NABA
NUOVA ACCADEMIA DI BELLE ARTI

International Academy of Art & Design

ERASMUS+
AND INTERNATIONAL EXCHANGE

To study in **Milan** and **Rome**, the world capitals of **Culture**, **Fashion**, **Art** and **Design**

To collaborate **with companies and institutions** in projects, internships and many other opportunities

To get a **multidisciplinary** and **global** approach, oriented to **experimentation**

To learn from **prestigious** faculty and internationally renowned **professionals**

To attend courses in Italian and English and obtain a degree legally **recognized by the Italian Ministry of Education, University and Research (MIUR)** and at **international** level

To study in a **multi-awarded** and globally ranked Academy, selected among the world's leading Design and Fashion schools by the most influential publications as **DOMUS Magazine** and **FRAME Publisher**

NABA

NABA, Nuova Accademia di Belle Arti, is an international Academy focusing on arts and design: it is the largest private Academy in Italy, and the first one to have been recognized by the Italian Ministry of Education, University and Research (MIUR), back in 1981. As a recognized Academy, NABA offers academic diplomas equivalent to first and second level university degrees in the fields of design, fashion design, graphics and communication, multimedia arts, new technologies, set design, and visual arts to students interested in design culture and artistic experimentation: they come from many different Italian regions and almost 80 foreign countries, and have the most diverse high-school backgrounds.

NABA's interdisciplinary didactic methodology is the result of a strong inclination towards innovation and a dynamic interaction with the artistic and professional context, made possible also thanks to the continuously updated expertise of the faculty, including professional practitioners and artists.

NABA was selected by Domus Magazine as one of Europe's Top 100 schools of Architecture and Design, and included by Frame Publishers in the Guide to the 30 World's Leading Graduate Design and Fashion Schools.

MILAN

Milan is a city of significant international events such as the Fashion Weeks and the Design Week.

NABA campus in Milan is located near the Navigli area, one of the liveliest areas of the city, and it is inserted in a historical architectural complex consisting of 13 buildings spread over approximately 17,000 sqm including study and lounge areas dedicated to students, a green area, several specialized laboratories, a library and a cafeteria.

ROME

Rome is the capital city, a showcase for art exhibitions, timeless and unique cultural places and for important events such as Altaroma Fashion Weeks and Rome Film Fest.

The new campus in Rome occupies two historical buildings of early 20th century located in the Ostiense district, where the artistic and cultural heritage meets contemporary culture. The campus covers an area of approximately 3,500 sqm with specialized laboratories, a library, study and lounge spaces.

HOW TO GET

MILAN

By plane:
Milan has three airports: Malpensa [MXP], Linate [LIN], and Orio al Serio (Bergamo) [BGY]. Several buses and trains leave from the airports to the city center, the Milan Cadorna Railway Station, and the Milan Central Railway Station every day.

By train:
Getting to Milan by train is convenient as the city has direct connect with all major cities in Italy and several destinations in Europe. Most of the trains arrive to Milan Central Railway Station. Two underground lines as well as several tram and bus lines link the station to many points of interest in Milan.

Public transportation:
Milan's public transportation system is the ATM (www.atm.it), which includes the five underground metro lines (red MM1, green MM2, yellow MM3, lilac MM5, and blue Passante Ferroviario).

ROME

By plane:
Rome has two airports: Leonardo da Vinci, Fiumicino [FCO] and Giovan Battista Pastine, Ciampino [CIA]. Several buses and trains leave from the airports to the city center, and the Roma Termini Railway Station every day.

By train:
Getting to Rome by train is convenient as the city has direct links with all major cities in Italy and is located in a strategic point to travel all around Italy. Most of the trains arrive to Rome Termini Railway Station. Three underground lines as well as several tram and bus lines connect the station to many points of interest in Rome.

Public transportation:
Rome's public transportation system is the ATAC (www.atac.roma.it), which includes the three underground metro lines (Line A, Line B and Line C).

ERASMUS+ AND INTERNATIONAL EXCHANGE 2020

NABA is committed to the development and promotion of opportunities for students to study and work abroad as part of their academic experience. For both the incoming and the outgoing exchange students, programs like Erasmus+ and International Exchange are the perfect opportunity for an amazing educational and cultural experience. Studying in a foreign country will open minds to new perspectives, for an experience that goes far beyond grades.

ACADEMIC CALENDAR

The Academic Calendar for the Erasmus+ and International Exchange programs follows the Italian and main EU countries academic cycle and the academic year goes from September to July.

Erasmus+ and International Exchange programs are not customizable but allow students to join the regular classes and study paths alongside NABA degree students. Combining classes from different courses is not possible (e.g. choosing some courses from second year of the BA in Fashion Design and some courses from second year of the BA in Graphic Design and Art Direction).

