



**POLITECNICO**  
MILANO 1863

SCUOLA DEL DESIGN

# INTEGRATED PRODUCT DESIGN

OPENDAY24

\* **RANKING QS 2023 - BY SUBJECT**

The annual ranking that assesses the world's top universities divided into five macroareas of education for a total of 48 disciplines



**1° in ITALY**  
**4° in EUROPE**  
**8° WORLDWIDE**

A screenshot of the QS Top Universities website showing a ranking table for design schools. The table has columns for Rank, University, Overall Score, and Academic Reputation. The schools listed are Royal College of Art, University of the Arts London, Rhode Island School of Design (RISD), Parsons School of Design at The New School, Massachusetts Institute of Technology (MIT), Aalto University, Pratt Institute, and Politecnico di Milano. Politecnico di Milano is highlighted with a blue circle next to its rank of 8.

Rank	University	Overall Score	Academic Reputation
1	Royal College of Art London, United Kingdom	99.4	100
2	University of the Arts London London, United Kingdom	93.4	93.3
3	Rhode Island School of Design (RISD) Providence, United States	92.2	93.8
4	Parsons School of Design at The New School New York City, United States	91.5	92
5	Massachusetts Institute of Technology (MIT) Cambridge, United States	84.7	83
6	Aalto University Espoo, Finland	83.3	84.3
6	Pratt Institute New York City, United States	83.3	84.2
8	Politecnico di Milano Milan, Italy	83.2	82.5

## Definition

**Integrated Product Design [IPD]**, renewing the former Product for Innovation program, intends to be the **most updated design approach today**. The aim of the course is to educate professionals with a **multidisciplinary attitude**, able to manage **complex systems, govern tangible and intangible systemic features** of a company's offering, to contribute to the **improvement of the design culture**.

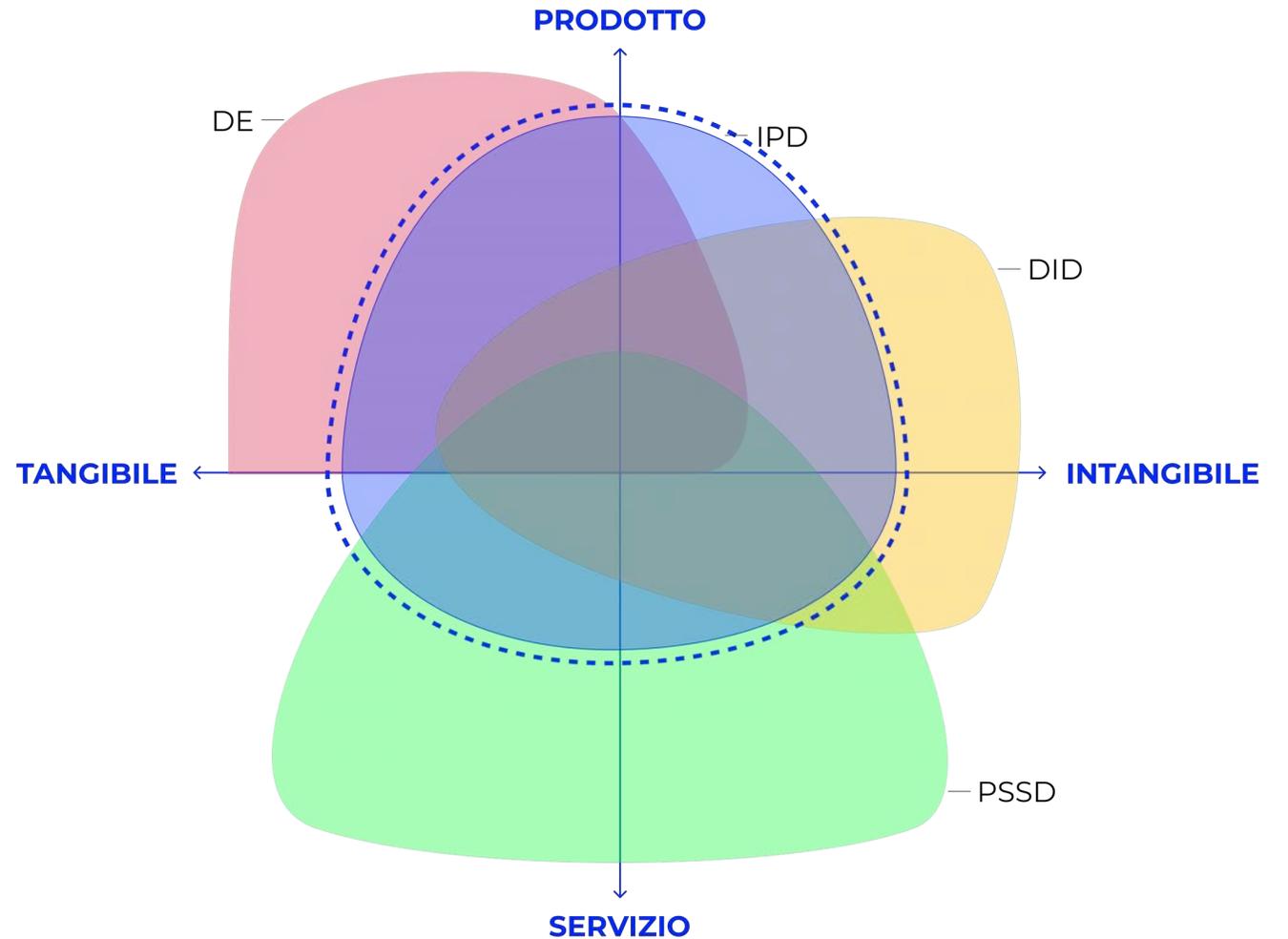
#beyond the product

#between tangible and intangible

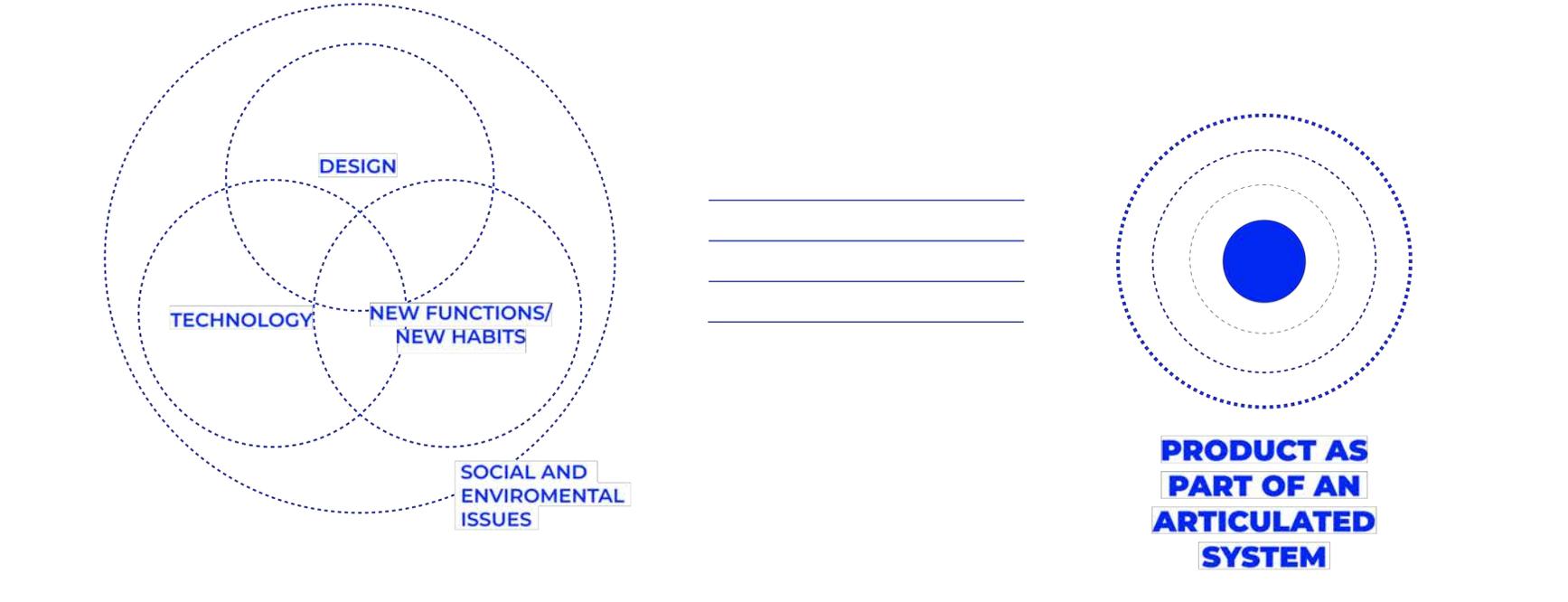


# IPD positioning

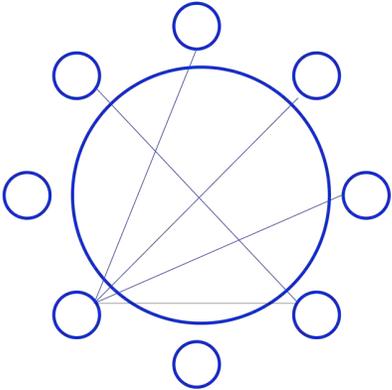
Integrated Product Design delves **less into the technical part** of Design and Engineering; It **relates more to the physical part** than the Digital and Interaction course; **the product is the core around which the system is articulated**, as opposed to the Product Service System where the service part dominates.



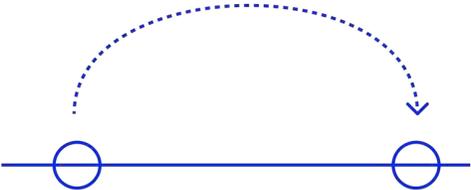
IPD provides the tools and the method to integrate knowledge and experiences, considering the **link between design, technology, and new functions**; to understand the market and strategic organizational issues; to focus on **social and environmental topics**; to clearly understand **the relationship between product and process/systems**.



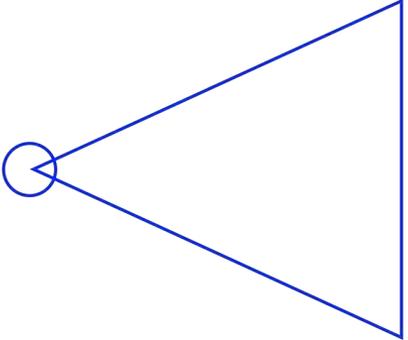
The program focuses on educating Product Designers who can think creatively, who are able to **manage and lead multidisciplinary design teams**, who are ready to deal with **emerging technologies and future scenarios**, open to exploring and expanding alternative design solutions.



