.

During the course students will learn to observe the presence and chromatic distribution in a given subject, to distinguish between iconic and syntactic colors and to understand the chromatic scheme of spaces, objects and images.

The second module concerns the in-depth study of typography and typefaces introduced as building blocks of graphic design in any environment, from print to digital. Fonts are the basic tools for any visual communication project and the course provides knowledge of both the history and correct usage of typefaces and conveys an understanding of the different shapes and corresponding expressive nuances, so that students can learn to use them correctly and consistently in all fields of visual communication as useful tools and not just as words to read.

Computer graphics 1

By attending this course, students develop a deep familiarity with two of the main software at the service of professional graphic design both in technical terms and in specific knowledge. Adobe Photoshop: A versatile software dedicated to photo editing and digital image editing for print or web. Photoshop is a complex but

indispensable tool for working in the visual communication sector.

Adobe Illustrator: is a software used to create graphic, illustrative and typographic elements in a vector environment (icons, logos, drawings, signage, etc..).

By the end of this course, students will have consolidated their technique and knowledge and will be able to make fully professional use of both software.

Arts semiotics

Graphic designers must consider how symbols influence the interpretation of their works. For example, it's important to create a logo that is not only eye-catching but also communicates the impression the business intends to make on its customers. This course trains students to read the relationships between content, text and images and the underlying narratives present in all different forms of visual communication and media. The learning method consists in examining the links between form and content, aesthetic effects and systems of use. The course analyzes the process of communication, with the aim of examining its mechanisms, using the methods developed by the various schools of semiotics. The theme of audiovisual communication is explored, with particular attention to cinema and advertising communication.

2ND YEAR

Video Graphic

The methodologies and software knowledge acquired during the first year (Computer Graphics 1) advance in this course with the in-depth study of professional audio-video editing programs (Adobe Premiere) and advanced animation and motion graphics (Adobe After Effect). During this course students will learn how to use both software to move easily and consciously in advanced projects that require the use of video tools and/or complex animations.

Graphic design 2

This course covers the theoretical principles and techniques used in the field of hard copy and web/digital publishing. The students, accompanied by professional designers as lecturers, will have to test themselves in the advanced design of an editorial product finalized for printing (magazine, book, catalog) in which they will put into practice all the skills acquired during the first year on a real project. The course will also have a deep module dedicated to the design of digital interfaces and the management of graphic elements (text-layout and images) in a dynamic environment (web/app). The course will address issues related to UX (User Experience) and UI (User Interface) development by applying these rules to a real digital project.

Photography

This course examines the languages and techniques of photography by providing students with the tools they need to interpret and produce an image to be used in visual communications. The course includes several hours of teaching in IED photographic studio to allow students to experiment using both traditional and digital techniques and different professional tools in order to teach students to analyze context and develop their powers of observation, as well as relate to the photographer's point of view and understand the complexity of what happens before the image is actually taken.

Phenomenology of contemporary arts

This course is about developments in the field of phenomenology as a science or as a method for exploring the relationship between reality and artistic expression, in order to transmit knowledge and provide tools for interpreting the way in which contemporary artistic phenomena relate to historical and cultural contexts and social dynamics. The teaching method used helps students understand how contemporary forms of creativity arise and are represented and

perceived. It also highlights these cultural implications in a broad context that it considers different expressive styles and techniques of contemporary culture, so as to encourage students to develop analytical and critical skills.

Brand design

In this course the students, accompanied by professional designers as lecturers, will face for the first time the complexities of building a brand identity system under two specific points of view: Corporate Branding: The value and abstract construction of a brand through its visual image. A complex system that starts from the values to translate them into a logo and a complex visual system of colors, fonts, icons that can make it recognizable on the market.

Product Branding: The construction of the product starting from the productive and structural notions on packaging design up to its creative communication aspects to be unique on a shelf or to win the challenge with competitors. Both modules of the course will be highly challenging and will see the production of real and highly professional projects with packaging mock-up printing with a high level of detail.

