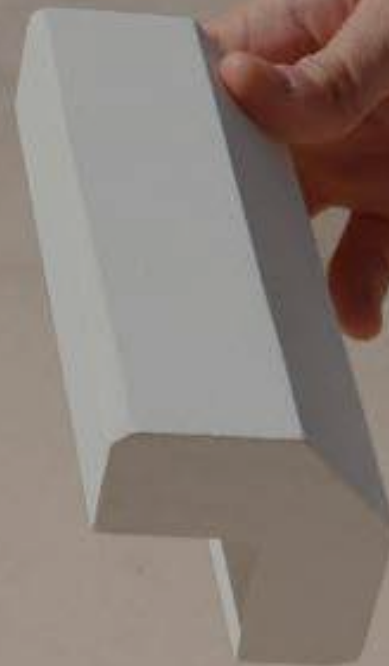


PROGRAMS & CURRICULUMS

M
A — DE
Program

Accademia
di Belle Arti
Rosario Gagliardi
Siracusa

BA PROGRAM IN DESIGN



M
A — DE
Program

Accademia
di Belle Arti
Rosario Gagliardi
Siracusa

BA PROGRAM IN DESIGN

The Bachelor's course in DESIGN, *Making for the Pluriverse*, views the discipline of design as a tool for creating new products and communication strategies. It aims to play a decisive role in advancing processes of change in society, production, and the economy.



FIRST YEAR	COURSE	ECTS
	Technical Drawing	9
	Modeling	6
	History of contemporary art	6
	Design Methodology	6
	Design 1 (module I)	6
	History of Applied Arts	6
	Applied Arts and Materials' Typology	6
	Design 1 (module II)	6
	Adobe Suite Introduction	4
	English Language	4
Seminars	1	
Total	60	

SECOND YEAR	COURSE	ECTS
	History of Contemporary Architecture	6
	Architecture Representation	6
	History of Design	6
	Design 2 (module I)	6
	Photography	6
	Graphic Design	9
	Design 2 (module II)	6
	3D Modeling	9
	Aesthetics	6
Total	60	

THIRD YEAR	COURSE	ECTS
	Interior Design	9
	Design 3 (module I)	6
	Video Making	6
	Ecodesign	6
	Exhibit Design	6
	Seminars - Workshops	5
	Phenomenology of Contemporary Art	6
	Design 3 (module II)	6
	Final Thesis	10
Total	60	

FIRST YEAR



● TECHNICAL DRAWING

This course provides an introduction to the fundamental techniques of drawing, focusing on its application in architectural and design communication. Students will learn essential drawing codes and representation methods through both theoretical lessons and practical exercises. The course includes in-class assignments and reviews.

● MODELING

Students will explore various modeling techniques and materials, gaining hands-on experience in creating three-dimensional representations of design concepts. The course emphasizes accuracy, craftsmanship, and the role of physical models in the design process.

● HISTORY OF CONTEMPORARY ART

The course explores contemporary art history, analyzing key movements, artists, and cultural influences from the mid-20th century to today. Through a multidisciplinary approach—integrating cinema, media, and historical events—students develop critical tools to connect artistic developments with broader cultural and aesthetic shifts.

● ADOBE SUITE INTRODUCTION

An introductory course to essential digital tools for design and visual communication. Students will learn the basics of Photoshop, Illustrator, and InDesign, developing skills in image editing, vector graphics, and layout design.

● ● DESIGN 1

A foundational studio course focused on developing visual language, composition, and basic design principles. Through a series of exercises and projects, students will explore form, color, and spatial relationships while working with different materials and techniques.

***The course spans two semesters with distinct projects: Design 1 (I) in the first and Design 1 (II) in the second.**

● HISTORY OF APPLIED ARTS

An exploration of applied arts throughout history, from traditional craftsmanship to contemporary design. The course examines how decorative arts, industrial design, and artisanal practices have evolved in different cultural contexts.

● APPLIED ARTS AND MATERIALS' TYPOLOGY

Students will study the properties, applications, and sustainability of various materials used in design and applied arts. The course includes hands-on experiments to understand the aesthetic and functional qualities of materials.

● DESIGN METHODOLOGY

The course explores the design processes behind artistic and functional artifacts, analyzing historical and contemporary practices. Through theoretical lessons and practical exercises, students will investigate how objects emerge from social, cultural, and material contexts. The final project involves creating an artifact using given materials.

- First semester
- Second semester



- **HISTORY OF CONTEMPORARY ARCHITECTURE**

The course aims to develop a historical-critical understanding of contemporary architecture, focusing on the relationship between projects, techniques, materials, and cultural contexts from the Industrial Revolution to the present.

- **3D MODELING**

This course aims to teach the fundamentals of 2D digital drawing, 3D modeling, and rendering, focusing on design and architecture project communication. Students will learn drawing codes and representation methods through both theoretical and practical lessons, with in-class exercises and a final project submission.

- **GRAPHIC DESIGN**

The Basic Design workshop is an introductory course in Graphic Design. It explores the fundamentals of visual grammar (form, color, line, texture, and space), helping students develop a deep understanding of their interaction through practical and theoretical exercises.

- ● **DESIGN 2**

A continuation of the first-year design course, this class introduces more complex design challenges, encouraging students to experiment with new techniques and materials. Projects emphasize user experience, functionality, and conceptual depth.