Students can choose between Undergraduate and Postgraduate programs depending on their study level.

For the **Undergraduate programs** (Bachelor of Arts) students can take part to Fall or Spring semester of the 2nd year and only to Fall semester of the 3rd year.

For the **Postgraduate programs** (Two-year Master of Arts) students can take part to Fall or Spring semester of the 1st year and only to Fall semester of the 2nd year.

ACADEMIC YEAR 2020/21

CAMPUS	FALL 2020	SPRING 2021	COURSE OF STUDY
MILAN	From September 23rd 2020 to March 6th 2021	From March 8th 2021 to July 21st 2021	**Bachelor of Arts in:** Creative Technologies | Design | Fashion Design | Graphic Design and Art Direction | Media Design and Multimedia Arts | Painting and Visual Arts | Set Design* **Master of Arts in:** Communication Design | Design – Interior Design | Design – Product and Service Design | Fashion and Textile Design | Visual Arts and Curatorial Studies
ROME	From September 23rd 2020 to March 6th 2021	From March 8th 2021 to July 21st 2021	**Bachelor of Arts in:** Fashion Design** | Graphic Design and Art Direction** | Media Design and Multimedia Arts** | Painting and Visual Arts**

Study plans indicated in this brochure can undergo variations due to academic or ministerial reasons

*Available only in Italian language.

**Available only in Italian language, only for the 2nd year of the BA.

UNDERGRADUATE PROGRAMS

Campus

MILAN

Study plans
FALL 2020/SPRING 2021

Languages
ITALIAN AND ENGLISH

Credits
1CFA = 1ECTS

Course of study
BA IN CREATIVE TECHNOLOGIES

BA IN DESIGN

BA IN FASHION DESIGN

BA IN GRAPHIC DESIGN AND ART DIRECTION

BA IN MEDIA DESIGN AND MULTIMEDIA ARTS

BA IN PAINTING AND VISUAL ARTS

BA IN SET DESIGN*

*Available only in Italian language.

CREATIVE TECHNOLOGIES

SECOND YEAR | FALL

CFA	SUBJECT
	Subject by major to be chosen among the following:
6	**DIGITAL VIDEO** (Motion Graphics and VFX major)
	MULTIMEDIA PROCESSES AND TECHNIQUES (3D Design major)
	COMPUTER GAMES I (Game Development major)
8	**CREATIVE WRITING**
	Subject by major to be chosen among the following:
8	**INTEGRATED NEW MEDIA TECHNIQUES II** (Motion Graphics and VFX major)
	INTEGRATED NEW MEDIA TECHNIQUES II (3D Design major)
	INTEGRATED NEW MEDIA TECHNIQUES II (Game Development major)
6	**MULTIMEDIA COMMUNICATION**
2	Additional training activities
30	TOTAL CREDITS

SECOND YEAR | SPRING

CFA	SUBJECT
	Subjects by major to be chosen among the following:
8	**DIGITAL APPLICATIONS FOR ART II** (Motion Graphics and VFX major)
	DIGITAL APPLICATIONS FOR ART II (3D Design major)
	DIGITAL APPLICATIONS FOR ART II (Game Development major)
6	**MULTIMEDIA DESIGN I** (Motion Graphics and VFX major)
	MULTIMEDIA DESIGN I (3D Design major)
	MULTIMEDIA DESIGN I (Game Development major)
10	**DESIGN CULTURE** Research methods Design methods
	Subject to be chosen among the following:
6	**ILLUSTRATION**
	DIGITAL MODELING TECHNIQUES
	MULTIMEDIA INSTALLATIONS
	NET MARKETING
30	TOTAL CREDITS

THIRD YEAR | FALL

CFA	SUBJECT
	Subject by major to be chosen among the following:
10	**DIGITAL APPLICATIONS FOR ART III** (Motion Graphics and VFX major) Applied digital media VFX lab
	DIGITAL APPLICATIONS FOR ART III (3D Design major) Applied digital media 3D lab
	DIGITAL APPLICATIONS FOR ART III (Game Development major) Applied digital media Game lab
6	**NEW MEDIA AESTHETICS**
	Subject by major to be chosen among the following:
6	**INTEGRATED NEW MEDIA TECHNIQUES III** (Motion Graphics and VFX major)
	MULTIMEDIA DESIGN II (3D Design major)
	COMPUTER GAMES II (Game Development major)
	Subject to be chosen among the following:
6	**COMMUNICATION PROCESSES ANALYSIS**
	MULTIMEDIA INSTALLATIONS
	PHENOMENOLOGY OF THE IMAGE
	SOCIOLOGY OF CULTURAL PROCESSES
	ART SEMIOTICS
2	Additional training activities
30	TOTAL CREDITS