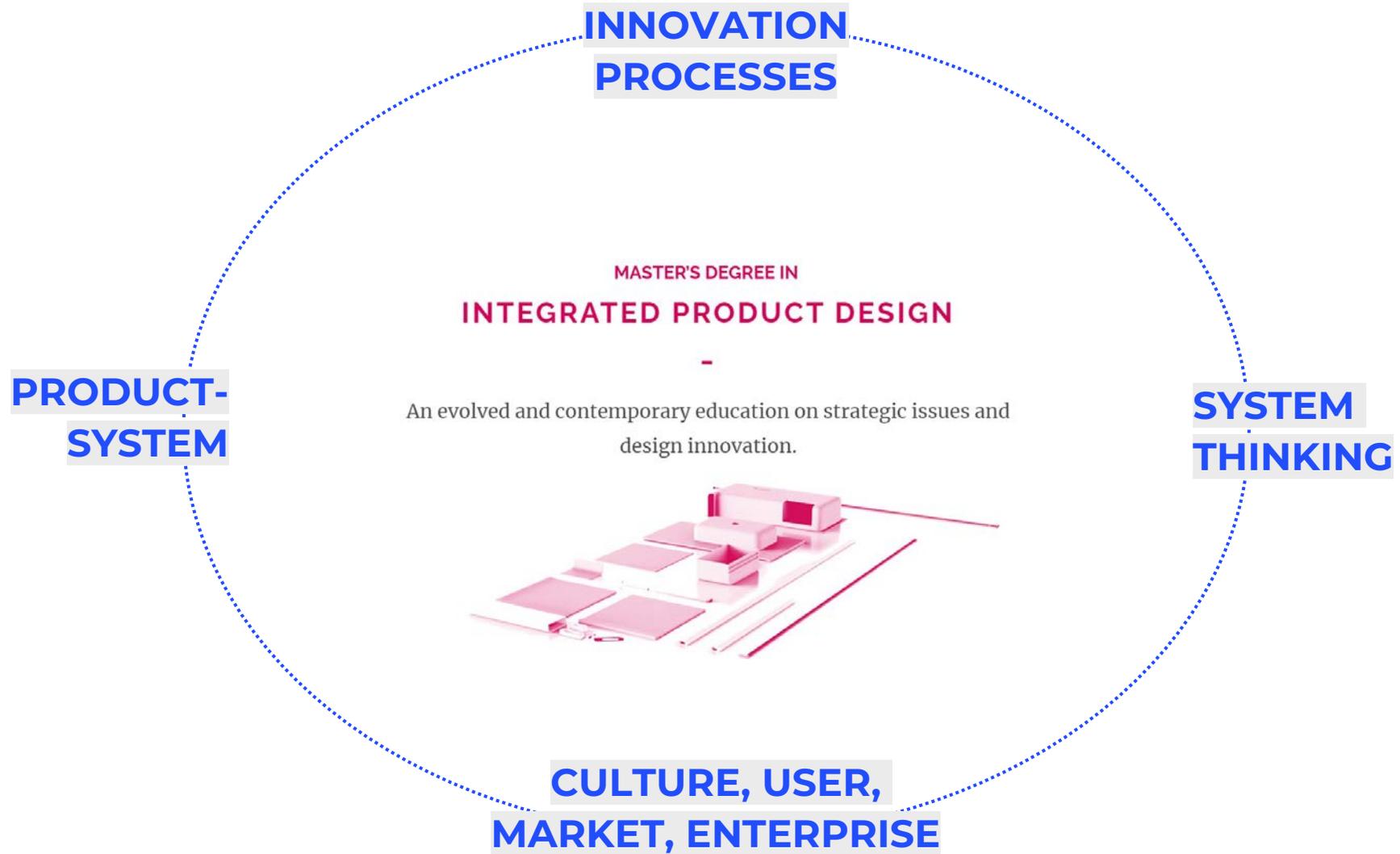
**Transdisciplinary approach:**  
multidisciplinary work teams



Deal with **emerging technologies** and **future scenarios**



Explore and expand **alternative design solutions.**



# STEERING Committee

Edgardo Angelini \_ **Design Group Italia**

Eva Bei \_ **Gruppo Binda**

Matilde Scandroglio \_ **ENI (ex Whirlpool)**

Patrizio Cionfoli \_ **Studio Volpi**

Monica Dalla Riva\_ **Deutsche Telekom (ex 3M)**

Odoardo Fioravanti \_ **Studio Fioravanti**

Marta Giardini \_ **Studio Marta Giardini**

Andrea Grasselli \_ **DAG Design – Gruppo Artsana**

Sara Massarutti \_ **Jacuzzi**

Paolo Bartoli \_ **Bartoli design**

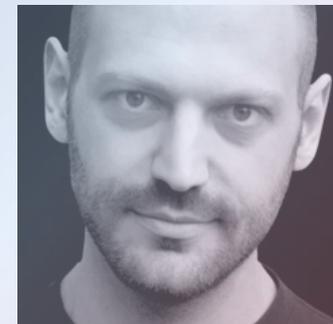
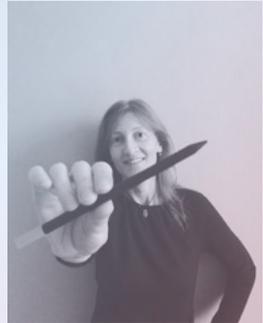
To stress **aesthetics qualities and beauty of products**

To push a **cross-disciplinary approach**

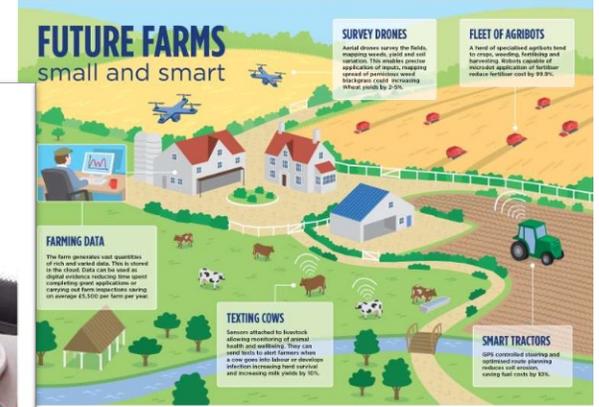
To face **projects in a critical and systemical view**

To envision and design future **User Experience**

To train the **creative “muscles” through design practices**



# Transformation of products, industries, offerings...



1938



today

# Transformation of products, industries, offerings...

INDUSTRIAL REVOLUTIONS AND "INDUSTRY 4.0"



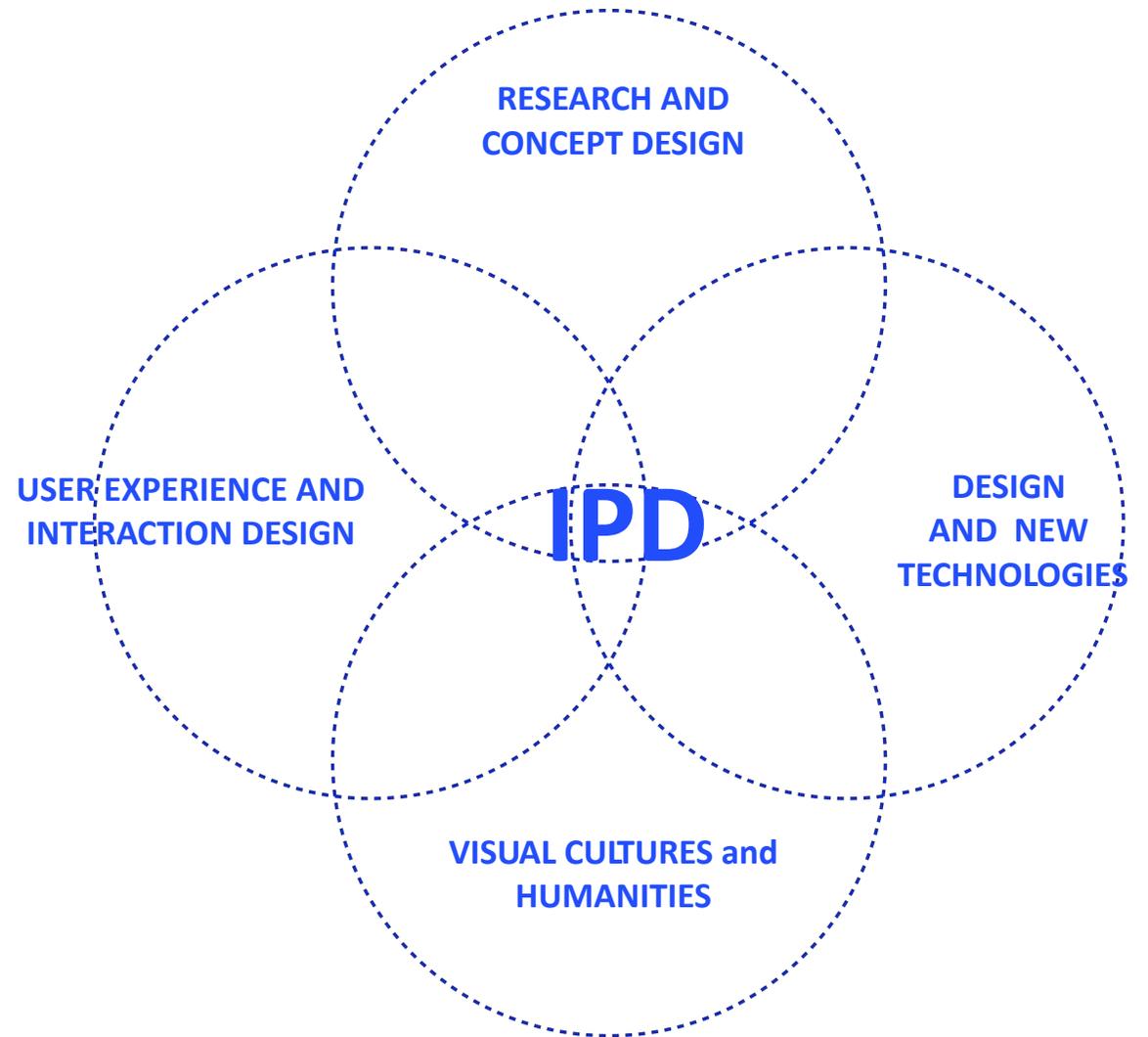
# A new way of learning

## THE T MODEL AND THE DESIGN LEARNING



# Disciplinary Mix

	<b>CFU</b>
DESIGN	51
TECHNOLOGY / ENGINEERING	15
SOCIAL AND HUMAN SCIENCES	18
ELECTIVE COURSES	12
INTERNSHIP	14
THESIS	10
<b>Tot</b>	<b>120</b>