***The course spans two semesters with distinct projects: Design 2 (I) in the first and Design 2 (II) in the second.**

- ● **PHOTOGRAPHY**

An introduction to the principles and techniques of photography in the context of design and applied arts. Students will learn about composition, lighting, and digital editing while exploring photography as a tool for storytelling and visual communication. In the second semester, students will develop a photographic project culminating in a collective exhibition or publication.

- **HISTORY OF DESIGN**

The course provides students with key knowledge of design history from the early 20th century to today. It examines the evolving role of the designer, from craftsmanship to Fordist and post-Fordist industry, addressing contemporary production challenges. Lessons combine theoretical insights with case studies.

- **AESTHETICS**

This course explores aesthetic and creativity as a systemic, multidimensional phenomenon emerging from interactions between individuals and their environment. Students will analyze creativity in art, science, and social movements through historical, cognitive, and social perspectives, concluding with a final project presentation.

- **ARCHITECTURE REPRESENTATION**

This course teaches methods for analyzing and representing architecture and urban spaces through graphic techniques, diagrams, and models. Students work on group projects focused on the Syracuse seafront, developing proposals and physical models. The final exam involves presenting and discussing their design work and analyses.



- **INTERIOR DESIGN**

A course dedicated to the principles of spatial planning, furniture design, and material selection for interior environments. Students will work on real-world projects, developing their ability to design functional and aesthetically compelling spaces.

- **PHENOMENOLOGY OF CONTEMPORARY ART**

A theoretical course examining the cultural, social, and philosophical dimensions of contemporary art. Students will engage in discussions and analyses of major artistic movements, media, and practices.

- **VIDEO MAKING**

An introduction to video production and editing techniques, focusing on storytelling, composition, and motion graphics. Students will create short films, animations, or promotional videos related to design and applied arts.

- ● **DESIGN 3**

The most advanced design course in the program, focusing on independent projects and professional-level execution. Students are encouraged to develop their personal design language and refine their skills in research, prototyping, and presentation.

***The course spans two semesters with distinct projects: Design 3 (I) in the first and Design 3 (II) in the second.**

- **ECODESIGN**

A course centered on sustainable design practices, material innovation, and environmental responsibility. Students will explore how design can contribute to reducing waste, improving energy efficiency, and promoting ecological awareness.

- **EXHIBIT DESIGN**

An exploration of exhibit and multimedia installation design. The course covers concept development, technical drafting, and model-making for dynamic, immersive, and interactive spatial experiences.

BA PROGRAM IN VISUAL ARTS



BA PROGRAM IN VISUAL ARTS

VISUAL REALITIES, our three-year course in visual arts, examines the role of photography and visual representation in the current cultural landscape and their potential, yesterday and today, to become a powerful engine of social change.

First level academic diploma. Accredited by the Ministry of Instruction, Universities, and Research.



FIRST YEAR	COURSE	ECTS
	History of Contemporary Art	6
	History of Printing and Publishing	6
	Computer Graphic 1	6
	Digital Technologies and Applications 1	6
	Creative Writing	3
	Layout and Visualization Techniques	9
	Photography 1	9
	History of Photography	6
	Adobe Suite Introduction	4
English Language	4	
Seminars	1	
Total	60	

SECOND YEAR	COURSE	ECTS
	Digital Technologies and Applications 2	6
	Multimedia Dramaturgy	6
	Computer Graphic 2	6
	Elements of Publishing	6
	Web Design	6
	Graphic Design 1	6
	Photography 2	9
	Linear Audiovisuals	6
	History of cinema	6
Seminars - Workshops	3	
Total	60	

THIRD YEAR	COURSE	ECTS
	Mass Media Theory and Method	6
	Phenomenology of Contemporary Art	6
	Communication Design	6
	Graphic Design 2	12
	Audiovisual Documentation Techniques	6
	Sound Design	6
	Multimedia Installation	6
Seminars - Workshops	2	
Final Thesis	10	
Total	60	

FIRST YEAR



● HISTORY OF CONTEMPORARY ART

The course explores contemporary art history, analyzing key movements, artists, and cultural influences from the mid-20th century to today. Through a multidisciplinary approach—integrating cinema, media, and historical events—students develop critical tools to connect artistic developments with broader cultural and aesthetic shifts.

● HISTORY OF PRINTING AND PUBLISHING

The course explores the evolution of editorial processes, from the birth of books to modern printing methods. It covers innovations in technology, typographic design, and the role of avant-garde art.

● VISUAL COMPOSITION AND ILLUSTRATION

An introduction to illustration and visual communication, focusing on composition, visual storytelling, and fundamental design principles to create clear, engaging, and expressive imagery. Through a structured process—from studying the human figure to mastering composition—the course guides students in creating book covers, posters, and visual narratives.

● ADOBE SUITE INTRODUCTION

An introductory course to the Adobe Suite, focusing on the basics of Photoshop, Illustrator, and InDesign for design and media production.

● COMPUTER GRAPHIC 1

An introduction to graphic design software and basic design principles for creating digital images, layouts, and illustrations.

● PHOTOGRAPHY 1

An introduction to photography, covering technical aspects such as lighting, composition, and digital photography techniques. It includes practical exercises, a personal project, and image critiques.

● DIGITAL TECHNOLOGIES AND APPLICATIONS 1

An exploration of digital technologies and their applications in design, including an introduction to various tools and software (After Effects).