Design methods for visual communication

This fascinating study module is divided into two preparatory courses for the high cultural formation required to nowadays designers. Research Techniques and Methods: A specific path on how to carry out a research that, in different ways and according to the needs, always represents the starting point of each design

project. Qualitative or quantitative, the research will be applied to the social field to identify the objectives of a communication project. The work of documentary research, statistical survey, analysis, interpretation and presentation of the results/data achieved will give shape to the so-called "metadesign" and constitute a fundamental tool for correct project development. Writing Techniques: Accompanied by a professional journalist as a lecturer, students will learn the correct management and usage of texts in communication. From creative writing to advertising copywriting up to unconventional forms of using words on different media, from paper to digital.

Sociology of communications

Through the study of media processes and the analysis of emerging forms of communication, the course involves students in basic training on the theoretical, methodological and technical tools of sociology used to analyze communication processes, focusing mainly on contents, languages, forms organizational and the analysis of the reference target and audience.

History of cinema and video

Cinema is a complex system, in which expressive forms and styles are articulated as a result of a new order of cultural organization and a new way of experiencing the world. This course involves the salient stages of the history of cinema and series up to the present day, exploring the relationship between technology and aesthetics. The particularity of this course is that it starts from the films and not from the existing critical historiography, proceeds to focus on a specific film that has pointed the way to the next and to contemporary developments and trends.

Printing processing techniques

This course teaches and introduces to the advanced tools and techniques for the mass

reproduction and management of a printed product. From paper's properties and the various types of bindings, to how images, texts and graphics must be prepared for a correct pre-press procedures, in order to achieve optimal reproduction in the various and different printing processes: digital, typographic, offset, rotogravure, screen printing etc... The course analyzes every aspect of editorial and printed products and pays the utmost attention to the specific terminology used in this field.

Digital modeling techniques - computer 3D

This course opens the foundations for modeling and animation in a 3D digital environment by deepening the study of software and covering, with the supervision of the lecturer and through increasingly complex exercises, different design needs ranging from abstract three-dimensional animation of characters or graphic elements intended to video usage up to the prototyping of realistic object or environments for urban simulations or photorealistic interiors that can help in the effective preparation and presentation of a design project.

3RD YEAR

Theory and methods of mass media

The contents of this course concern the historical analysis of the production and distribution methods of mass communication, the essential characteristics and categories of the main media markets, such as television, cinema, publishing and multimedia, and the strategic behaviors employed by commercial activities. Procedures studied include traditional and new media, print, radio, analogue television, digital terrestrial and satellite television, various forms of the web and mobile TV, and potential future scenarios such as the metaverse or augmented reality and machine learning.

Graphic design 3

This course concludes the three-year design labs with a broad approach where the student must demonstrate not only to know how to do graphics but, above all, to have developed the mentality of a problem solver.

The course includes a design system that involves different fields of communication addressing different areas of development: advanced design of interactive systems for web and digital devices, publishing design and drafting, aimed at paper books, magazines or digital publishing products and development of complex systems for displaying and managing large amounts of data through digital systems. Students will face a realistic preview of the professional world that will call them to make independent choices and where lecturers will become more development partners than guides or advisers. From the brief to the final product, they will have to demonstrate that they know how to apply a methodological process, considering both the conceptual and the technical approach without underestimating the social and sociological one in which their design project will develop.

Digital video

After gaining familiarity with animated graphics software, students will be asked to develop a complex and advanced design of a realistic motion graphic project under the guidance of the lecturer. Interfaces and graphics for audiovisual and television or web complete with all their animated and well-designed parts. Also in this course the brief is entrusted to the student and can range from the world of television branding to that of music videos till more experimental projects (such. evolved vending machine interface or the identity for an on-demand video platform).

Graphic design 4

It represents a set of different disciplines that initiates the students' diploma thesis on the topic that they will have identified together with the

faculty staff. Within this course the student, or groups of students, will have the opportunity to deepen the theme of the project which they will then transform into their diploma thesis. A research and methodological path useful for understanding a complex theme made up of multidisciplinary methodological, cultural, technical and specialist inputs and meetings that can give life to a deep and structured reasoning on one's thesis project in Graphic Design.

Design management

This course equips students with the skills for planning, promotion and cultural management of design activities, with strategic and marketing principles connected to the specific field of creative industries in order to understand and anticipate the expectations and needs of consumers and users. The methods of planning, timing, costs and benefits, The course develops different skills to meet market expectations.