# Ambassador

- Green Technologies
- Smart Infrastructures
- Creative Thinking

*MSc Students*

# Become an Ambassador

High-level training courses aimed at creating new professional figures in **GREEN TECHNOLOGIES**, **SMART INFRASTRUCTURES** and **CREATIVE THINKING**

**AMBASSADOR**<sup>POLIMI</sup>  
GREEN TECHNOLOGIES

**AMBASSADOR**<sup>POLIMI</sup>  
SMART INFRASTRUCTURES

**AMBASSADOR**<sup>POLIMI</sup>  
CREATIVE THINKING

- \_ **Have skills in specific areas** consistently with the training project (green/smart/inclusivity)
- \_ **Acquire enabling digital technologies** in line with the profile
- \_ Master **interdisciplinary tools, methods, and aptitude for a systemic vision**
- \_ Develop talent to **operate in interdisciplinary and multisectoral contexts** acquired through exposure, even in teams, to case studies and challenge

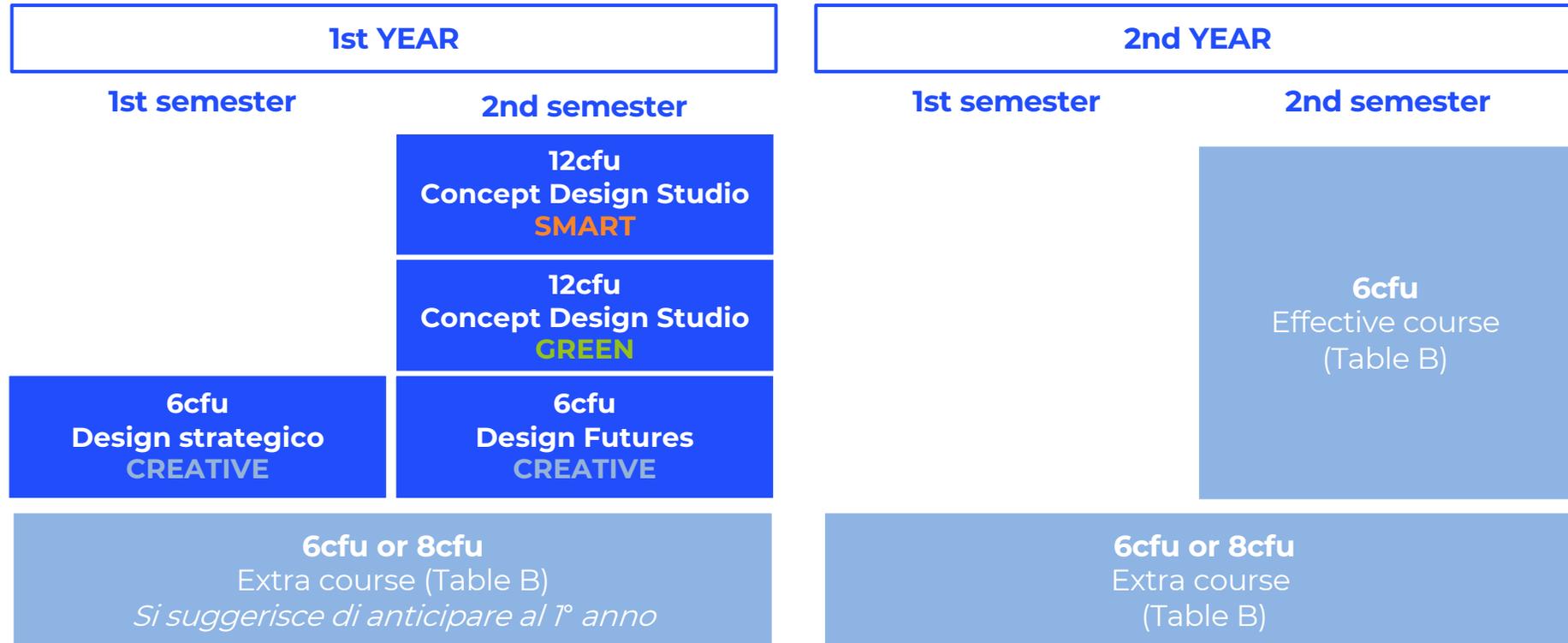
# Become an Ambassador

**≥ 132 CFU GREEN**

**132 CFU SMART**

**132 CFU CREATIVE**

(due to the extra-course selection and the related CFU)



## *Green Technologies path*

### EXTRA COURSES GREEN

- CIRCULAR ECONOMY  
BUSINESS MODELS
- COLLABORATIVE INNOVATION  
FOR SUSTAINABILITY AND IMPACT
- DE-MANUFACTURING
- DIGITAL TECHNOLOGIES  
AND SUSTAINABLE DEVELOPMENT
- MANAGEMENT FOR SUSTAINABILITY  
AND IMPACT
- PRODUCT LIFE CYCLE MANAGEMENT
- SUSTAINABLE AND CIRCULAR  
MATERIALS FOR DESIGN

## *Smart Infrastructures path*

### EXTRA COURSES SMART

- ADVANCED USER INTERFACES
- COMPUTATIONAL VISUAL DESIGN
- DATA MANAGEMENT FOR  
THE WEB DESIGN AND ROBOTICS
- DESIGN FOR DIGITAL  
TRANSFORMATION
- DIGITAL BUSINESS
- DIGITAL TECHNOLOGIES  
AND SUSTAINABLE DEVELOPMENT
- DIGITAL TECHNOLOGY
- MULTIDISCIPLINARY PROJECT
- PROJECT MANAGEMENT:  
PRINCIPLES & TOOLS
- SMART CITIES AND  
URBAN INNOVATION

## *Creative Thinking path*

### EXTRA COURSES CREATIVE

- EXTENDED REALITY FOR  
CREATIVITY IN DESIGN
- DESIGN FOR DIGITAL  
TRANSFORMATION
- DESIGNING AND TESTING  
FOR INCLUSIVITY
- SUSTAINABILITY STRATEGIES  
AND DESIGN
- INCLUSIVE DESIGN
- A SOCIETY FOR ALL AGES.  
LONGEVITY-DRIVEN DESIGN
- DIGITAL STRATEGY
- DESIGN PER SERVIZI EVOLUTI

# Become an Ambassador

**In September there will be a specific presentation for the Ambassador Programme.**

You can **apply for the Ambassador Programme using your online services webpage, within the deadlines** defined in the application procedure for the IPD MSc.

**The call for applications is open just for the 1st year students** (enrolled 2024/25).

The call will be **open in both the fall and spring semesters.**

Please remember that in the 2nd semester you can't change your Study Plan.

Therefore the Ambassador Programme must be related to the existing Study Plan defined at the beginning of the academic year.

**Enrolment in an Ambassador is incompatible with enrolment in double degrees programme.**

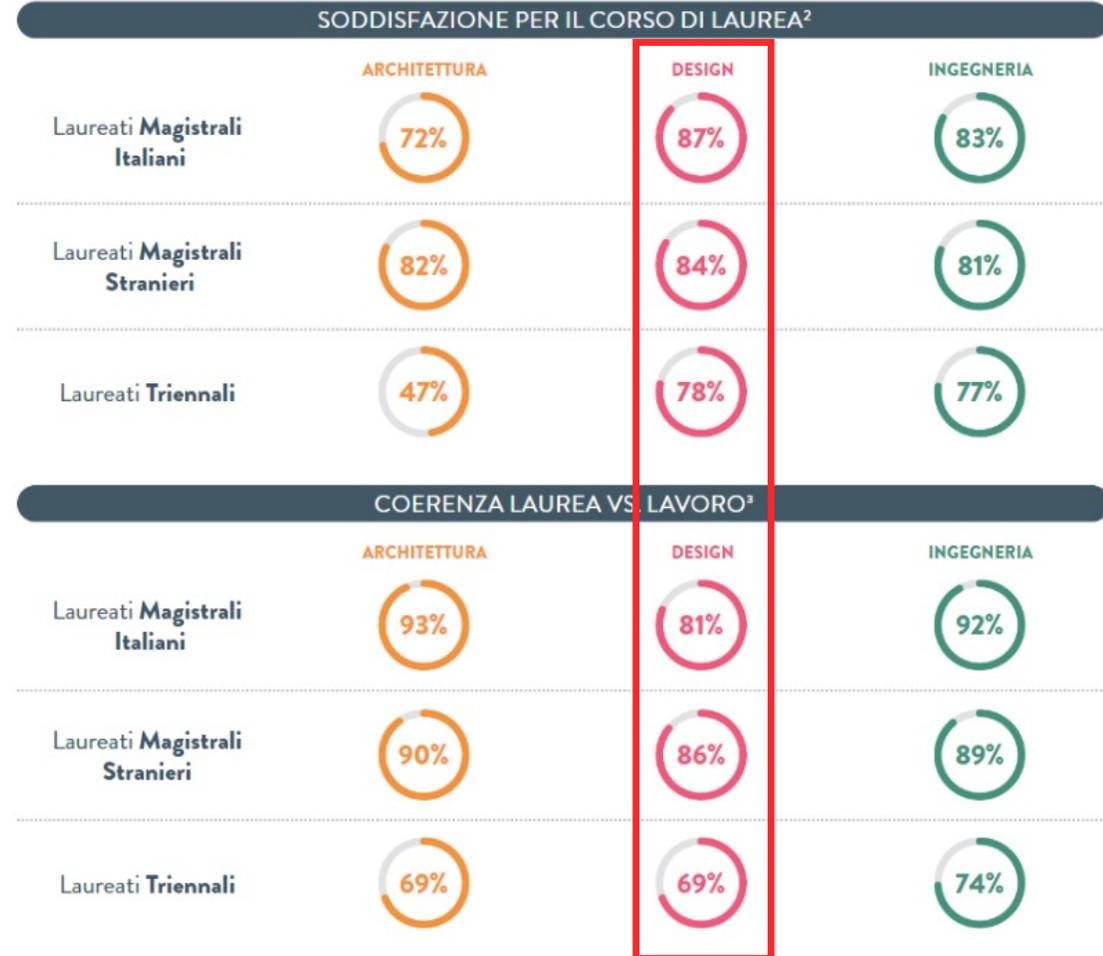
# Career opportunities

There is an **increasing demand** for professionals with a **solid competence in product design** but able to understand all implications related to **product-system strategies**.

The figure of the **Integrated Product Designer** is applicable in **design studios**, in the **corporate sector**, and in **consulting**.

Today, however, design is also entering different sectors, such as **administration**, to **bring innovation and a strategic approach**.