DESIGN

SECOND YEAR | SPRING

CFA	SUBJECT
6	**HISTORY OF DESIGN II**

Subjects by major to be chosen among the following:

CFA	SUBJECT
6	**DESIGN III - Exhibit** **DESIGN III - Furniture design** **DESIGN III - Service design** **DESIGN III - Small series, objects, accessories**
6	**MULTIMEDIA DESIGN - Rhino** (Interior Design major) **MULTIMEDIA DESIGN - Rhino** (Product Design major) **MULTIMEDIA LANGUAGES - Photography** **INTRODUCTION TO CULTURAL MARKETING**
8	**INTERACTIVE SYSTEMS** Technology lab Lab (Fablab)
4	Additional training activities
30	TOTAL CREDITS

SECOND YEAR | FALL

CFA	SUBJECT
12	**DESIGN II** Product design II Interior design II
10	**DIGITAL MODELING TECHNIQUES** Rhino Graphic and digital communication
8	**PROJECT CULTURE II** Awareness design Social design
30	TOTAL CREDITS

THIRD YEAR | FALL

CFA	SUBJECT
6	**CULTURAL ANTHROPOLOGY**

Subjects by major to be chosen among the following:

CFA	SUBJECT
6	**TECHNOLOGY OF MATERIALS II** (Interior Design major) **TECHNOLOGY OF MATERIALS II** (Product Design major)
8	**DESIGN IV** (Interior Design major) Project research Projects/Workshop **DESIGN IV** (Product Design major) Project Research Projects/Workshop

Subjects by major to be chosen among the following:

CFA	SUBJECT
4	**INTERACTION DESIGN** **LIGHT DESIGN** (Interior Design major) **LIGHT DESIGN** (Product Design major)
4	**URBAN DESIGN** **DESIGN SYSTEM**
2	Additional training activities
30	TOTAL CREDITS

FASHION DESIGN

SECOND YEAR | SPRING

CFA	SUBJECT
	Subjects by major to be chosen among the following:
6	**FASHION DESIGN III - Man** **FASHION DESIGN III - Kid** **FASHION DESIGN III - Knitwear** **FASHION DESIGN III - Accessories** (Fashion Design major**)** **FASHION SETTING I** (Fashion Styling and Communication major)
8	**TEXTILE DESIGN II** (Fashion Design major) Digital printing Textile drawing **FASHION DESIGN PUBLISHING** (Fashion Styling and Communication major)
4	**MULTIMEDIA DESIGN - Fashion video**
6	**SEMIOTICS**
	Subject to be chosen among the following:
6	**MULTIMEDIA LANGUAGES - Photography** **ILLUSTRATION** **MULTIMEDIA LANGUAGES - Graphic design**
30	TOTAL CREDITS

SECOND YEAR | FALL

CFA	SUBJECT
8	**PATTERN MAKING** Handmade model CAD
6	**FASHION DESIGN II**
6	**ACCESSORIES DESIGN**
6	**DIGITAL TECHNOLOGIES AND APPLICATIONS**
4	Additional training activities
30	TOTAL CREDITS

THIRD YEAR | FALL

CFA	SUBJECT
	Subject by major to be chosen among the following:
12	**FASHION DESIGN IV** (Fashion Design major) Collection Prototyping **FASHION SETTING II** (Fashion Styling and Communication major) Art direction Styling
	Subjects to be chosen among the following:
6	**THEATER COSTUME** **DECORATION TECHNIQUES AND TECHNOLOGIES - Decoration** **DECORATION TECHNIQUES AND TECHNOLOGIES - Design** **PERFORMANCE TECHNIQUES FOR VISUAL ARTS - Performing arts**
6	**AESTHETICS** **HISTORY OF CINEMA AND VIDEO** **INTRODUCTION TO CULTURAL MARKETING** **CULTURAL ANTHROPOLOGY**
6	**PHENOMENOLOGY OF CONTEMPORARY ARTS**
30	TOTAL CREDITS

GRAPHIC DESIGN AND ART DIRECTION

SECOND YEAR | SPRING

CFA	SUBJECT
6	**MULTIMEDIA DESIGN I** Digital publishing I Web design I
8	**ART DIRECTION II** Net-research Integrated campaign
	Subjects by major to be chosen among the following:
8	**COMMUNICATION METHODOLOGY AND TECHNIQUES** (Brand Design major) Packaging design Brand strategy **COMMUNICATION METHODOLOGY AND TECHNIQUES** (Creative Direction major) Creative writing Short-story advertising **COMMUNICATION METHODOLOGY AND TECHNIQUES** (Visual Design major) Experimental graphics Digital drawing
4	**ART EDITORIAL** (Brand Design major) **MULTIMEDIA LANGUAGES I** (Creative Direction major) **ILLUSTRATION** (Visual Design major)
4	Additional training activities
30	TOTAL CREDITS

