

Academic Master's Programme and Dual Award Master's Programme in **INTERACTION DESIGN**

September 1th 2025

November 6th 2025

February 1th 2026

The Academic Master's Programme path consists of 4 modules (course + workshop) plus 1 module including a professional experience and a Final Project.

The Dual Award Master's Programme path includes additional dedicated modules, as the 6th module related to the Final Major Project.

THEORETICAL COURSES

Storytelling & Visual Narrative
Digital & Physical Prototyping
Design Research Methods & Tools
Professional Accelerator Activities

CORE WORKSHOPS

Experience Design
Tangible Interactions

ELECTIVE WORKSHOP

One to be chosen among:
New Product Strategies
Identity Design
Entrepreneurship through Design
Advanced Design & Processes
Service Design

Interaction design is a discipline with many dimensions. It combines a way of thinking and a particular design perspective with a rigorous approach to shaping the experience of a potential user. The growth of the discipline has gone hand in hand with the increasing use of digital technology, and today it is applying that technology to real-life scenarios to design the future that matters.

The Master in Interaction Design helps students acquire knowledge, skills and the adeptness at defining problems and proposing solutions that relate to interaction and the user experience. Students will learn how to incorporate digital technology to create enriched experiences. They will be encouraged to experiment and will be guided in the use of various physical and digital prototyping platforms.

TOP: DRACMA by Elena Candelieri, Giulia Fuzinatto, Zilong Hou, Paula Uribe in collaboration with Sclak

BOTTOM: U.FARM By Arianna Galimberti, Aycal Cagri Ozen, Nihar Mehta, Sakshi Jain in collaboration with Sclak

INTERACTION DESIGN

DOMUS ACADEMY MILANO **design** mundo **afora**



Gestures Library:



INTERACTION DESIGN

AUDIENCE

The programme is directed at candidates who have a first-level degree and/or professional experience in product design, service design, visual and graphic design, media and web design, architecture, computer science or engineering. The programme is also open to candidates who hold a degree or diploma in communication science, psychology, sociology or equivalent disciplines if they are motivated by a strong interest to carry out research into the programme's subject area and have an impressive portfolio.

LEARNING OUTCOMES

On successful completion of this programme students will be able to:

- Gain the interdisciplinary skills to succeed internationally in the interaction design field.
- Explore physical and digital prototyping and find the perfect technique to capture users' attention, incorporating new and evolving technologies, user expectations, and industry demands.
- Address current and future needs, developing new solutions that enhance the user experience and boost satisfaction.

The programme ensures students will gain the skills and attributes to:

- Develop and apply sophisticated design languages across different platforms for powerful user engagement.
- Combine communication science and technology. Design the way humans relate to and interact with products, systems, or services in a variety of dynamic and innovative applications.
- Address the evolving needs of human/machine interfaces. Investigate and analyse critical issues and the constant changes in the industry to come up with unique interactive user experiences.

CAHOOTS by Mary Margaret Murphy and Dima Wehbe

CAREER OPPORTUNITIES

Students are prepared to embark on a career as a self-employed consultants or entrepreneurs, or to consider a wide range of related roles in design consultancy firms, interaction design studios or tech start-ups, including:

- INTERACTION DESIGNER
- USER EXPERIENCE DESIGNER
- DIGITAL DESIGNER
- DESIGN RESEARCHER
- CREATIVE TECHNOLOGIST
- BRANDING AND MARKETING CONSULTANT

COMPANIES

The Master in Interaction Design has worked with: Accenture Digital, Adobe, BASE Milano, Bookrepublic, Canon, Cisco, Condé Nast, Fujitsu, IHC (Italian Hospitality Collection), International Training Center (ITC) of the International Labour Organization (ILO), Librerie Coop, Mattel, McKinsey Design, Meet the Media Guru, Midea, MIT Mobile Experience Lab, Motorola, MUBA (Milan Children's Museum), Nokia, Palladio Museum, Park Hyatt, RCS MediaGroup, Repower, Samsung, Studio Museo Achille Castiglioni, Technogym.