## CareerService



# Career opportunities

## CareerService



<https://cm.careerservice.polimi.it/>

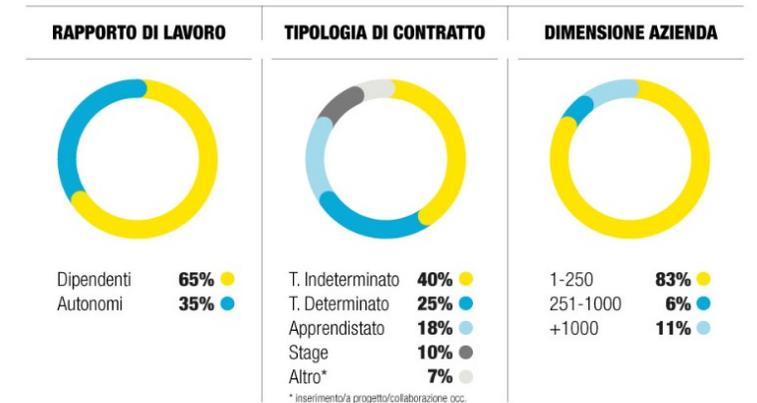
<https://cm.careerservice.polimi.it/dati-occupazionali/>

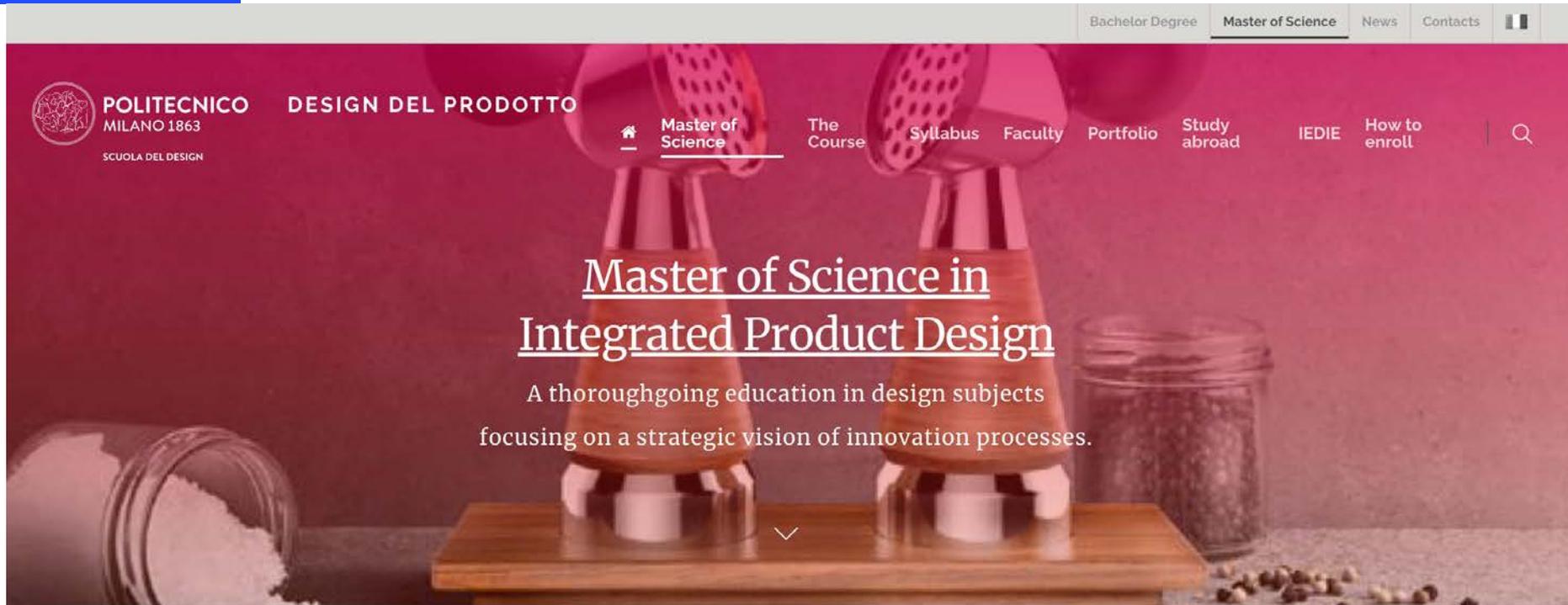
<https://cm.careerservice.polimi.it/dati-occupazionali/#des--integrated-product-design>

## INTEGRATED PRODUCT DESIGN

### INDAGINE OCCUPAZIONALE 2022 - LAUREATI MAGISTRALI

Nel 2020 hanno conseguito la laurea magistrale in Integrated Product Design 99 studenti di cui 65 italiani e 34 stranieri. Hanno risposto all'indagine in 71.





## Overview

The **Master of Science in Integrated Product Design** is addressed to those who want to deepen the processes and methodologies that lead to the creation of innovative products.

The course aims, in fact, to consolidate the knowledge acquired during the three-year degree course, going to analyze in detail all the processes that allow to understand the relationships that are established between products and technologies, the relationships with end users, and how products can enter the complex world of marketing.

The student will be able to face the infinite world of design in a more conscious way through critical and detailed skills, and

[http:// productdesign.polimi.it](http://productdesign.polimi.it)

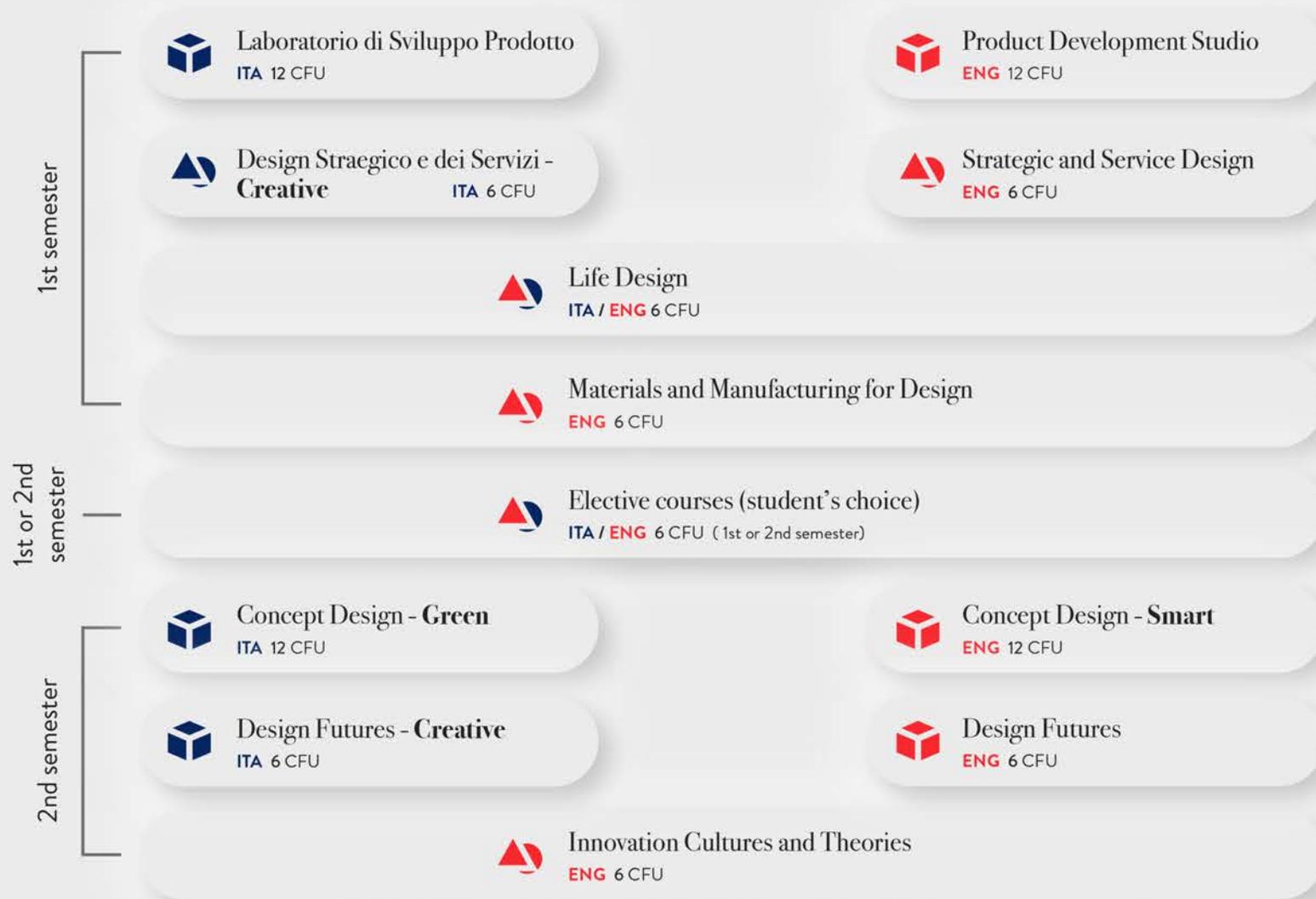
<http://productdesign.polimi.it/laurea-magistrale>

# IPD COURSES' OVERVIEW

# 1st YEAR - CFU 60

## IP1

## IP2



# PRODUCT DEVELOPMENT DESIGN STUDIO

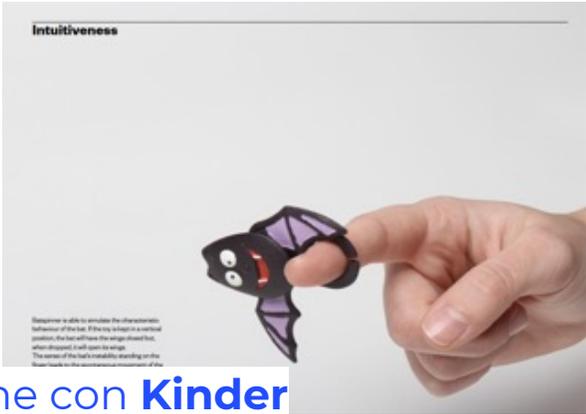
First year

# Product Development Studio

## SPACE SQUAD



## APOLLO



## Rodeo

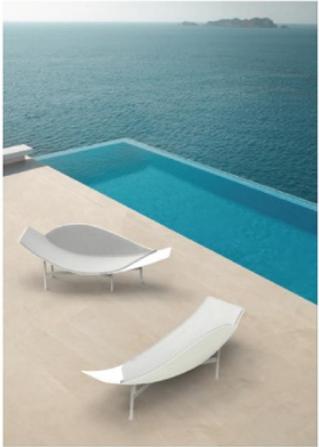
In the old wild west the animals are on a roll against their riders. Bulls, horses and men no longer agree to carry cowboys and cowgirls. They want to run back to wilderness and they want it now.