SECOND YEAR | FALL

CFA	SUBJECT
10	**EDITORIAL DESIGN** Editorial design Graphic printing techniques
8	**AUDIOVISUAL LANGUAGES AND TECHNIQUES** Audiovisual theories and languages Audiovisual production
6	**DIGITAL TECHNOLOGIES AND APPLICATIONS**
6	**THEORY AND METHODOLOGY OF MASS MEDIA**
30	TOTAL CREDITS

THIRD YEAR | FALL

CFA	SUBJECT
	Subject by major to be chosen among the following:
12	**PROJECT METHODOLOGY OF VISUAL COMMUNICATION** (Brand Design major) Future scenario inputs Multimedia graphics **PROJECT METHODOLOGY OF VISUAL COMMUNICATION** (Creative Direction major) Creative direction New integrated media **PROJECT METHODOLOGY OF VISUAL COMMUNICATION** (Visual Design major) Visual experimentation Applied image design
6	**MULTIMEDIA DESIGN II** UX/UI content strategy UX/UI design
	Subject by major to be chosen among the following:
6	**SOCIOLOGY OF CULTURE** (Brand Design major) **INTRODUCTION TO CULTURAL MARKETING** (Brand Design major) **MULTIMEDIA LANGUAGES II - Photography** (Creative Direction major) **PHENOMENOLOGY OF IMAGE** (Creative Direction major) **MULTIMEDIA LANGUAGES I - Digital animation techniques** (Visual Design major) **AESTHETICS OF NEW MEDIA** (Visual Design major)
	Subject by major to be chosen among the following:
6	**MULTIMEDIA LANGUAGES I - Computer art** (Brand Design major) **PHENOMENOLOGY OF IMAGE** (Brand Design major) **HISTORY OF CINEMA AND VIDEO** (Creative Direction major) **AESTHETICS OF NEW MEDIA** (Creative Direction major) **PHENOMENOLOGY OF IMAGE** (Visual Design major) **MULTIMEDIA LANGUAGES II - Photography** (Visual Design major)
30	TOTAL CREDITS

MEDIA DESIGN AND MULTIMEDIA ARTS

SECOND YEAR | FALL

CFA	SUBJECT
	Subject by major to be chosen among the following:
8	**CREATIVE WRITING** (Film Making major) Screenwriting Film directing **CREATIVE WRITING** (Game Design major) Interactive storytelling Game production lab **CREATIVE WRITING** (Animation major) Preproduction Storyboard
8	**DIRECTION OF PHOTOGRAPHY** (Film Making major) Cinematography Pre-production **DIGITAL ANIMATION TECHNIQUES** (Game Design/Animation majors) 2D animation techniques 3D modeling
6	**NEW MEDIA AESTHETICS**
8	**INTERACTION THEORIES AND TECHNIQUES** Interaction design Game culture
30	TOTAL CREDITS

SECOND YEAR | SPRING

CFA	SUBJECT
	Subjects by major to be chosen among the following:
8	**DIRECTION I** (Film Making major) Seminar on film analysis II Direction I **COMPUTER GAMES** (Game Design major) Game design I Game development I **MULTIMEDIA LANGUAGES II** (Animation major) Animation studies I Advanced animation techniques
6	**MULTIMEDIA DESIGN I** (Film Making major) Film documentary Audio documentary **MULTIMEDIA DESIGN I** (Game Design major) Interactive storytelling for videogames Transmedia storytelling **MULTIMEDIA DESIGN I** (Animation major) 3D animation Animation directing
8	**PROJECT CULTURE** Research methodology Project culture

THIRD YEAR | FALL

CFA	SUBJECT
	Subject by major to be chosen among the following:
10	**DIRECTION II** (Film Making major) Direction II Production **DIRECTION FOR VIDEOGAMES** (Game Design major) Game design II Game development II **MULTIMEDIA DESIGN II** (Animation major) Animation production Animation studies II
6	**HISTORY OF MODERN ART**
6	**THEORY AND METHODOLOGY OF THE MEDIA**
	Subject by major to be chosen among the following:
6	Subject by major to be chosen among the following: **DIGITAL APPLICATIONS FOR ART II - Advanced screenwriting** (Film Making major) **DIGITAL APPLICATIONS FOR ART II - Advanced editing** (Film Making major) **DIGITAL APPLICATIONS FOR ART II - Visual effects** (Film Making/Animation/Game Design majors) **DIGITAL APPLICATIONS FOR ART II - Advanced sound design** (Film Making/Animation/Game Design majors) **DIGITAL APPLICATIONS FOR ART II - 3D character design** (Animation/Game Design majors) **DIGITAL APPLICATIONS FOR ART II - Environment design** (Animation/Game Design majors)
	Subject by major to be chosen among the following:
6	**COMMUNICATION PROCESSES ANALYSIS** (Film Making major) **SOCIOLOGY OF CULTURAL PROCESSES** (Game Design/Animation majors) **MULTIMEDIA INSTALLATIONS - Films** (Film Making major) **MULTIMEDIA INSTALLATIONS - Game** (Game Design/Animation majors) **MULTIMEDIA INSTALLATIONS - Sound** (Game Design/Animation majors) **PHENOMENOLOGY OF THE IMAGE** (Film Making/Game Design/Animation majors) **ART SEMIOTICS** (Film Making/Game Design/Animation majors)
2	Additional training activities
30	TOTAL CREDITS

