

Interior Design

INTERIOR DESIGN

OVERVIEW

The bachelor's degree in Interior Design trains designers with **technical, digital, and creative skills** for residential, commercial, and public environments.

Students learn how to use **CAD software, 3D modeling, and rendering**, developing complete projects from concept to presentation.

The course integrates **innovation in materials, emerging technologies**, and digital tools such as **augmented reality** and **AI**, promoting a sustainable and multidisciplinary approach to interior design.

The training offered meets the needs of emerging professionals in the sector:

✓ **INTERIOR DESIGNER**
FOR RESIDENTIAL, COMMERCIAL, OR EXHIBITION SPACES

✓ **RETAIL DESIGNER**
SPECIALIZING IN STORES AND SHOWROOMS

✓ **LIGHTING DESIGNER**
FOR LIGHTING DESIGN IN ENVIRONMENTS

✓ **FURNITURE DESIGNER**
FOR CUSTOM-MADE FURNISHINGS

✓ **SPATIAL / EXPERIENCE DESIGN CONSULTANT**
FOR IMMERSIVE AND INTERACTIVE ENVIRONMENTS

COURSE TYPE

Bachelor's Degree

AFAM / 180 CFA equivalent
to 180 ECTS credits

**Recognized by the Italian Ministry
of University and Research.**

WHY MILAN?

As a global capital of design, luxury and innovation, the City of Milan offers privileged access to **leading brands, design studios, exhibitions, trade fairs** and **industry events**. The city becomes an extended classroom where students can observe and interact with excellence in craftsmanship, hospitality and contemporary living.



KEY OUTCOMES

- **Anthropology and Sociology of Design**
Socio cultural study of spaces through case studies and site visits, aimed at creating inclusive and meaningful environments.
- **Portfolio**
A personal portfolio that brings together the best projects completed during the three-year period, demonstrating creativity, technical skills, and design growth.
- **Project Drawings and Plans**
Complete technical drawings (floorplans, sections, dimensioned views) and conceptual mood boards illustrating the development of interior design projects, highlighting spatial solutions, furnishings, materials, and lighting schemes.

INDUSTRY COLLABORATIONS

Thanks to Istituto Marangoni's **strong ties with leading luxury companies** and its diverse international student community, Istituto Marangoni Milano offers a unique methodology that allows students to work on projects under the supervision of the most prestigious design brands, gaining valuable global perspectives.

FACULTY

The Faculty at Istituto Marangoni is recognised internationally for its academic excellence and strong Industry connections. Lecturers and teachers are established professionals who bring real world expertise into the classroom, offering students direct insight into contemporary practices, emerging trends, and the dynamics of the global fashion, design, and luxury industries.



	SUBJECT	DESCRIPTION	ECTS
YEAR 01	INTRODUCTION TO DESIGN METHODOLOGY	Introduces structured design processes, methods, and tools used to research, develop, and manage design projects.	12
	BASIC DESIGN	Basic course on the distribution of spaces and technical systems in residential environments, with a focus on layout and functionality.	8
	CAD CAM MODELLING	Development of drawings and 3D models using CAD, complemented by a physical model created in the laboratory.	8
	MULTIMEDIA	Lessons and workshops on communicating the project through graphic layout, logos, visual elements, and videos with Adobe Premiere.	8
	DESIGN HISTORY AND CULTURE	Cultural exploration of design from the 20th century to today, supplemented by museum visits.	6
	FOREIGN LANGUAGE	Study of a foreign language.	4
	DESIGN SEMIOTICS	Explores design as a system of signs, analyzing how meaning is constructed and communicated through visual and material forms.	4
	MATERIALS SCIENCE AND TECHNOLOGY	Examines the properties, performance, and applications of materials used in design and production processes.	6
	FREE STUDY ACTIVITIES	Independent study activities.	4
YEAR 02	SOCIOLOGY AND ANTHROPOLOGY OF DESIGN 1	Sociocultural study of spaces through case studies and visits, to create inclusive and meaningful environments.	5
	INNOVATIVE TECHNOLOGIES AND CONSTRUCTION MATERIALS	Focuses on emerging technologies and advanced materials employed in contemporary construction and design solutions.	4
	INTERIOR DESIGN 1	Workshop for developing residential and commercial projects, focusing on concept, materials, cultural identity, and lighting technology.	12
	ENVIRONMENT DESIGN 1	Projects for real exhibition/retail spaces with a phygital approach and the use of immersive technologies and VR.	12
	COLOUR DESIGN	Investigates the theory, psychology, and application of colour in spatial, visual, and product design.	4
	TECHNIQUES OF DESIGN COMMUNICATION	Develops methods for effectively communicating design concepts through visual, verbal, and technical representation.	10
	COMPUTER AIDED DESIGN (CAD) 2	Development of drawings and 3D models using CAD, complemented by a physical model created in the laboratory.	8
	FREE STUDY ACTIVITIES	Independent study activities.	5



	SUBJECT	DESCRIPTION	ECTS
YEAR 03	SOCIOLOGY AND ANTHROPOLOGY OF DESIGN 2	Sociocultural study of spaces through case studies and visits, to create inclusive and meaningful environments.	5
	INTERIOR DESIGN 2	Workshop for developing residential and commercial projects, focusing on concept, materials, cultural identity, and lighting technology.	12
	ENVIRONMENT DESIGN 2	Projects for real exhibition/retail spaces with a phygital approach and the use of immersive technologies and VR.	6
	MANAGEMENT OF ENTERPRISE PERFORMANCE	Introduces principles of performance management, analyzing organizational processes, efficiency, and strategic decision-making.	4
	TECHNIQUES OF PROJECT DESIGN AND COMMUNICATION	Professional use of AutoCAD and introduction to 3D software for creating technical drawings and realistic renderings.	8
	RENDERING	Course to refine 3D visualization techniques with advanced software and AI for photorealistic presentations.	8
	INTERNSHIP	Internship.	9
	DISSERTATION	Final written thesis.	8