Ed. 2018/19  
Collaborazione con **Kinder**

# Product development studio

Morphé | CHAISE LONGUE



da a

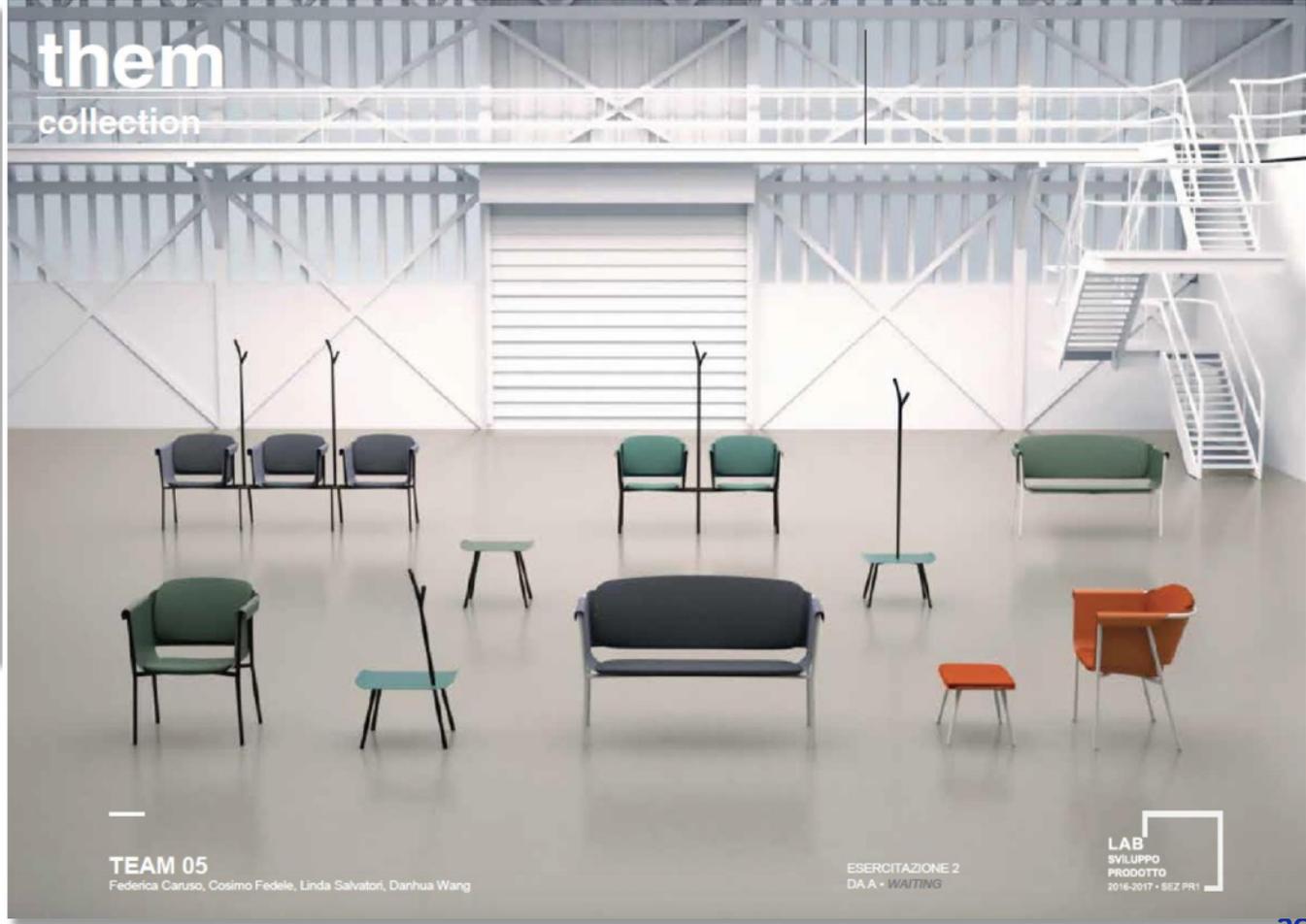
SETTING | RENDER



TEAM 13  
Carlo Bianchi, Javierra Godoy Henriquez, Alberto Zerbi

ESERCITAZIONE 2  
D.A.A. + WAITING

LAB  
SVILUPPO  
PRODOTTO  
2016-2017 - BEZ PR1



them  
collection

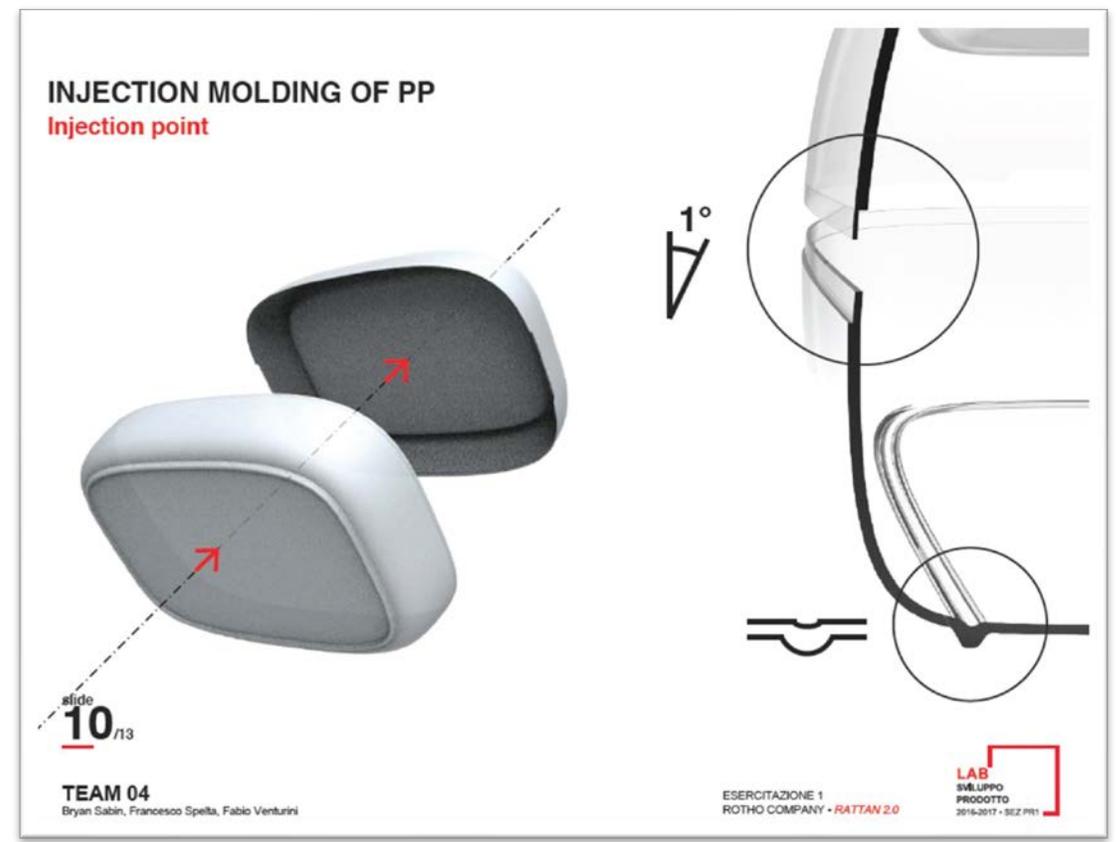
TEAM 05  
Federica Caruso, Cosimo Fedele, Linda Salvatori, Danhua Wang

ESERCITAZIONE 2  
D.A.A. + WAITING

LAB  
SVILUPPO  
PRODOTTO  
2016-2017 - BEZ PR1

Ed. 2016/17  
Collaborazione con "DA A"