(Second Year | Spring)

CFA	SUBJECT
2	Additional training activities
30	TOTAL CREDITS

PAINTING AND VISUAL ARTS

SECOND YEAR | FALL

CFA	SUBJECT
6	**HISTORY OF CONTEMPORARY ART I**
6	**VISUAL ARTS II** Visual arts II
8	**VISUAL ARTS TECHNIQUES AND TECHNOLOGIES** Shooting techniques Basic editing
6	**PUBLIC ART**
4	Mandatory training activities English
30	TOTAL CREDITS

SECOND YEAR | SPRING

CFA	SUBJECT
6	**AESTHETICS**
6	**PAINTING II**
8	**VIDEO-INSTALLATIONS I** Videoart Analysis and design of the sound-spaces
8	**SCULPTURE I** Sculpture Performing arts
2	Additional training activities
30	TOTAL CREDITS

THIRD YEAR | FALL

CFA	SUBJECT
6	**HISTORY OF CONTEMPORARY ART II**
12	Subject by major to be chosen among the following: **VISUAL ARTS III** (Visual Arts major) Visual arts III Display **PAINTING III** (Painting major) Painting III Display
8	Subject to be chosen among the following: **DRAWING II** Drawing Illustration **PHOTOGRAPHY II** **SCULPTURE II** **VIDEO-INSTALLATIONS II**
4	Additional training activities
30	TOTAL CREDITS

SET DESIGN

SECOND YEAR | FALL

CFA	SUBJECT
10	Subjects by major to be chosen among the following: **SET DESIGN II** (Theater and Opera major) **SET DESIGN II** (Media and Events major)
6	**DIRECTION** (Theater and Opera major) Theater direction Theater direction lab **DIRECTION** (Media and Events major) Media and events direction Media and events direction lab
6	**COSTUME DESIGN** (Theater and Opera major) **COSTUME DESIGN** (Media and Events major)
8	**PHOTOGRAPHY**
30	TOTAL CREDITS

SECOND YEAR | SPRING

CFA	SUBJECT
6	Subject to be chosen among the following: **HISTORY OF CINEMA AND VIDEO** **PHENOMENOLOGY OF CONTEMPORARY ARTS**
10	**SCENE DESIGN II** Theater scene design Scene design techniques
10	Subject by major to be chosen among the following: **DIGITAL APPLICATIONS FOR VISUAL ARTS** (Theater and Opera major) Theater 3D design Theater design CAD **DIGITAL APPLICATIONS FOR VISUAL ARTS** (Media and Events major) Media and events 3D design Media and events 3D design CAD
4	Mandatory IT training activities
30	TOTAL CREDITS

THIRD YEAR | FALL

CFA	SUBJECT
6	**HISTORY OF PERFORMING ARTS**
	Subject by major to be chosen among the following:
10	**SET DESIGN III** (Theater and Opera major) Advanced theater design Theater design projects **SET DESIGN III** (Media and Events major) Advanced media and events design Media and events design projects
10	**SCENE DESIGN III** Advanced scene design Scene design projects
	Subjects to be chosen among the following:
6	**PERFORMATIVE TECHNIQUES FOR VISUAL ARTS** **LIGHT DESIGN** **APPLIED TECHNIQUES FOR THEATER PRODUCTION** **CULTURAL ANTHROPOLOGY**
32	TOTAL CREDITS

Erasmus+ and International Exchange

POSTGRADUATE PROGRAMS

Campus

MILAN

Study plans
FALL 2020/SPRING 2021

Languages
ITALIAN AND ENGLISH

Credits
1CFA = 1ECTS

Course of study
MA IN COMMUNICATION DESIGN

MA IN DESIGN - INTERIOR DESIGN

MA IN DESIGN - PRODUCT AND SERVICE DESIGN

MA IN FASHION AND TEXTILE DESIGN

MA IN VISUAL ARTS AND CURATORIAL STUDIES

COMMUNICATION DESIGN

FIRST YEAR | FALL

CFA	SUBJECT
12	**PROJECT METHODOLOGY OF VISUAL COMMUNICATION I** Research methodology Adv industry and models Marketing and economics
12	**PROJECT METHODOLOGY** Graphic design and digital layout Brand identity
6	**PHENOMENOLOGY OF CONTEMPORARY ARTS I**
30	TOTAL CREDITS

