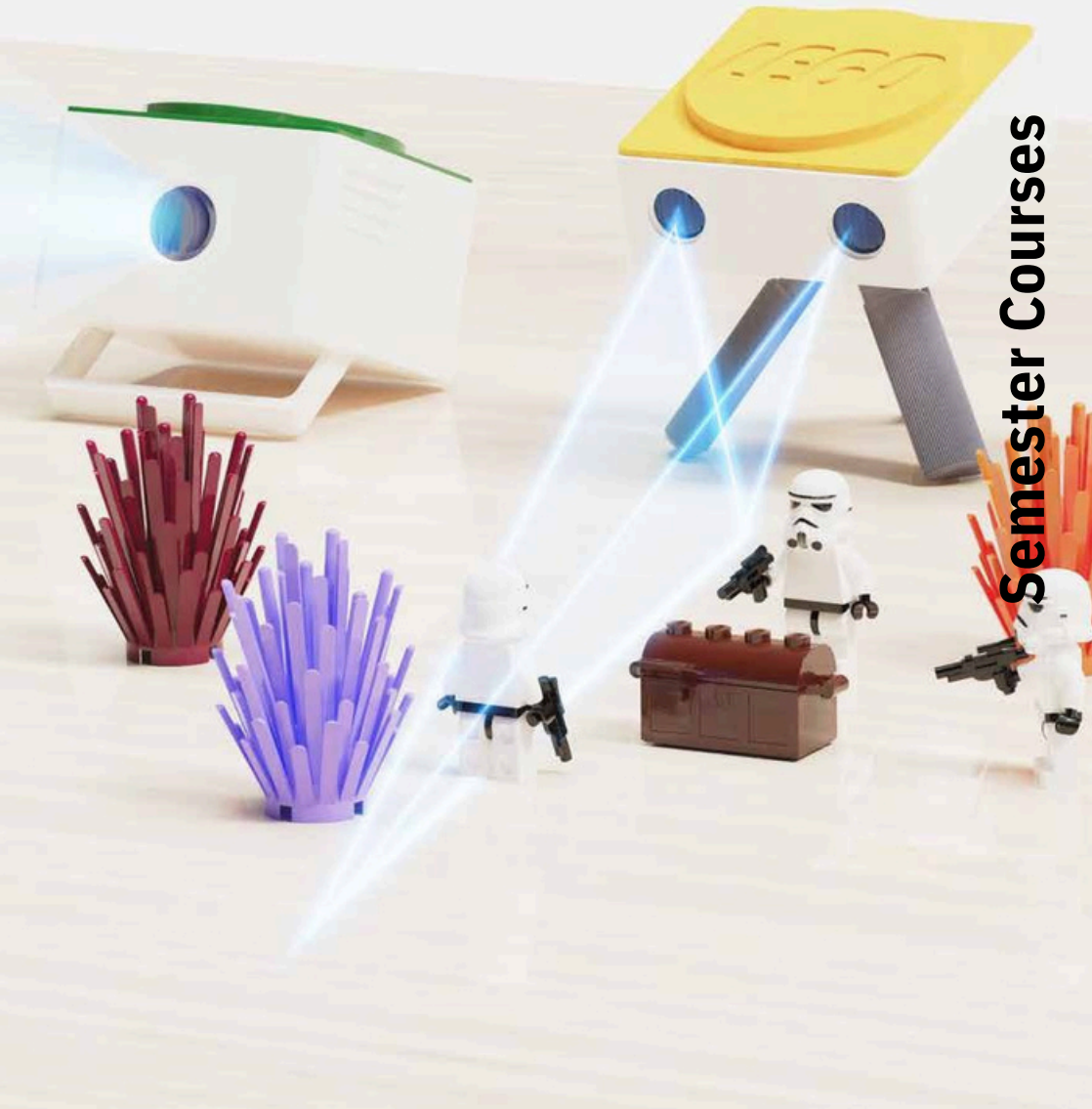


INTERACTION DESIGN

DOMUS ACADEMY MILANO

design
mundo
afora



Semester Courses

INTERACTION DESIGN

First Semester (September 9th 2025)

	Theoretical Course	Workshop
MODULE 1	Storytelling & Visual Narratives	Tangible Interaction
MODULE 2	Digital & Physical Prototyping	Experience Design

Second Semester (November 6th 2025)

	Theoretical Course	Workshop
MODULE 1	Storytelling & Visual Narratives	Tangible Interaction
MODULE 2	Digital & Physical Prototyping	Experience Design

Third Semester (February 9th 2026)

	Theoretical Course	Workshop
MODULE 1	Digital & Physical Prototyping	Experience Design
MODULE 2	Storytelling & Visual Narratives	Tangible Interaction

The sequence of the teaching activity might vary according to the validated yearly study plan

FIRST SEMESTER

MODULE 1 DESCRIPTION

Theoretical Course

STORYTELLING & VISUAL NARRATIVES

The course provides an intensive exploration of visual and structural elements of storytelling and visual narratives where students engage with the necessary tools to design a user experience and to create user scenarios and storyboards.

Workshop

TANGIBLE INTERACTION

The Tangible Interactions workshop aims at developing projects in the domains of physical computing and haptic interfaces by screening, analysing and experimenting software and hardware technology in order to develop a confidence with the palette of tools and platforms that constitute the “basis” for designing interactive solutions.

MODULE 2 DESCRIPTION

Theoretical Course

DIGITAL & PHYSICAL PROTOTYPING

The Digital & Physical Prototyping course intertwines theoretical insights, with targeted design activities, short assignments and exercises aimed at developing specific competences on how to prototype for interactive products using basic technological solutions, both software and hardware.

Workshop

EXPERIENCE DESIGN

The Experience Design workshop explores, by way of studio-based activities, the designing process from the point of view of the people (not users, neither consumers) in their day to day life context.

SECOND SEMESTER

MODULE 1 DESCRIPTION

Theoretical Course

DIGITAL & PHYSICAL PROTOTYPING

The Digital & Physical Prototyping course intertwines theoretical insights, with targeted design activities, short assignments and exercises aimed at developing specific competences on how to prototype for interactive products using basic technological solutions, both software and hardware.

Workshop

EXPERIENCE DESIGN

The Experience Design workshop explores, by way of studio-based activities, the designing process from the point of view of the people (not users, neither consumers) in their day to day life context.

MODULE 2 DESCRIPTION

Theoretical Course

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Workshop

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