Exposition settings

This course provides an overview of the contemporary design work in the field of exhibitions and the application of graphic design to urban and, in general, physical spaces. Followed by an architect as a lecturer the students will leave the two-dimensional boundaries of the paper/screen to come to terms with the 3D reality of urban spaces, territories and buildings, with graphic architectural projects, installations and temporary events. Students will learn how to structure an exhibition or how to design more or less complex wayfinding systems through the development of a realistic project.



DEPARTMENT OF DESIGN AND APPLIED ARTS**School of Artistic Design for Enterprise****First Level Academic Diploma in Visual Communication Design
Specialization in Graphic Design**

Milan

SUBJECT	CREDITS
1ST Year	
History of contemporary art	6
History of drawing and artistic design	8
Design methods	4
Introduction to publishing design	4
Graphic design 1	12
Perception theory and the psychology of form	4
Computer graphic 1	12
Arts semiotics	4
Interdisciplinary Lectures/Seminars/ Workshops	4
Total credits required 1st year	58
2ND Year	
Video graphic	4
Graphic design 2	10
Photography	4
Phenomenology of contemporary arts	6
Brand design	8
Design methods for visual communication	6
Sociology of communication	4
History of cinema and video	4
Printing processing techniques	4
Digital modeling techniques - computer 3D	4
Electives	4
Interdisciplinary Lectures/Seminars/ Workshops + Competitions	2
Total credits required 2nd year	60
3RD Year	
Theory and methods of mass media	6
Graphic design 3	12
Digital video	6
Graphic planning	8
Design management	4
Exposition settings	4
Electives	6
Internships + Competitions + Interdisciplinary Lectures/Seminars/ Workshops	4
Foreign language	2
Thesis project	10
Total credits required 3rd year	62
Total credits required during 3 years	180



An International Network

IED is a 100% Italian excellence as well as an international network with campuses in Italy, Spain and Brazil.

It can also count on numerous academic institutions in Europe, Asia, United States and Canada, Latin American countries, Australia and New Zealand. IED is an accredited institution of **ERASMUS+** Programme, which contributes to the achievement of the Institute's strategic goals meant to implement its internationalization. Thanks to this Programme, students, teachers and staff have the opportunity to carry out short and long-term international mobility in partner institutions, in order to increase their academic and professional training.

IED is moreover member of prestigious international associations such as **CAE** (Culture Action Europe), **CUMULUS** (International Association of Universities and Colleges of Art, Design and Media), **ELIA** (The European League of the Institute of Arts) and **WDO** (World Design Organization). It also maintains regular relationships with many academic associations, including **NAFSA** (Association of International Educators) and **EAIE** (European Association for International Education): a large group of institutions based in different parts of the world that completes and expands upon the possibility of taking part in international mobility experiences. Thanks to numerous bilateral agreements with prestigious foreign universities, it provides the chance for its students to take part in the Exchange Study Program and in the Erasmus+ Program and spend a semester abroad either at one partner institution or at another IED Campus.

In addition, at the end of the course, they can spend a period of training abroad, throughout the participation in Erasmus+ mobility for traineeship.



ALUMNI

More than 120.000 former students. ALUMNI platform - dedicated to IED former students now professionals - is filling up with a global, multicultural and interdisciplinary community. It is a place of exchange, communication and bespoke services, an incubator of opportunities, relations and visibility.

Become a IED Student

Orientation Days and Courses Presentation

In each IED location, the Admission Advisor team offers steady assistance to those asking for more information on the Institute's courses and activities. Moreover, there will be several opportunities during the year, either on-site or online, to meet Coordinators, staff, partners and Alumni and learn more about the academic offer. ied.edu/opensday

Financial Aid

IED supports young creatives thanks to a policy of economic facilitations consisting in scholarships and a structured system of low-interest loans. Find out more here ied.edu/study-in-italy/undergraduate