FIRST YEAR | SPRING

CFA	SUBJECT
12	**PROJECT METHODOLOGY OF VISUAL COMMUNICATION II**
12	**ART DIRECTION I** Advertising Interface design
6	**PHENOMENOLOGY OF CONTEMPORARY ARTS II**
30	TOTAL CREDITS

SECOND YEAR | FALL

CFA	SUBJECT
12	**PROJECT METHODOLOGY OF VISUAL COMMUNICATION III**
6	**ART DIRECTION II**
6	**DESIGN MANAGEMENT**
24	TOTAL CREDITS

DESIGN - INTERIOR DESIGN

FIRST YEAR | FALL

CFA	SUBJECT
12	**DESIGN I** Interior design I Materials and technologies
12	**PROJECT METHODOLOGY** Design of space 3D modeling and rendering
6	**HISTORY OF ART**
30	TOTAL CREDITS

FIRST YEAR | SPRING

CFA	SUBJECT
12	**DESIGN II** Interior design II Furniture design
12	**BRAND DESIGN** Brand strategy Experience design
6	**HISTORY OF DESIGN**
30	TOTAL CREDITS

SECOND YEAR | FALL

CFA	SUBJECT
12	**DESIGN III** Interior design III Exhibition design
6	**LIGHT DESIGN**
6	**DESIGN MANAGEMENT**
24	TOTAL CREDITS

DESIGN - PRODUCT AND SERVICE DESIGN

FIRST YEAR | FALL

CFA	SUBJECT
12	**DESIGN I** Product design I Visual design
12	**PROJECT METHODOLOGY** Materials and technologies 3D modeling and rendering
6	**HISTORY OF ART**
30	TOTAL CREDITS

FIRST YEAR | SPRING

CFA	SUBJECT
12	**DESIGN II** Product design II Communication design
12	**BRAND DESIGN** Brand strategy Experience design
6	**HISTORY OF DESIGN**
30	TOTAL CREDITS

SECOND YEAR | FALL

CFA	SUBJECT
12	**DESIGN III** Decoration Interaction design
6	**LIGHT DESIGN**
6	**DESIGN MANAGEMENT**
24	TOTAL CREDITS

FASHION AND TEXTILE DESIGN

FIRST YEAR | FALL

CFA	SUBJECT
12	**TEXTILE DESIGN** Textile lab I Textile culture
12	**FASHION DESIGN I** Fashion design I Draping and moulage I
6	**STYLE, HISTORY OF ART AND COSTUME**
30	TOTAL CREDITS

FIRST YEAR | SPRING

CFA	SUBJECT
12	**PATTERN MAKING** Textile lab II Draping and moulage II
12	**FASHION DESIGN II** Fashion design II Pattern making and sewing
6	**PHENOMENOLOGY OF STYLES**
30	TOTAL CREDITS

SECOND YEAR | FALL

CFA	SUBJECT
6	**PROJECT METHODOLOGY OF VISUAL COMMUNICATION**
12	**FASHION DESIGN III** Fashion design III Textile lab III
6	**MULTIMEDIA LANGUAGES**
24	TOTAL CREDITS

VISUAL ARTS
AND CURATORIAL STUDIES

FIRST YEAR | FALL

CFA	SUBJECT
6	**PHENOMENOLOGY OF CONTEMPORARY ARTS**
12	**VISUAL ARTS I** Visual arts I Curatorial studies
12	**EXHIBITION DESIGN I** Exhibition design I Editorial studies I
30	TOTAL CREDITS

FIRST YEAR | SPRING

CFA	SUBJECT
12	**CURATORIAL STUDIES I** Curatorial studies I Exposed cinema studies Critical writing I
6	**PHOTOGRAPHY**
6	**MUSEOLOGY**
24	TOTAL CREDITS

SECOND YEAR | FALL

CFA	SUBJECT
6	**HISTORY OF CONTEMPORARY ART I**
12	**CURATORIAL STUDIES II** Curatorial studies II Economics of art Critical writing II
12	**EXHIBITION DESIGN II** Exhibition design II Editorial studies II
30	TOTAL CREDITS

FASHION DESIGN

SECOND YEAR | FALL

CFA	SUBJECT
8	**PATTERN MAKING** Handmade model CAD
6	**FASHION DESIGN II**
6	**ACCESSORIES DESIGN**
6	**DIGITAL TECHNOLOGIES AND APPLICATIONS**
4	Additional training activities
30	TOTAL CREDITS