● CREATIVE WRITING

This course explores contemporary writing practices, focusing on visual arts intersections and the Sicilian Antigroup. It includes experimental writing, artist's books, and a speculative cartography workshop.

● HISTORY OF PHOTOGRAPHY

A survey of the history of photography, exploring its development, major movements, and influence on art and society.



- First semester
- Second semester

● Some courses may span over two semesters with distinct projects.

SECOND YEAR

● DIGITAL TECHNOLOGIES AND APPLICATIONS 2

The course provides basic skills in 2D drawing, 3D modeling, and rendering, focusing on design and architecture communication, and introduces codes and methods of representation.

● LINEAR AUDIOVISUALS

This course provides a comprehensive exploration of audiovisual language, guiding students through the technical, conceptual, and artistic aspects of digital video production.

● HISTORY OF CINEMA (AVAILABLE IN JUST ITALIAN)

A survey of the history of cinema, examining major movements, filmmakers, and cultural shifts in film production and theory.

● GRAPHIC DESIGN 1

A foundational course in graphic design, covering the principles of visual communication, typography, color theory, and design composition.

● PHOTOGRAPHY 2

A continuation of the first-year photography course, with a focus on advanced techniques, studio lighting, and post-processing.

● MULTIMEDIA DRAMATURGY

An examination of the use of multimedia in storytelling, including techniques for combining video, sound, and visuals to create engaging narratives.

● COMPUTER GRAPHIC 2

A continuation of the first-year course, focusing on advanced techniques in graphic design, including digital illustration, animation, and enhanced visual communication tools.

● ELEMENTS OF PUBLISHING

An exploration of the fundamentals of publishing, including editorial design, print production, and the role of publishing in communication.

● WEB DESIGN

An introduction to web design, focusing on the creation of visually appealing and user-friendly websites, with an emphasis on UX/UI principles.

THIRD YEAR

● MASS MEDIA THEORY AND METHOD

A critical study of mass media theories and methodologies, exploring their impact on culture, politics, and society.

● PHENOMENOLOGY OF CONTEMPORARY ART

The course aims to provide students with theoretical tools to critically analyze contemporary art. It focuses on a historical and critical examination of key national and international artistic trends since the 1970s, highlighting current artistic research.

● COMMUNICATION DESIGN

An advanced course in communication design, focusing on the development of cohesive visual messages through various mediums and platforms.

● SOUND DESIGN

An exploration of the principles and practices of sound design, focusing on how sound can be used creatively to enhance media and communication.

● GRAPHIC DESIGN 2

An advanced course in graphic design, focusing on complex projects and the integration of advanced design principles in professional work.

● AUDIOVISUAL DOCUMENTATION TECHNIQUES

A study of audiovisual documentation, including techniques for capturing, editing, and presenting visual and audio material in various formats.

● MULTIMEDIA INSTALLATIONS

An exploration of exhibit and multimedia installation design. The course covers concept development, technical drafting, and model-making for dynamic, immersive, and interactive spatial experiences.



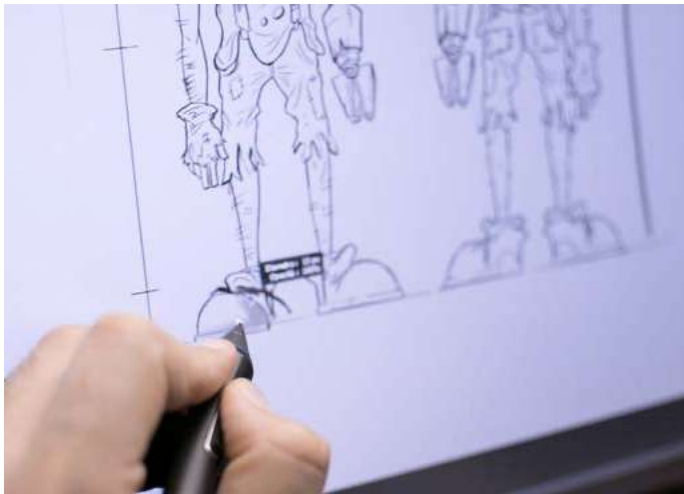
BA PROGRAM IN ANIMATION & CGI



BA PROGRAM IN ANIMATION & CGI

The three-year degree program in Animation & CGI (Computer-Generated Imagery) *DIGITAL STORIES* is the first education and training program for future professionals in digital animation, video games, and audio-visual production.

First level academic diploma. Accredited by the Ministry of Instruction, Universities, and Research.



FIRST YEAR	COURSE	ECTS
	History of Contemporary Art	6
	History of Printing and Publishing	6
	Computer Graphic 1	6
	Digital Technologies and Applications 1	6
	Creative Writing	3
	Layout and Visualization Techniques	9
	Photography 1	9
	History of Photography	6
	Adobe Suite Introduction	4
English Language	4	
Seminars	1	
Total	60	

SECOND YEAR	COURSE	ECTS
	Digital Technologies and Applications 2	6
	Multimedia Dramaturgy	6
	Computer Graphic 2	6
	Elements of Publishing	6
	Web design	6
	Graphic Design 1	6
	3D Modeling Techniques 1	9
	Linear Audiovisuals	6
	History of Cinema	6
	Seminars - Workshops	3
	Total	60

THIRD YEAR	COURSE	ECTS
	Mass Media Theory and Method	6
	Phenomenology of Contemporary Art	6
	Communication Design	6
	3D Modeling Techniques 2	12
	Audiovisual Documentation Techniques	6
	Sound Design	6
	Direction / Multimedia Installation	6
	Seminars - Workshops	2
	Final Thesis	10
Total	60	



● First semester
● Second semester

● ● Some courses may span over two semesters with distinct projects.

