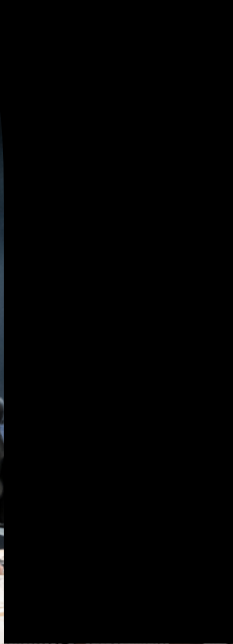


Short Courses 2026



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STUDY

THE METHOD

EXPLORE

THE CITY

EXPERIENCE

THE LIFE

More than short courses, these programmes are an invitation to experience creativity firsthand.

Over a few inspiring weeks, students are introduced to the world of fashion, design, beauty, business and art while living an authentic international experience, exploring museums, creative districts and cultural landmarks, and discovering what it truly means to study at the prestigious locations in Milan, Florence, London, Paris and Dubai at Istituto Marangoni.

These short courses have been created for curious and motivated students who wish to explore what creative disciplines truly involve, understand the meaning of practices such as fashion communication or design thinking, and engage with the distinctive **Istituto Marangoni Method** for the first time.



Milano Design School

Product Design



DURATION

3 Weeks

HOURS

60

CERTIFICATE

Istituto Marangoni Certificate

Certificate released upon the completion of the short course.

PRICING

Course fee € 4300

LOCATION

Istituto Marangoni Milano Design



Why Milan?

LOCATION

Taking a short design course in Milan means immersing yourself in **the beating heart of the Design District**, where Made in Italy heritage, world-renowned craftsmanship, and cutting-edge innovation converge, transforming the entire city into an **open-air laboratory** of ideas, materials, and creative experimentation, and allowing you to experience **design** not only as a discipline, but **as a living culture**.

FACULTY

Faculty at Istituto Marangoni brings together leading **industry experts** and **seasoned professionals**, offering participants a unique blend of academic excellence and real-world insight.



For whom?

TARGET

Designed **for students and professionals** with a strong interest in product design **who want a hands-on experience**, from concept to functional prototype.

A STUDY EXPERIENCE

The Short Courses offer the chance to **meet the faculty**, experience Istituto Marangoni **method** and **atmosphere**, and get a first taste of life at the School. For many students, they serve as a **practical orientation step**, helping them decide more confidently whether to pursue an *Undergraduate* or *Master's course*.

OUTCOMES

This course explores product design as a cultural, creative, and technical practice. Students learn how history, industry, and technology shape objects and the role of the designer. The course combines design culture with hands-on making, leading to the development of a fully working lamp prototype. The course develops a solid understanding of design culture and design thinking, framing product design as a discipline shaped by historical movements, social contexts, industrial systems, and technological change.

Students learn how to interpret and translate a design brief into a clear and coherent concept through research, visual analysis, storytelling, and sketch-based exploration.

Digital and AI tools are introduced as active design instruments rather than shortcuts, supporting rendering, visualization, and 3D modeling to refine form, proportions, materials, and expressive qualities. The process culminates in hands-on prototyping and making, where students build, test, and progressively refine a fully functional lamp prototype by combining digital fabrication techniques with physical construction, gaining direct experience of how ideas become real products.

FINAL OUTPUT

A fully functional lamp prototype supported by design documentation, including concept development, sketches, AI-generated visuals, technical drawings, and final renders.



Think it. Design it. Build it.

From culture, to concept, to a real object.

Week 1

Design Foundations & Culture

An introduction to modern and contemporary design culture, with a focus on Italian design and Made in Italy. Students explore key movements, designers, and objects, from modernism to radical and postmodern design, building a critical foundation for contemporary practice.

Week 2

Concept Development & Visual Exploration

Students interpret a design brief and develop a lamp concept through brainstorming, moodboards, sketching, and visual storytelling.

AI tools support rendering and digital visualization, helping refine form, material, and expression.

Week 3

From Concept to Prototype

The final week focuses on construction and making.

Students translate their concept into a functional object through 3D modeling, printing, physical prototyping, and basic lighting integration.

The week ends with a completed working lamp and final presentation.



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