# Product development studio



Ed. 2016/17

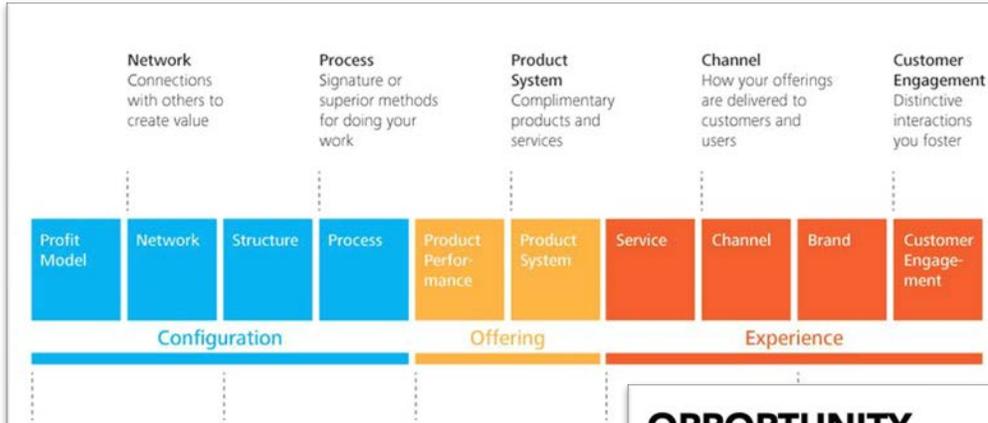
Collaborazione con **ROTHO**

Open Day | **Integrated Product Design**

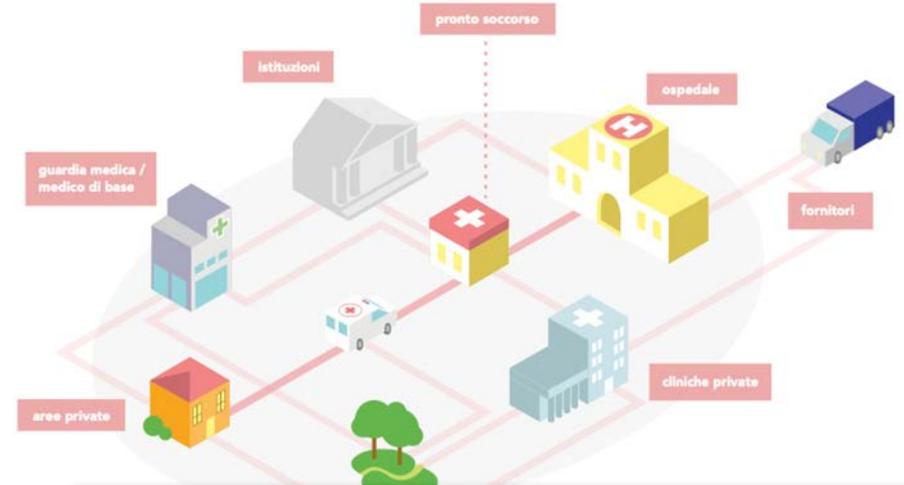
# STRATEGIC AND SERVICE DESIGN

First year

# Strategic and service Design

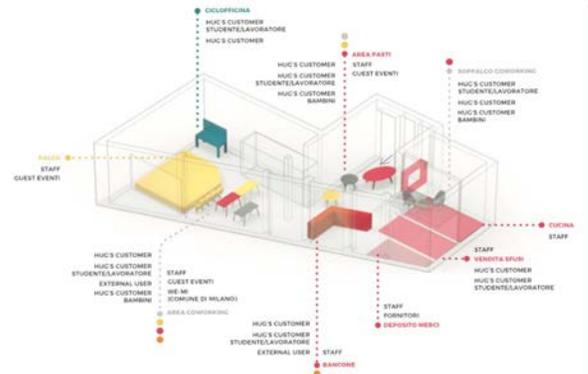


## STAKEHOLDER MAP



2.8

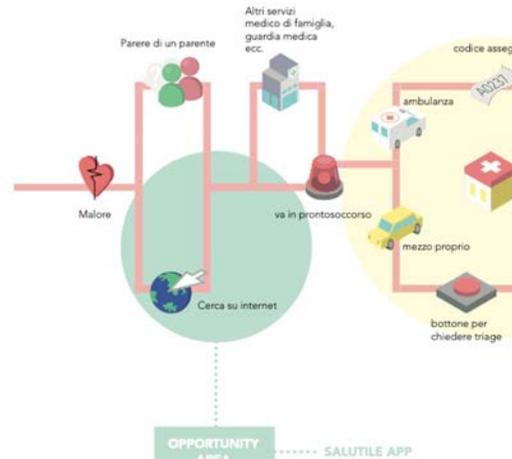
## OFFERING MAP.



**ATTORI**

- hug's customer
- hug's customer bambini
- hug's customer studente/lavoratore
- external user
- staff
- guest events
- fornitori
- WE-MI (comune di Milano)

## OPPORTUNITY



## Scenari

In store

espresso al bar

concept store

Bisogno

Piacere

caffè in casa

pop up store

Outside store

# LIFE DESIGN

First Year

# Life Design



Mark Savickas

In cooperation with the School of Social Psychology UNIMI BICOCCA

## #2 Design Job World and Stereotypes

Tra psicologia sociale e design. Gli stereotipi sono necessari per comprendere il mondo, ma possono essere pericolosi. L'attività spinge ad una riflessione sulle parole date, per renderci un po' più consapevoli degli stereotipi che abbiamo e utilizziamo. A questo si affianca la consapevolezza degli stereotipi altrui, che è importante prendere in analisi per poterli anticipare.

7

## #10 The Design and Smart Skills Questionnaire

Dopo la compilazione del questionario e l'elaborazione sulla base dei risultati complessivi del gruppo dei partecipanti, l'attività si concentra sull'analisi dei risultati. I punteggi sono riportati su una scala di 100 punti (punti T), in cui i valori compresi tra 40 e 60 indicano solitamente un buon possesso delle caratteristiche misurate, mentre i punteggi inferiori e superiori indicano rispettivamente una bassa e un'alta percezione della caratteristica in questione.

33

## designer

Con lo scaino in spalla e il computer sempre a portata di mano il designer indaga e concretizza. Difficile anche spiegare che il nostro lavoro non è il risultato di un **atto creativo**. Il designer di oggi impara un metodo e lo fa proprio, e, spesso, per applicarlo ci vuole tempo e tanto lavoro. Contro il pensiero diffuso: non viviamo di **ispirazione e pura creatività**.

Inocenza, per rispondere a famiglia e amici: mi è capitato di fare una sedia, ma ho progettato anche maniglie, interruttori, coppette menstruali e tabacchiere. Ultimamente passo mesi a fare ricerca e mettere in pratica un metodo di analisi e una settimana a mettere a terra; nel mentre continuo fitti per osservare il mondo e senza nemmeno accorgermene progetto costantemente soluzioni per le piccole cose che noto nel quotidiano.

Oggetti  
Ispirazione  
Divertimento  
Stravaganza  
Disegno  
creatore  
metodo  
computer  
team  
futuro

Le parole colorate indicano caratteristiche legate rispettivamente a:  
 ● stereotipo esterno  
 ● stereotipo personale

## Questionnaire: Design Thinking Skills

Skill	Score
Understanding Users	~45
Strategic Framing	63,36/100
Strategic Alignment	~55
Divergent Thinking	~55
Concept Solubilizing	~55
Scenario Building	~55
Envisioning	52,75/100
Experience Creation	~55

### Strategic Framing

Capacità di mettere le sfide del cliente nel contesto e inquadrare strategicamente.

63,36/100 | Percezione Alta

Ha sempre avuto la tendenza ad osservare le cose in un contesto, cercando le connessioni tra oggetti, persone e azioni. Se da una parte questa mia caratteristica mi rende difficile la semplificazione, dall'altra ho scoperto con il tempo che racchiude un grande valore perché mi spinge sempre ad interrogarmi sulle relazioni tra i diversi elementi e, dopo accurata osservazione, domande e approfondimenti, mi permette anche di avere un chiaro quadro di insieme. La mia curiosità mi porta a non fermarmi al primo livello d'osservazione ed è stata proprio l'universalità e il corso di lavoro che ho scelto, che mi hanno fatto riconoscere il valore di questa mia attitudine. Penso che sia una skill che si automatizza, in quanto si nutre della curiosità e si pone le sue radici. Grazie alla curiosità, mi è possibile immaginare con il tempo sempre più informazioni, così da dare senso alle connessioni e migliorare il proprio strategic framing. Mi rispetto nel valore ottenuto nel questionario e penso che sia una skill che potrà aiutarci e implementare in futuro, continuando ad allenarla quotidianamente.

### Envisioning

Capacità di identificare e generare idee e informazioni sul cliente.

52,75/100 | Percezione Media

Come nel caso delle strategic skills principalmente alla scuola una percezione piuttosto alta non mi appartiene e potrebbe attribuita anche dall'esterno. Guardando dall'interno sono più che riconosco che la mia analisi personale osservando alle mi di ogni mia scelta, riflettendo su mi trovo rallentata dal "mi" rallentata mi porta a dubitare se focus consapevole dei risultati tempo impiegato. Dovendo riflettere con le persone che mi circondano riferimento soprattutto già malamente questa capacità è valutarmi più lenta del mio potrebbe abbassare il mio punto ad un gruppo più allargato e eventi. Inoltre, devo riconoscere colui mi ha spesso rallentato, di essere più soddisfatta del la percezione generale di me e to anche le ansie da prestazioni ripetute tempo, conseguentemente anche la grande e velocissimo nuovo, quello del lavoro, in cui per essere accurata e pro- (e mi impegnare) per credere un limite alla mia società.

# MATERIALS AND MANUFACTURING FOR DESIGN

First Year

# MATERIALS AND MANUFACTURING FOR DESIGN



# INNOVATION CULTURES AND THEORIES

First Year

# Innovation cultures and theories



MASTER COURSE  
POLITECNICO MILANO 1863  
INNOVATION CULTURES & THEORIES



Why gamification increase the effectiveness of quantified self?



## Unavoidable Collisions



A self-driving car with sudden brake failure is approaching a crosswalk. What should it do?

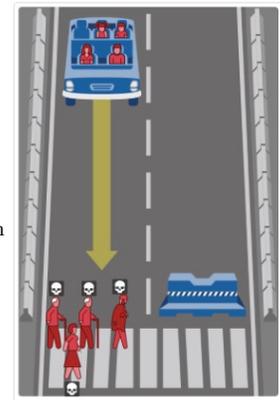
### Choice A

Action: don't swerve

Consequences: Pedestrians die

2 elderly men  
1 homeless person  
1 fat woman

Passengers safe:  
1 man  
1 woman  
1 little girl  
1 little boy



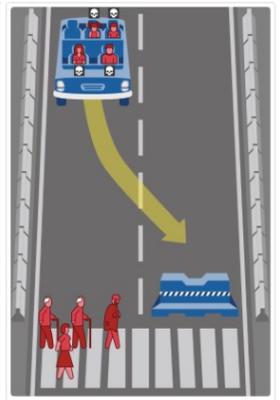
### Choice B

Action: swerve

Consequences: Passengers die

1 man  
1 woman  
1 little girl  
1 little boy

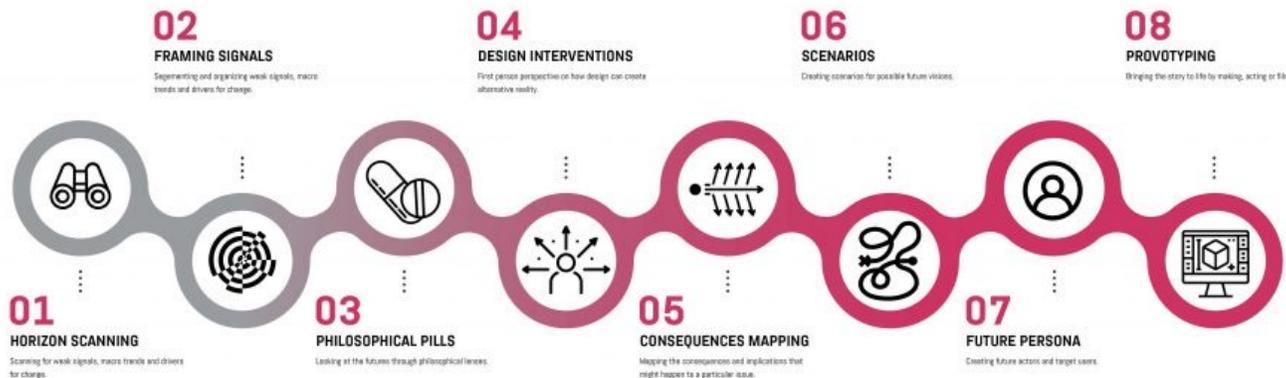
Pedestrians safe:  
2 elderly men  
1 homeless person  
1 fat woman



# DESIGN FUTURES

First Year

# Design Futures



**PERS  
ONA  
MAP**

**FAMILY**  
Parents, Wife, Daughters

**PROFESSION**  
Creative Partner, Project, Graphic, Italy

**CONNECTIONS**

**OBJECT / PLACES**

**HABIT / SKILLS**

**PERCEPTIONS / THOUGHTS**

**ASPIRATIONS**

**PLEASURE / GRIEF**

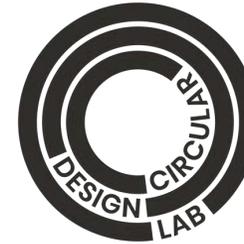
User://Leonardo  
32 Male, Italy  
41.8719° N, 12.5674° E