FIRST YEAR

● HISTORY OF CONTEMPORARY ART

This course provides an overview of contemporary artistic movements, key figures, and critical theories from the late 19th century to the present. Students will develop analytical skills to interpret and contextualize contemporary works within broader cultural and social frameworks.

● HISTORY OF PRINTING AND PUBLISHING

Students will explore the historical evolution of printing techniques and publishing practices, examining their impact on visual culture, communication, and the dissemination of knowledge from the invention of the printing press to the digital era.

● ADOBE SUITE INTRODUCTION

A foundational course on Adobe software, introducing students to industry-standard tools such as Photoshop, Illustrator, and InDesign for graphic design, photography, and digital publishing.

● DIGITAL TECHNOLOGIES AND APPLICATIONS 1

The course focuses on digital sculpting techniques for organic and inorganic models, 3D model optimization, and texture creation for character design. Students will master Maxon ZBrush, Autodesk Maya, and Adobe Substance Painter through hands-on exercises. Theoretical content will cover human anatomy applied to digital sculpting.

● LAYOUT AND VISUALIZATION TECHNIQUES

The course provides knowledge and skills in illustration techniques for publishing and advertising. Through a structured process—from studying the human figure to mastering composition—the course guides students in creating book covers, posters, and visual narratives. It culminates in a portfolio showcasing editorial and promotional illustrations.

● ● PHOTOGRAPHY 1

An introduction to the technical and conceptual aspects of photography, covering camera functions, composition, lighting, and visual storytelling.

● HISTORY OF PHOTOGRAPHY

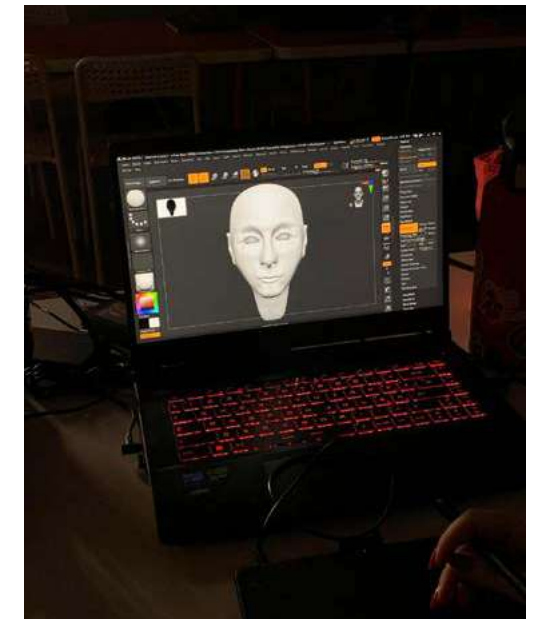
A chronological study of photographic history, analyzing its evolution as an artistic and documentary medium and its impact on visual culture.

● COMPUTER GRAPHIC 1

An introduction to digital graphic design principles, focusing on vector and raster-based software. Students will learn fundamental techniques in image editing, typography, and layout design.

● CREATIVE WRITING

A practical exploration of writing techniques for creative expression across various media. Students will develop storytelling skills applicable to design, publishing, and multimedia projects.



- **HISTORY OF CINEMA AND VIDEO**

The course offers an overview of cinema's evolution as mass media and art, exploring its technological, economic, and aesthetic aspects through lectures, discussions, analysis, and a final written exam.

- **LINEAR AUDIOVISUALS**

Students will explore the creation of linear audiovisual content, learning about cinematographic language, sequencing, and editing techniques.

- **COMPUTER GRAPHIC 2**

An advanced study of computer graphics, emphasizing complex visual compositions, digital illustration techniques, and design workflows for both print and digital media.

- **GRAPHIC DESIGN 1**

A foundational course in graphic design, covering the principles of visual communication, typography, color theory, and design composition.

- **DIGITAL TECHNOLOGIES AND APPLICATIONS 2**

Building on the first-year course, students will refine their animation skills by exploring advanced digital tools and techniques, using Autodesk Maya, starting with Static Meshes and progressing to Skeletal Meshes. Students will export animations to Unreal Engine for rendering and video creation.

- **3D MODELING TECHNIQUES 1**

An introduction to three-dimensional design and modeling, covering basic modeling, texturing, and rendering techniques using industry-standard software.

- **WEB DESIGN**

An introduction to web design principles, including user experience (UX), user interface (UI), and responsive design. Students will develop basic coding skills in HTML and CSS.

- **MULTIMEDIA DRAMATURGY**

This course explores the principles of storytelling and narrative structure in multimedia formats, examining how dramaturgical techniques can be applied to visual and interactive media.

- **ELEMENTS OF EDITORIAL DESIGN**

Students will study editorial design and the processes behind contemporary publishing, from concept development to layout, production, and digital distribution.



- **PHENOMENOLOGY OF CONTEMPORARY ART**

A critical exploration of the experience and perception of contemporary art, engaging with philosophical and theoretical perspectives to analyze artistic practices and their societal implications.