Find out how to apply

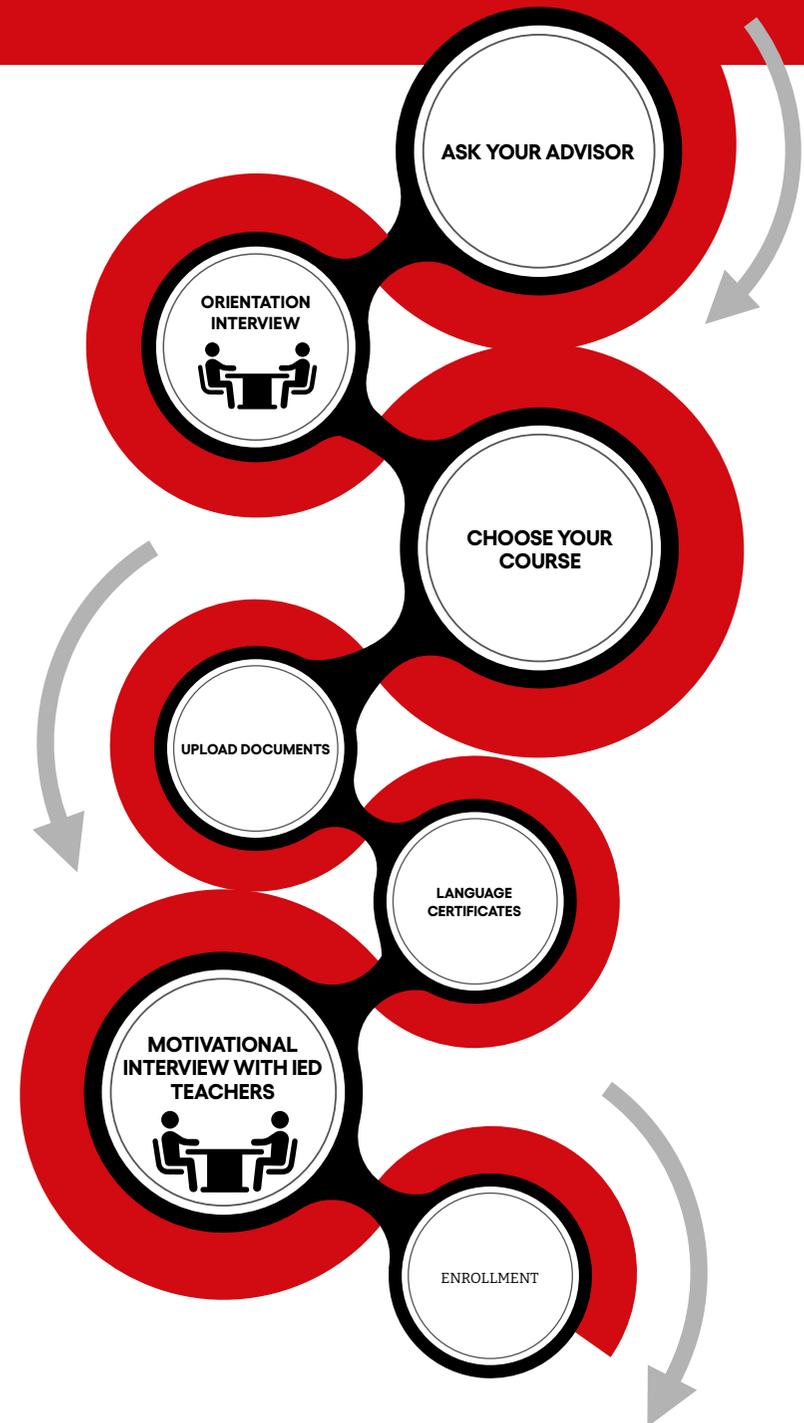


Admission and Enrollment

Finding your way and choosing the study path that best suits your inclinations may not be easy. For this reason, an Admission Advisor will be at your disposal to help you understand what is the best course for you and support you all the way through the enrollment process.

Here are the main steps to follow:

- Ask your Advisor for information via IED website, mail or phone and book an orientation interview.
- Start the admission process: once you receive from your Advisor the credentials to access your personal area, you upload the necessary documents.
- If required, you will have to take a language test.
- Your Admission Advisor will arrange a motivational interview with the Coordinator or a teacher of the course you chose.
- Once you are admitted, you can complete the enrollment and will officially be a IED student



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**ACCADEMIA A. GALLI – COMO
KUNSTHAL – BILBAO**