# CONCEPT DESIGN STUDIO

First Year

# Concept Design Studio - Green



# Concept Design Studio - Smart



1ST EXTEMPORE

IVA IN MICROGRAVITY



2ND EXTEMPORE

EVA IN MICROGRAVITY



3RD EXTEMPORE

EVA IN REDUCED GRAVITY



EARTH

SPACE4INSPIRATION 2019  
ANNALISA DOMINONI  
BENEDETTO QUAGUARO  
MARIANNE KLIMCHUK  
SANDRA KRASOVEC

SPACE OBJECT + PACKAGING  
ONANZE  
TEAM 1  
LUKE ARBOIT LAURA STELLA HERRERA AVAZO MARINE  
KERDAFFREC DINGHAI LIN LIANG HONGMAO BRUNO  
IZABELLA SAMEEN MAHROO



SCUOLA DEL DESIGN

**AMBASSADOR** POLIMI  
SMART INFRASTRUCTURES



**LIFE** UNIVERSITÀ

TUTTOMILANO 55

## IL NUOVO CORSO

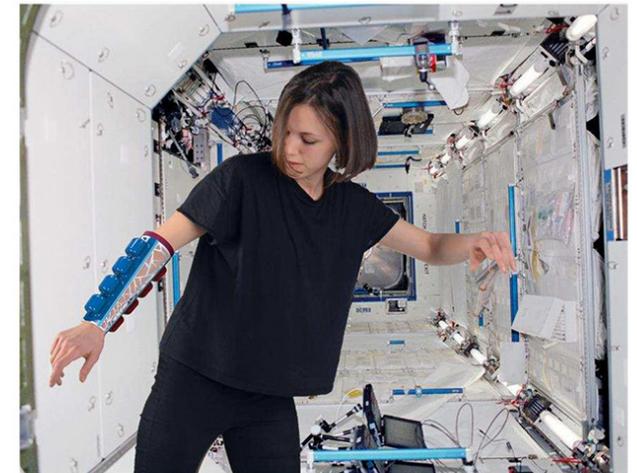
AL POLITECNICO, MERCOLEDÌ 16 L'INCONTRO PER SPIEGARE "MOONY". È IL PROTOTIPO PER GLI ASTRONAUTI INVENTATO DAGLI STUDENTI. PER IL CORSO DI SPACE DESIGN

# BENVENUTI ALLA NUOVA BASE LUNARE

di GIANLUCA DURNO

La Luna, vista oggi, sembra molto più vicina di quanto non sembrasse un tempo. Ci si trova a confrontarsi con tecnologie così avanzate da dare l'impressione di essere in un'altra epoca. Chi nel futuro vive già da un po' è Annalisa Dominoni, professoressa del Politecnico e responsabile del primo e unico corso al mondo di Space Design. Sarà lei a presentare, mercoledì 16 ottobre, "PoliMoon Habitat concept in lunar lava-tube". Al centro dell'incontro ci sarà un prototipo innovativo di base lunare, ideato interamente dagli studenti del corso di Space Design e promosso dall'Agenzia Spaziale Europea. Moony, così si chiama la futuristica base per astronauti, è stata concepita per dare il massimo comfort possibile agli uomini che vivranno sulla Luna. Il progetto prevede la costruzione di una base sotto la superficie lunare, in tunnel naturali di origine vulcanica chiamati lava tube ideali per proteggere l'equipaggio dalle radiazioni solari. "Abbiamo realizzato questo lavoro secondo un principio di sostenibilità assoluta - ha spiegato Dominoni - Moony sarà realizzata con la stampante 3D utilizzando la regolite, materiale autoctono lunare". Se il primo passo è stato ideare l'involucro, il secondo sarà quello di arredarlo. Perché la sicurezza è fondamentale, ma anche rendere più semplice la vita degli astronauti è un obiettivo di vitale importanza: "Un problema nello spazio è quello della nutrizione. Per risolverlo abbiamo ideato un bracciale con tante varietà di alimenti incastonati dentro come se fossero pietre colorate. Chi fluttua nello spazio può nutrirsi semplicemente avvi-

Gli studenti hanno anche inventato un bracciale per nutrirsi: contiene alimenti



INFO

Per tutti i dettagli sull'evento "Habit concept in lunar lava-tube" il sito internet è [www.eventi.polimi.it/events/polimoon-habit-concept-in-lunar-lava-tube/](http://www.eventi.polimi.it/events/polimoon-habit-concept-in-lunar-lava-tube/)

cinando il braccio alla bocca. Lo stesso bracciale può essere utilizzato, per esempio, da un ciclista per nutrirsi in gara". La Bicocca presenta i suoi Job Days: dal 14 al 17 aprirà le porte a più di cento aziende che daranno agli studenti la possibilità di scoprire quali mosse adottare per trovare l'occupazione ideale. Special guest, l'ex Iena Mauro Casciari. Domani, 11 ottobre, al campus Bovisa del Politecnico arriva l'International Job Fair. Per chi desidera un lavoro all'estero, questa è l'occasione buona. ♦

## 2nd YEAR - CFU 60



# FINAL SYNTHESIS DESIGN STUDIO

Second Year

# Final Synthesis Design Studio



#P2P mobility sharing systems



#upcycling material in the construction field  
#material design



#circular system for growing materials integration in furniture design

# Final Synthesis Design Studio



#portable heater  
#energy saving



#hybrid lifestyle  
#sink oven hybrid



#home wellness  
#pet air purifier

# INCLUSIVE DESIGN

Second Year

# Inclusive Design



*Inclusion goes beyond the social responsibility:  
**Society-centered design** might not be enough to  
create **inclusive solutions**, and vice versa*



**Antonio Grillo**  
Design Director

# WORKSHOP

Second Year

# Workshop

#interdisciplinary workshop

**INTEGRATED PRODUCT  
DESIGN**



**DIGITAL AND INTERACTION  
DESIGN**

**POLITECNICO  
MILANO 1863  
SCUOLA DEL DESIGN**

BSc IN PRODUCT DESIGN,  
MSc IN INTEGRATED PRODUCT DESIGN  
&  
MSc IN DIGITAL AND INTERACTION DESIGN  
present

**FEBRUARY  
12TH > 16TH  
2024**

**DESIGN  
WORKSHOP**

**BUILDING B2**

**CAMPUS  
BOVISA  
MILANO**

**ALESSANDRO DESERTI**  
FOR SERAPLASTIC

**DUY PHONG VU**  
FOR DELONGHI GROUP

**MARIE THÉRÈSE CASSIDY  
EMILIAN CARTIS  
RICHARD WALZER**  
FOR PEPSICO

**JOHN THACKARA**

**DAISUKE ISHII**  
FOR SONY CORPORATION

**PIETER DESMET  
AND WIM SCHERMER**

FEBRUARY 12TH - 9:30 AM  
WORKSHOP WEEK KICK OFF

FEBRUARY 14TH - 5:30 PM  
DESIGN TALK  
ADI DESIGN MUSEUM

FEBRUARY 16TH - 5:00 PM  
CLOSING EVENT  
SCHOOL OF DESIGN

[WWW.DESIGN.POLIMI.IT](http://WWW.DESIGN.POLIMI.IT)

[WWW.PRODUCTDESIGN.POLIMI.IT](http://WWW.PRODUCTDESIGN.POLIMI.IT)  
[WWW.DIGITALINTERACTIONDESIGN.POLIMI.IT](http://WWW.DIGITALINTERACTIONDESIGN.POLIMI.IT)

# Workshop



# Workshop



MSc IN INTEGRATED PRODUCT DESIGN & MSc IN DIGITAL AND INTERACTION DESIGN present

DESIGN TALK WORKSHOP WEEK POLIMI DESIGN SCHOOL

Welcome:  
– Antonella Andriani  
Introduction  
– Francesco Zurlo  
Moderated by  
– Venanzio Arquilla

Interventions of:  
– Pieter Desmet  
– Marie-Thérèse Cassidy  
– Daisuke Ishii  
– Duy Phong Vu  
– John Thackara

Design perspectives for a changing world  
#design  
#design\_culture  
#design\_practice  
#innovation  
#design\_skills  
#design\_knowledge

POLITECNICO MILANO 1863  
ADI ASSOCIAZIONE PER IL BENEFINO INDUSTRIALE  
PDM



# Workshop



# Workshop



# Workshop

COMFORT 6  
COMMUNITY 8  
3  
FITNESS 3  
IMPACT 2  
MORALITY 1  
PURPOSE 7  
RECOGNITION 7



# Internship

**Second Year**

# Curricular Internship

- Independent search  
(to be registered on career service)
- Search through career service
- Erasmus for internship

<https://www.design.polimi.it/it/scuola/aziende-e-istituzioni/offrire-un-tirocinio>

Gli stage curriculari della Scuola del Design sono gestiti dall'ufficio RAP.

Contatti di riferimento per stage curriculari:

[rap-scdesign@polimi.it](mailto:rap-scdesign@polimi.it) ;

Per stage extracurriculari, gestiti dal Career Service:  
[careerservice.stage@polimi.it](mailto:careerservice.stage@polimi.it).