- **THEORY AND METHODOLOGY OF MASS MEDIA**

The course explores the cultural and formal aspects of communication, focusing on multimedia languages and technologies. It examines the impact of new media through history, ideologies, and artistic practices.

- **SOUND DESIGN**

Students will explore the creative and technical aspects of sound design, learning how to integrate sound elements into audiovisual and interactive media.

- **COMMUNICATION DESIGN**

An advanced study of design as a tool for effective communication, focusing on branding, advertising, and the strategic use of visual media in contemporary culture.

- **3D MODELING FOR EXHIBIT DESIGN**

This course covers exhibit and multimedia installation design, 3D modeling, animation, and rendering, with a focus on Unreal Engine 5, VFX, lighting, and post-production for immersive experiences.

- **AUDIOVISUAL DOCUMENTATION TECHNIQUES**

This course introduces students to documentary filmmaking and multimedia storytelling techniques, focusing on recording, editing, and structuring audiovisual narratives.

- **DIRECTION**

This course explores animation direction, focusing on advanced character acting, lip sync, and camera work using Autodesk Maya and Unreal Engine. Students will create and render complete audiovisual projects.

BA PROGRAM IN FASHION & TEXTILE DESIGN



BA PROGRAM IN FASHION & TEXTILE DESIGN

FEELING MATTER looks at textile and fashion design with a product and process oriented approach, emphasizing the teaching of both craft and industrial techniques. The aim is to develop creativity that is free from preconceptions and can generate innovative solutions in the contemporary world.

First level academic diploma. Accredited by the Ministry of Instruction, Universities, and Research.



FIRST YEAR	COURSE	ECTS
	Design Methodology	6
	Modeling	6
	History of Contemporary Art	6
	History of Applied Arts	6
	Fashion Design 1	12
	Elements of Morphology and Form Dynamics	6
	Illustration	9
	Adobe Suite Introduction	4
	English Language	4
Seminars	1	
Total	60	

SECOND YEAR	COURSE	ECTS
	Pattern Making Techniques 2	6
	Materials Typology	9
	History of Fashion	6
	Graphic Design	6
	Photography	6
	Textile Design 1	9
	Fashion Design 2	12
	Semiotics of Art	6
Total	60	

THIRD YEAR	COURSE	ECTS
	Accessories Design	9
	Textile Design 2	6
	Fashion Design 3	12
	Fashion Management	6
	Phenomenology of Contemporary Art	6
	Video Making	6
	Final Thesis	10
	Seminars - Workshops	5
Total	60	

● **HISTORY OF CONTEMPORARY ART**

A study of major artistic movements, figures, and theories from the late 19th century to the present, analyzing their influence on contemporary visual culture.

● **DESIGN METHODOLOGY**

The course explores the design processes behind artistic and functional artifacts, analyzing historical and contemporary practices. Through theoretical lessons and practical exercises, students will investigate how objects emerge from social, cultural, and material contexts. The final project involves creating an artifact using given materials.

● **GARMENT CONSTRUCTION I (WOMENSWEAR)**

This course covers the design and development of women’s clothing, with an emphasis on both fitted and flowing garments.

Students will work with pattern making, draping, and garment assembly techniques to create garments that balance form and function, with particular focus on shaping, silhouette, and fabric manipulation in womenswear.

● **ILLUSTRATION**

The course provides knowledge and skills in illustration techniques for publishing and advertising. Through a structured process—from studying the human figure to mastering composition—the course guides students in creating visual narratives. It culminates in a portfolio showcasing editorial and promotional illustrations.

● **ADOBE SUITE INTRODUCTION**

A practical introduction to Adobe software, covering essential tools such as Photoshop, Illustrator, and InDesign for digital illustration, pattern design, and portfolio development.

● **FASHION DESIGN 1**

The Fashion Design I course teaches students the creative process of designing a collection, from moodboard creation to defining a unique concept. Through theory lessons and hands-on workshops, students will explore creative research, silhouette development, and prototype creation, culminating in a mini collection.

● **ELEMENTS OF MORPHOLOGY AND FORM DYNAMICS**

The course aims to provide a comprehensive understanding of garment construction and technical drawing techniques. It focuses on flat drawing, technical sheets, and their role in fashion design and production. Emphasis is placed on fit, proportion, and graphic language to develop individual style and adaptability.

● **HISTORY OF APPLIED ARTS**

This course explores the history of applied arts and architecture, from the Arts & Crafts movement to Art Nouveau, the Deutscher Werkbund, and Frank Lloyd Wright’s Taliesin school. It examines craft vs. industry and the human-machine relationship. Lessons include theory, exercises, and study visits to Casa Cuseni and Palazzo Butera.



SECOND YEAR

● SEMIOTICS OF ART

A theoretical exploration of visual language and symbolism in art and fashion, analyzing how meaning is constructed through imagery, signs, and cultural references.

● GRAPHIC DESIGN

An introduction to visual communication in fashion, focusing on branding, typography, and digital media applications for fashion promotion and editorial design.

● GARMENT CONSTRUCTION II (MENSWEAR)

This course introduces the design and construction of men's garments, focusing on pattern drafting, tailoring, and draping, with attention to fit, proportion, and typical menswear details.

● MATERIALS TYPOLOGY

An in-depth examination of textiles and materials used in fashion, exploring properties, sustainability, and their applications in garment design.

● HISTORY OF FASHION

A chronological study of fashion history, analyzing key designers, movements, and cultural influences that have shaped the evolution of clothing.