SECOND YEAR | SPRING

CFA	SUBJECT
	Subjects by major to be chosen among the following:
6	**FASHION DESIGN III - Man** **FASHION DESIGN III - Kid** **FASHION DESIGN III - Knitwear** **FASHION DESIGN III - Accessories** (Fashion Design major**)** **FASHION SETTING I** (Fashion Styling and Communication major)
8	**TEXTILE DESIGN II** (Fashion Design major) Digital printing Textile drawing **FASHION DESIGN PUBLISHING** (Fashion Styling and Communication major)
4	**MULTIMEDIA DESIGN - Fashion video**
6	**SEMIOTICS**
	Subject to be chosen among the following:
6	**MULTIMEDIA LANGUAGES - Photography** **ILLUSTRATION** **MULTIMEDIA LANGUAGES - Graphic design**
30	TOTAL CREDITS

GRAPHIC DESIGN AND ART DIRECTION

SECOND YEAR | FALL

CFA	SUBJECT
10	**EDITORIAL DESIGN** Editorial design Graphic printing techniques
8	**AUDIOVISUAL LANGUAGES AND TECHNIQUES** Audiovisual theories and languages Audiovisual production
6	**DIGITAL TECHNOLOGIES AND APPLICATIONS**
6	**THEORY AND METHODOLOGY OF MASS MEDIA**
30	TOTAL CREDITS

SECOND YEAR | SPRING

CFA	SUBJECT
6	**MULTIMEDIA DESIGN I** Digital publishing I Web design I
8	**ART DIRECTION II** Net-research Integrated campaign
	Subjects by major to be chosen among the following:
8	**COMMUNICATION METHODOLOGY AND TECHNIQUES** (Brand Design major) Packaging design Brand strategy **COMMUNICATION METHODOLOGY AND TECHNIQUES** (Creative Direction major) Creative writing Short-story advertising **COMMUNICATION METHODOLOGY AND TECHNIQUES** (Visual Design major) Experimental graphics Digital drawing
4	**ART EDITORIAL** (Brand Design major) **MULTIMEDIA LANGUAGES I** (Creative Direction major) **ILLUSTRATION** (Visual Design major)
4	Additional training activities
30	TOTAL CREDITS

MEDIA DESIGN AND MULTIMEDIA ARTS

SECOND YEAR | FALL

CFA	SUBJECT
	Subject by major to be chosen among the following:
8	**CREATIVE WRITING** (Film Making major) Screenwriting Film directing **CREATIVE WRITING** (Game Design major) Interactive storytelling Game production lab **CREATIVE WRITING** (Animation major) Preproduction Storyboard
8	**DIRECTION OF PHOTOGRAPHY** (Film Making major) Cinematography Pre-production **DIGITAL ANIMATION TECHNIQUES** (Game Design/Animation majors) 2D animation techniques 3D modeling
6	**NEW MEDIA AESTHETICS**
8	**INTERACTION THEORIES AND TECHNIQUES** Interaction design Game culture
30	TOTAL CREDITS

SECOND YEAR | SPRING

CFA	SUBJECT
	Subjects by major to be chosen among the following:
8	**DIRECTION I** (Film Making major) Seminar on film analysis II Direction I **COMPUTER GAMES** (Game Design major) Game design I Game development I **MULTIMEDIA LANGUAGES II** (Animation major) Animation studies I Advanced animation techniques
6	**MULTIMEDIA DESIGN I** (Film Making major) Film documentary Audio documentary **MULTIMEDIA DESIGN I** (Game Design major) Interactive storytelling for videogames Transmedia strorytelling **MULTIMEDIA DESIGN I** (Animation major) 3D animation Animation directing
8	**PROJECT CULTURE** Research methodology Project culture

CFA	SUBJECT
	Subject by major to be chosen among the following:
6	**DIGITAL APPLICATIONS FOR ART II - Advanced screenwriting** (Film Making major) **DIGITAL APPLICATIONS FOR ART II - Advanced editing** (Film Making major) **DIGITAL APPLICATIONS FOR ART II - Visual effects** (Film Making/Animation/Game Design majors) **DIGITAL APPLICATIONS FOR ART II - Advanced sound design** (Film Making/Animation/Game Design majors) **DIGITAL APPLICATIONS FOR ART II - 3D character design** (Animation/Game Design majors) **DIGITAL APPLICATIONS FOR ART II - Environment design** (Animation/Game Design majors)
2	Additional training activities
30	TOTAL CREDITS