**AREE DISCIPLINARI**

Area Disciplinaria	Numero
ARCHITETTURA	131
ARCHITETTURA DEL PAESAGGIO	65
DESIGN NAVALE E NAUTICO	8
DESIGN DEGLI INTERNI	80
DESIGN DEL PRODOTTO	48
DESIGN DELLA COMUNICAZIONE	59
DESIGN DELLA MODA	23
DIGITAL AND INTERACTION DESIGN	47
GESTIONE DEL COSTRUITO	40
INGEGNERIA AERONAUTICA E SPAZIALE	53

**RICERCA AVANZATA** Usa i filtri per cercare gli annunci per te. Scadono dopo 30 giorni!

**Il tuo profilo**

- Studente
- Neolaureato
- Con esperienza di 1-2 anni
- Con esperienza di 3-8 anni

**Cosa stai cercando?**

- Stage obbligatorio o per tesi
- Stage facoltativo
- Stage post-laurea
- Apprendistato
- Determinato
- Indeterminato
- Collaborazione
- Contratto PhD / Post-doc

**Dove?**

- Italia
- Estero
- Retribuito

**CERCA**

**STAGE INTERNSHIP GRAPHIC ,COMMUNICATION , BUSINESS**  
WT Studio MILANO(MI) 22/02/2023 HANNO RISPOSTO IN: 0

**STAGE Junior Visual Designer**  
Levinsky Srl MILANO(MI) 22/02/2023

# Thesis preparation

**Second Year**

# Thesis Preparation



AGUA VIVA



ZERO WASTE



RE-CIPE BOX



FOODNOSE



TOLDER



AVIOR



SENSATE



X.CUP



CARBON NEUTRAL



ELK'S



PARTNER



EAT SMART



EIDOS



GLI INGRANAGGI DELLO STORYTELLING



WILLY



AGE



WOODI



CATCHY BOX

# ASP Diploma (diploma supplement)

# Interdisciplinary work for innovation



HOME THE ASP EXPERIENCE PEOPLE AND PARTNERS ▾ COURSES PROJECTS ▾ NEWS APPLICATIONS ▾

## Alta Scuola Politecnica

Multidisciplinary and unique international honour program created by Politecnico di Milano and Politecnico di Torino



**POLITECNICO**  
MILANO 1863



**Politecnico**  
di Torino

<https://www.asp-poli.it/the-ASP-experience/>

Open Day | **Integrated Product Design**

### Industry & Innovation



17th Cycle

#### AIS4SIA

The increase of the frequency and strength of extreme meteorological events related to climate change is a trend that will



17th Cycle

#### AoF – The Insurance Agency of the Future

As the insurance landscape evolves with the rise of new insurtech players, traditional incumbents must reformulate their strategies to preserve



17th Cycle

#### Into the Digital Odyssey

The digital revolution is reshaping the financial sector, making new products and services possible for the customers; but this does



17th Cycle

#### L.A.D.E. – Lunar Architecture Design Exploration

Since Apollo missions, robotic exploration of deep space has seen decades of technological advancement and scientific discoveries. NASA's Artemis

# Opportunities and extracurricular offer

## Extracurricular offer



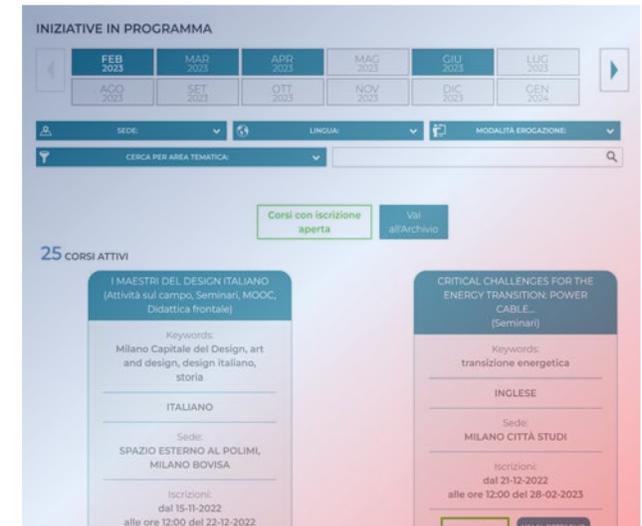
### Ambassador programme

<https://www.careerservice.polimi.it/it-IT/Home/Index/>



### ASP diploma

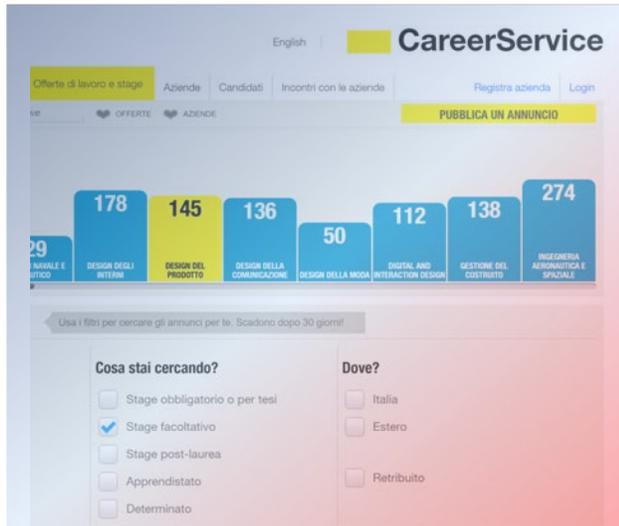
<https://www.asp-poli.it/the-ASP-experience/>



### Passion in Action

<https://www.polimi.it/corsi/didattica-innovativa>

# Opportunities



## Extracurricular Internship

<https://www.careerservice.polimi.it/IT/Home/Index/>



## Student associations

<https://www.polimi.it/studenti-iscritti/rappresentanti-e-associazioni>



## Sport Polimi

<https://www.sport.polimi.it/attivita/polimi-spring-games>

# International Experiences

# EXCHANGE YOUR MIND

## FAI UN'ESPERIENZA ALL'ESTERO



# WHAT

**ERASMUS**

EXCHANGE FROM 2 TO 12 MONTHS **IN EUROPE**

**EXTRA - EU**

EXCHANGE FROM 2 TO 12 MONTHS **OUTSIDE EUROPE**

**DOPPIA  
LAUREA**

PROGRAM TO HAVE **TWO DEGREES**

**ERASMUS+  
TRAINEESHIP**

SCHOLARSHIP TO MAKE AN INTERNSHIP ABROAD IN EUROPE

**More Information:**

<https://www.design.polimi.it/it/area-internazionale/exchange/studenti-outgoing>

<https://www.polimi.it/servizi-e-opportunita/studiare-alleestero/>

# WHY

LEARNING  
SOFT SKILLS WORK  
EXPERIENCE LIFE EMPLOYABILITY PROJECTS LANGUAGES  
LANGUAGES OPENNESS  
FLEXIBILITY CURIOSITY  
SOCIETY NETWORK RESEARCH  
AREAS CURIOSITY SHARE CHANCE CHANCE TRAVEL FUTURE  
CURRICULUM FUN  
WORLD

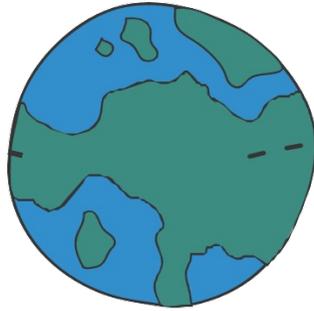
CURIOSITY

PEOPLE

LEARNING



# WHERE



**EUROPE**

ERASMUS+

**23**

COUNTRIES

**145**

PARTNER UNIVERSITIES

**EXTRA UE**

WORLDWIDE

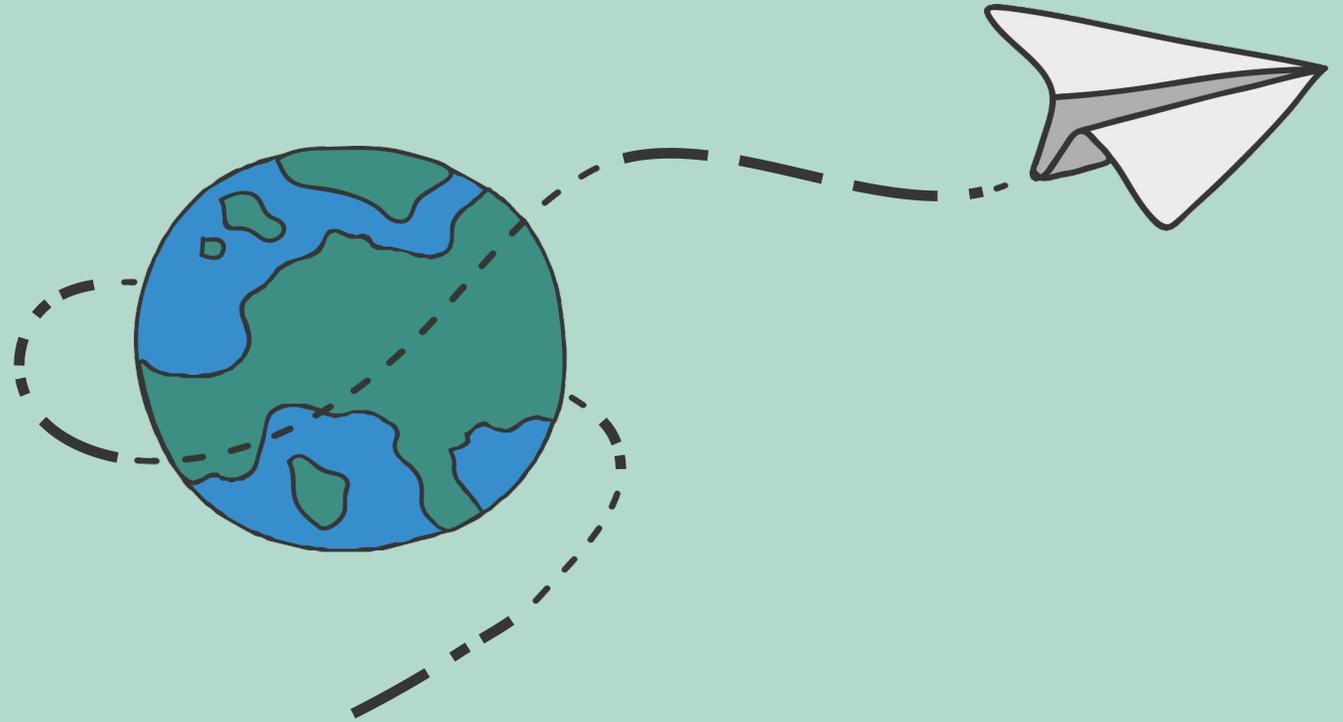
**17**

COUNTRIES

**68**

PARTNER UNIVERSITIES

# DOUBLE DEGREES



# DOUBLE DEGREE

**TWO DEGREES:**

**ITALIAN DEGREE & FOREIGN DEGREE**  
OF THE SAME LEVEL

# DOUBLE DEGREES

## Master level students

Applying at 1st Year Master!

SELECTED STUDENTS WILL STAY 3 SEMESTERS ABROAD

UNIVERSITY	MSc PROGRAM	PLACES	SCHEME
Universidade du Sao Paulo	IPD	5	3 semesters at PoliMi 3 semesters at partner University
Universidade Unisinos	IPD	2	
Universidad Catolica de Chile	IPD	2	
Universidad Nacional de Colombia	IPD	3	

# DOUBLE DEGREES

Master level students

Applying at 1st Year Master!

SELECTED STUDENTS WILL STAY 2 SEMESTERS ABROAD

UNIVERSITY	MSc PROGRAM	PLACES	SCHEME
Tongji University	IPD	16	3 semesters at PoliMi 2 semesters at partner University
Tsinghua University	IPD	15	



**POLITECNICO**  
**MILANO 1863**

SCUOLA DEL DESIGN

**GRAZIE!**