● ● PHOTOGRAPHY

A practical course exploring fashion photography, lighting techniques, and visual storytelling to create compelling imagery for editorial and commercial purposes.

● ● FASHION DESIGN 2

An intermediate course that deepens conceptual and technical skills in fashion design, guiding students in developing personal design aesthetics and creative collections.

● TEXTILE DESIGN 1

An introduction to textile design techniques, including print development, fabric manipulation, and surface embellishment.

THIRD YEAR

● VISUAL COMMUNICATION STRATEGIES

The course focuses on branding, product and fashion communication, exploring visual strategies for advertising, portfolio development, and creative direction.

● ACCESSORIES DESIGN

A study of accessory design, covering the development of footwear, handbags, and other fashion accessories through material experimentation and construction techniques.

● TEXTILE DESIGN 2

An advanced exploration of textile innovation, focusing on sustainable practices, digital techniques, and experimental fabric manipulations.

● ● FASHION DESIGN 3

A final-year course emphasizing the creation of a cohesive and professional fashion collection, integrating conceptual, technical, and business-oriented approaches.

● FASHION MANAGEMENT

An overview of the fashion industry, exploring brand management, marketing strategies, supply chain logistics, and the economic dynamics of fashion businesses.

● PHENOMENOLOGY OF CONTEMPORARY ART

A critical study of contemporary artistic practices, examining the sensory, conceptual, and experiential aspects of modern art in relation to fashion.

● VIDEO MAKING

An introduction to video production for fashion communication, covering storytelling, filming techniques, and editing for promotional campaigns and fashion films.

- First semester
- Second semester

- ● Some courses may span over two semesters with distinct projects.



MFA IN DESIGN & APPLIED CRAFTS



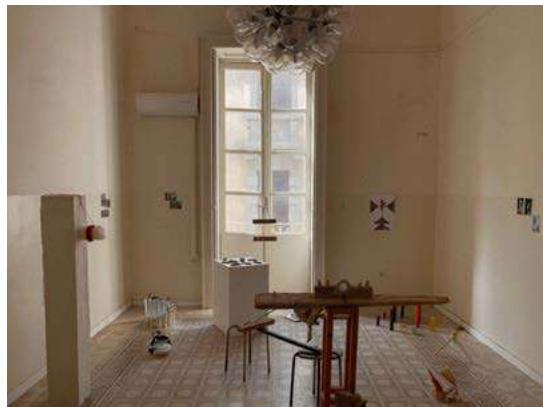
MFA IN DESIGN & APPLIED CRAFTS

The MFA in Applied Craft and Design provides a synthesis between an approach to Design rooted in Craft - emphasizing making, community, and a commitment to local material investigations ("Zero Kilometers Design Approach") - with a basic set of management competencies and skills, usually covered in more corporate business-oriented courses, enabling them to undertake all phases of a work project.

Second level academic diploma. Accredited by the Ministry of Instruction, Universities, and Research.

FIRST YEAR	COURSE	ECTS
	Design Methodology 1	10
	History of Applied Arts	8
	Design 1	15
	Communication Design and Management	9
	Digital Modeling Techniques	12
	Aesthetics	6
	Total	60

SECOND YEAR	COURSE	ECTS
	Design Methodology 2	10
	Design 2	15
	Photography	6
	Phenomenology of Contemporary Art	6
	Linear Audiovisuals	8
	Project Management	6
	Final Thesis	9
Total	60	





FIRST YEAR - SHORT TRACK

● ● MANIFESTO

A critical exploration of design as a tool for cultural transformation, encouraging students to develop their own design philosophy. Through research and debate, students define their ethical and conceptual stance, articulating a manifesto that guides their creative practice.

● ● MODERN CRAFTS + DESIGN HISTORY

An analytical study of the intersection between craftsmanship and design history, examining how traditional and contemporary craft techniques influence modern design. Students critically engage with historical narratives and material culture, fostering a deeper understanding of design evolution.

● ● DESIGN METHODOLOGY

This course explores the Wasteocene, analyzing waste as a socio-ecological process shaping peripheries and margins. Through theoretical lessons and an intensive design lab in Siracusa, students will map, transform, and reimagine waste, producing new materials and relationships while challenging notions of value.

- First semester
- Second semester

* The first-year courses of the two-year Nomad specialist program are structured as a short track course, meaning that the entire first year is compressed into a single intensive semester. As a result, all first-year exams take place during the second semester (from March to July).

● ● BUSINESS PLANNING

An introduction to the fundamentals of business strategy for designers, covering financial planning, market analysis, and brand development. Students learn to navigate the intersection of creativity and commerce, developing sustainable business models for their projects.

● ● COMMUNICATION TOOLS

A study of contemporary communication strategies and media, exploring their role in shaping public perception of design. Students learn to effectively convey ideas through visual, verbal, and digital platforms, developing a critical awareness of communication in cultural and professional contexts.

● ● IMMERSIVE CRAFT & DESIGN STUDIO

A practice-based course offering students the opportunity to collaborate with skilled artisans or craft companies. Through mentorship and hands-on experience, students develop in-depth projects that merge traditional techniques with contemporary design innovation.

● ● CONTEMPORARY MACHINE AND DIGITAL MANUFACTURING

An exploration of digital fabrication and additive manufacturing techniques, emphasizing the integration of computational design and material experimentation. Students develop an informed approach to digital craft, creating medium-scale prototypes that bridge traditional making with emerging technologies.