PAINTING AND VISUAL ARTS

SECOND YEAR | FALL

CFA	SUBJECT
6	HISTORY OF CONTEMPORARY ART I
6	VISUAL ARTS II Visual arts II
8	VISUAL ARTS TECHNIQUES AND TECHNOLOGIES Shooting techniques Basic editing
6	PUBLIC ART
4	Mandatory training activities English
30	TOTAL CREDITS

SECOND YEAR | SPRING

CFA	SUBJECT
6	AESTHETICS
6	PAINTING II
8	VIDEO-INSTALLATIONS I Videoart Analysis and design of the sound-spaces
8	SCULPTURE I Sculpture Performing arts
2	Additional training activities
30	TOTAL CREDITS

ADMISSION PROCEDURES 2020

ADMISSION REQUIREMENTS

› Students can join our exchange programs if there is a valid agreement between their University and NABA, in the study field of choice. The Academy's current agreements can be found on NABA webpage dedicated to the partner institutions list. If students' Home Institution does not have a formal partnership agreement with NABA, then unfortunately we cannot consider their application at this time.

› Students must be enrolled while being at least in their second academic year – evidence of this will be required at the time of application. This catalogue can be referred to for checking the list of courses available to exchange students.

› Evidence of English language proficiency (B2 or higher) and Italian language proficiency (B1.2 or higher). No specific certificate required, for clarifications please get in contact with NABA International Students and Exchange Programs Office.

APPLICATION DEADLINES

Fall Semester (starting in October 2020): from April 24th to May 15th 2020
Spring Semester (starting in March 2021): yet to be defined. Please write to our email for information eramus@naba.it

APPLICATION PROCESS

Before submitting the online application, Home Institution should send the students nomination by email to our International Students and Exchange Programs Office.

Afterwards the students will send the following materials at erasmus@naba.it

› **Application Form** or online application at www.naba.it/en/erasmus-and-international-exchange

› **Personal Statement**

› **Passport-Size Photograph**

› **Evidence of English language proficiency (B2 or higher) and Italian language proficiency (B1.2 or higher)**. No specific certificate required, for clarifications please get in contact with NABA International Students and Exchange Programs Office

› **Portfolio of Projects** (if the portfolio is available as a web link, it can be included in the application form. If not, it can be uploaded using our Portfolio Upload task – maximum size 8MB. Please note: we do not accept paper portfolios or portfolios on CDs.)

› **Enrollment Certificate** issued by Home Institution specifying the major and the academic year attended

After receiving the application form, it will be evaluated by NABA International Students and Exchange Programs Office, in collaboration with the Course Leader of the selected course of study.

Applicants will receive a feedback after the evaluation of the required documents along with a confirmation email containing various information, including start and end dates, contact person details, practical information and so on.

Please consider that all incoming application are subject to NABA availability during the requested semester.

GENERAL INFO

Students are not expected to pay tuition fees to NABA, as their fees are directed to their Home Institution and not to their Host Institution; however, they are expected to undertake their living expenses (e.g. accommodation, travel costs, insurance coverage) where applicable, costs for any materials necessary for the development of projects (e.g. fabrics, cardboard, stationery materials).

If students are citizens of a country outside the European Economic Area (EEA) and Switzerland, they will need a Student Visa, for which they should apply in early advance before leaving their home country.

Here below a useful link:
http://vistoperitalia.esteri.it

Within eight days from arrival, extra-european students will have to apply for *permit of stay*: support sessions with our Registration Office will be organized for this purpose.

ACADEMIC CREDITS

NABA Academic System is based on CFA credits (1 CFA = 1 ECTS): 1 CFA credit corresponds to approximately 25 total learning hours, including self-directed study. At the end of their exchange period, students will receive a transcript with credits for all the subjects successfully completed.

Upon receiving the transcript of records, Home Institutions will be able to recognize the entire educational path spent at NABA and ensure credits and grades to the student.

CAMPUS LIFE

NABA helps international students with finding accommodation in Milan and Rome allowing them to choose among a number of single and shared rooms. For further information, please contact NABA Housing Office via email at short@milanhousing.it or via phone at +39 0297372943.

Galileo Global Education™

NABA, Nuova Accademia di Belle Arti, is part of Galileo Global Education, a leading international provider of higher education with an offer that spans from applied arts, fashion, design and digital/Internet to business and medicine. Through its network of 37 schools, the group is present in over 40 campuses in 10 countries around the world and has over 100,000 enrolled students.
It is Europe's largest higher education group, in terms of both geographical spread and breadth of course offering. Galileo Global Education's mission is to be the world education leader in innovation, creativity, arts and culture – one of the most promising higher education segments over the short and long term, everywhere in the world.

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ADIMEMBER

Member of the Association
for the Industrial Design

ELIA

Ordinary member of E.L.I.A.
European League of Institutes
of the Arts

Sistema Qualità certificato
UNI EN ISO 9001

www.naba.it