● ● DESIGN LABS

A series of experimental workshops focused on applied design research, encouraging students to explore new materials, processes, and interdisciplinary collaborations. These labs foster innovation through iterative prototyping, critical reflection, and hands-on exploration of contemporary design challenges. They are based in different locations and they change from one year to the other.

SECOND YEAR

ART AND DESIGN NOW

A critical investigation of contemporary art and design practices, exploring their role in shaping cultural, social, and environmental discourses. Students examine the intersection of technology, philosophy, and design, analyzing their impact on sustainability, materiality, and posthuman thought.

VISUALIZATION AND PRESENTATION

An in-depth study of data visualization and effective communication strategies. Students develop analytical skills to interpret and present complex information through compelling visual narratives, refining their ability to communicate ideas with clarity and impact.

DESIGN METHODOLOGY II

A continuation of methodological approaches to design, emphasizing iterative problem-solving, user-centered research, and interdisciplinary collaboration. Students apply design thinking strategies to develop innovative, context-driven solutions for complex design challenges.

ENTREPRENEURIAL AND MANAGEMENT SKILLS

An exploration of the business and professional aspects of design, covering project management, cost estimation, contracts, and cross-disciplinary collaboration. Students learn to balance creative vision with strategic planning, fostering a sustainable and adaptable design career.

IMMERSIVE CRAFT

A hands-on, practice-based module focused on deep engagement with material processes, craftsmanship, and experimental making. Students collaborate with artisans or industry professionals to integrate traditional and digital fabrication techniques into contemporary design practice.

DESIGN STUDIO II + PERSONAL PROJECT

A culminating studio experience where students develop a self-directed project that synthesizes their research, skills, and conceptual approach. Emphasizing critical reflection and professional presentation, this module prepares students to articulate their design vision to an expert audience.



ELECTIVE MODULES

Elective courses are extracurricular courses designed for international students and are taught in English. Each course consists of 45 hours, including a combination of frontal classes, in-studio practice, and independent assignments. The availability of these courses varies from semester to semester, and each course grants 3 ECTS credits.

For students attending through the Erasmus exchange program, we will only be able to confirm the available courses shortly before the start of the semester.

DOCUMENTING SICILY: A MULTIMEDIA APPROACH

This course examines photography as a narrative tool for documenting landscape transformation in Sicily, with a focus on Siracusa and its socio-political context. Through walking, creative writing, and drawing, students will develop photography projects culminating in a collective publication or exhibition.

SICILIAN TRACES. DESIGNING A LIVING TYPEFACE.

Starting from the idea that crafting letterforms is deeply intertwined with the memory of a place, students will collect urban traces in Siracusa to create an original analog typeface. Through hands-on activities, they will use it for poetic and visual compositions, exploring type design as both an expressive and functional tool.

CERAMICS: TECHNIQUE AND INTUITION IN THE ART OF MAKING

This program combines traditional ceramic techniques with personal artistic expression. It focuses on clays, decoration, and interactions with fire and oxides, encouraging creative exploration and technical skill development. Students create both sculptural ceramics and pottery, blending tradition with innovation.

LOCAL CRAFT FOR GLOBAL PRODUCT DESIGN

Sicilian handicrafts have long been linked to folkloric and traditional imagery. This course reimagines local materials and techniques for a global context, guiding students in analyzing



production methods and designing prototypes that give new relevance to Sicilian craftsmanship in a contemporary, international setting.

THE CONQUER(ING) OF SPACE

Cities are shaped by their spaces and the situations within them. This course explores how spaces influence human activity, using Syracuse as a case study. Students will analyze urban interactions and propose design adaptations to enhance public spaces, applying critical thinking and creativity to rethink the ordinary.

INTRODUCTION TO ANALOGUE PHOTOGRAPHY

This course covers analog photography, from camera mechanics to darkroom techniques. Students will learn film development, black-and-white printing, and view camera use. The final project explores hidden spots in Siracusa, culminating in a collective exhibition that showcases technical and creative growth.

INTRODUCTION TO DIGITAL PHOTOGRAPHY

This program covers the fundamentals of digital photography, focusing on DSLR and mirrorless cameras, as well as Adobe Photoshop and Lightroom. Through shooting sessions, students will explore portrait lighting and essential equipment. The course culminates in a personal project and a final collaborative exhibition.

INTERMEDIATE PHOTOGRAPHY

This program enhances digital photography skills, encouraging students to combine personal aesthetic choices with technical expertise. Through fieldwork, critiques, and assignments, students create a photography project on a chosen topic, learning to tell visual stories and transform their work into a zine.

ADVANCED PHOTOGRAPHY

Taking inspiration from *The Five Obstructions*, this course challenges students to reinterpret and recontextualize an existing project through different theoretical and technical approaches. Students push their work through a “stress test,” expanding their engagement with contemporary visual media and exploring conceptual and aesthetic boundaries.

VIDEO PRODUCTION

This program explores digital video production through three phases: concept development, production techniques, and post-production. Students refine audiovisual storytelling, experiment with technical aspects, and create a final video project, applying their skills in cinematography, editing, and sound design to produce an original piece.

SOUND DESIGN

This program introduces sound design, field recording, and soundscape creation, focusing on the technical and creative processes of crafting immersive audio experiences. Students gain hands-on experience with recording, editing, and manipulating sound, exploring its narrative potential across art, music, and film mediums.

ARTISANAL FASHION AND EXPERIMENTAL DESIGN

Rooted in Sicily’s textile traditions, this course guides students through material research, technical experimentation, and creative development. From Sicilian cotton cultivation to embroidery and historical costume analysis, students design a personal creation that bridges heritage techniques with contemporary design.

LIVE DRAWING

This program in live drawing emphasizes transcribing reality through hand drawing from life, enabling students to observe and interpret forms in real time. This practice fosters abstract thinking, allowing participants to transform visual stimuli, intuitions, and creative tensions into precise, project-driven data.

ILLUSTRATION: FIND YOUR OWN VOICE

This program is designed for aspiring illustrators looking to define and strengthen their unique style. Through practical classes,

participants will build technical skills, exploring composition, color, and materials. They will create a personal sketchbook to document their creative process and simulate a real commissioned project.

PAINTING: SEE-FEEL SICILY

The *See_Feel Sicily* painting course offers an immersive approach, guiding students in creating a personal series of works. Tailored to each participant's experience level, it begins with painting fundamentals and essential materials, gradually fostering individual artistic exploration and a cohesive body of work.

ADVANCED PAINTING: PRACTICE AND DISCOURSE

This advanced painting course refines technical skills and develops a distinctive artistic voice. Students explore color, composition, and materials, moving from observational to abstract expressions. Through critical discussions and research, they create a series of works and an artist statement, positioning their practice within a broader context.

PERFORMING ARTS: MOVEMENT, SOUND AND SCENIC DESIGN

This immersive course examines "slow life" through movement-based performance art, emphasizing the therapeutic advantages of the Mediterranean lifestyle. Students will collaboratively develop a performance, from script to stage, and design a scenography using sustainable materials, integrating Sicilian natural elements to foster a connection between mind and body.

PERFORMING ARTS: STAGING STORIES

This immersive course focuses on storytelling and performance, exploring contemporary, personal, and historical narratives. Students will collaborate to create a collective collage of stories, experimenting with site-responsive techniques in unique locations, blending history, space, and narrative in a dynamic creative process.

COSTUME DESIGN

This course provides an introduction to costume design, combining historical, theoretical, and practical approaches. Students will explore the evolution of costume in Theatre and Cinema, mastering design principles and rendering techniques. Hands-on exercises will focus on research methods and translating ideas into visual narratives.

ENVIRONMENTAL ART: UNRAVELING CARTOGRAPHIES

Unraveling Cartographies is a field research-based course combining art and alternative mapping methods to explore human impact on the environment. Focusing on the Augusta-Priolo-Melilli area, students will use sensory art and participatory

cartography to map landscapes, memories, and socio-political dynamics, culminating in a collective publication or multimedia installation.

SUSTAINABLE FOOD SYSTEMS IN SICILY

Food serves as a link between the body and the landscape, shaping our connection to the environment. This site-based course explores sustainable food practices in contemporary Sicily, including local production, zero waste, and organic agriculture. Students analyze sustainability from multiple perspectives and develop a personal creative narrative, contributing to a collective experiential dinner design.

VOLCANOLOGY: ENVIRONMENT, GEOLOGY, AND CULTURE

This interdisciplinary course blends volcanology, geology, and landscape photography to explore Sicily's active volcanoes: Mount Etna, Stromboli, and Vulcano. Students will engage in field expeditions, scientific observation, and artistic documentation, developing a photographic series that combines geological analysis with visual storytelling.

HISTORY OF MIGRATION IN SICILY

This interdisciplinary course introduces Sicily's history and people through the lens of Migration Studies, examining its geographic, historical, philosophical, and political contexts. Through lectures and experiential workshops, students will critically analyze Sicily's role as a contested space, its migration legacy, and its relevance in shaping global dynamics.

DECOLONIZING ICONOGRAPHY

This course explores visual culture through decolonial and postcolonial theory, focusing on iconography to interrogate con-

temporary imagery. It includes visits to key historical and cultural sites in Siracusa, adopting a multipolar approach to understanding its role in modern history. Students will analyze and challenge dominant visual narratives, exploring their role in collective memory and identity.

MEDITERRANEAN ANTHROPOLOGY: ENVIRONMENT, POPULATION, ART AND TRADITION

This course blends anthropology and art, focusing on the relationship between humans, the environment, and future imaginaries. It explores Mediterranean anthropology, fieldwork methods, and the impact of civilizations on the environment. Students will engage in a creative workshop, using their chosen medium to envision the Mediterranean of tomorrow, blending history and imagination.

MAFIA NARRATIVES IN CINEMA, ART, AND LITERATURE

This course explores the history of the Mafia, focusing on its cultural representations in cinema, art, and literature. Students will critically analyze historical events, figures, and narratives, examining how they've been mythologized in media. The course includes research on a specific Mafia figure and culminates in a creative "Impossible Interview" to reinterpret historical narratives and perspectives.

ENTREPRENEURSHIP AND SMALL BUSINESS MANAGEMENT IN SICILY

The course invites students to explore Sicily's dynamic entrepreneurial landscape, focusing on the development of small businesses within local creative industries. Through readings, discussions, and field visits, students will examine how Sicily's unique geographic, historical, and cultural context shapes innovation, addressing sustainability and business growth.



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