



**POLITECNICO**  
MILANO 1863

SCUOLA DEL DESIGN

# INTERIOR AND SPATIAL DESIGN

**OPENDAY**  
LAUREE MAGISTRALI

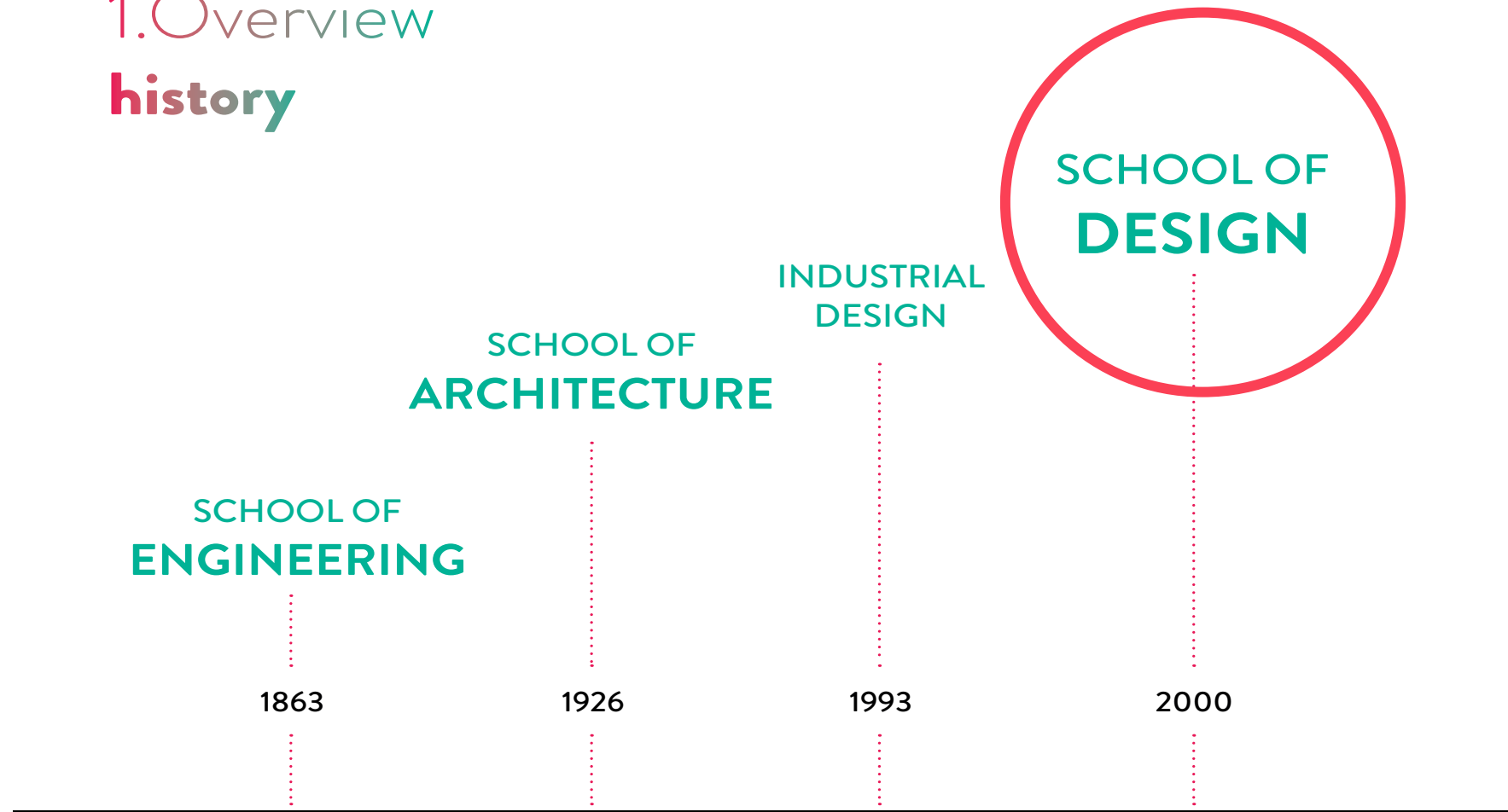


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# 1. Overview history





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# 1. Overview

## 4 Schools

SCHOOL OF  
**INDUSTRIAL AND  
INFORMATION  
ENGINEERING**

17 Bachelor programs  
19 Master programs

SCHOOL OF  
**CIVIL, ENVIROMENTAL  
AND LAND  
MANAGEMENT  
ENGINEERING**

3 Bachelor programs  
4 Master programs

SCHOOL OF  
**ARCHITECTURE  
URBAN PALANNING  
CONSTRUCTION  
ENGINEERING**

3 Bachelor courses  
13 Master programs

SCHOOL OF  
**DESIGN**

4 Bachelor courses  
9 Master programs



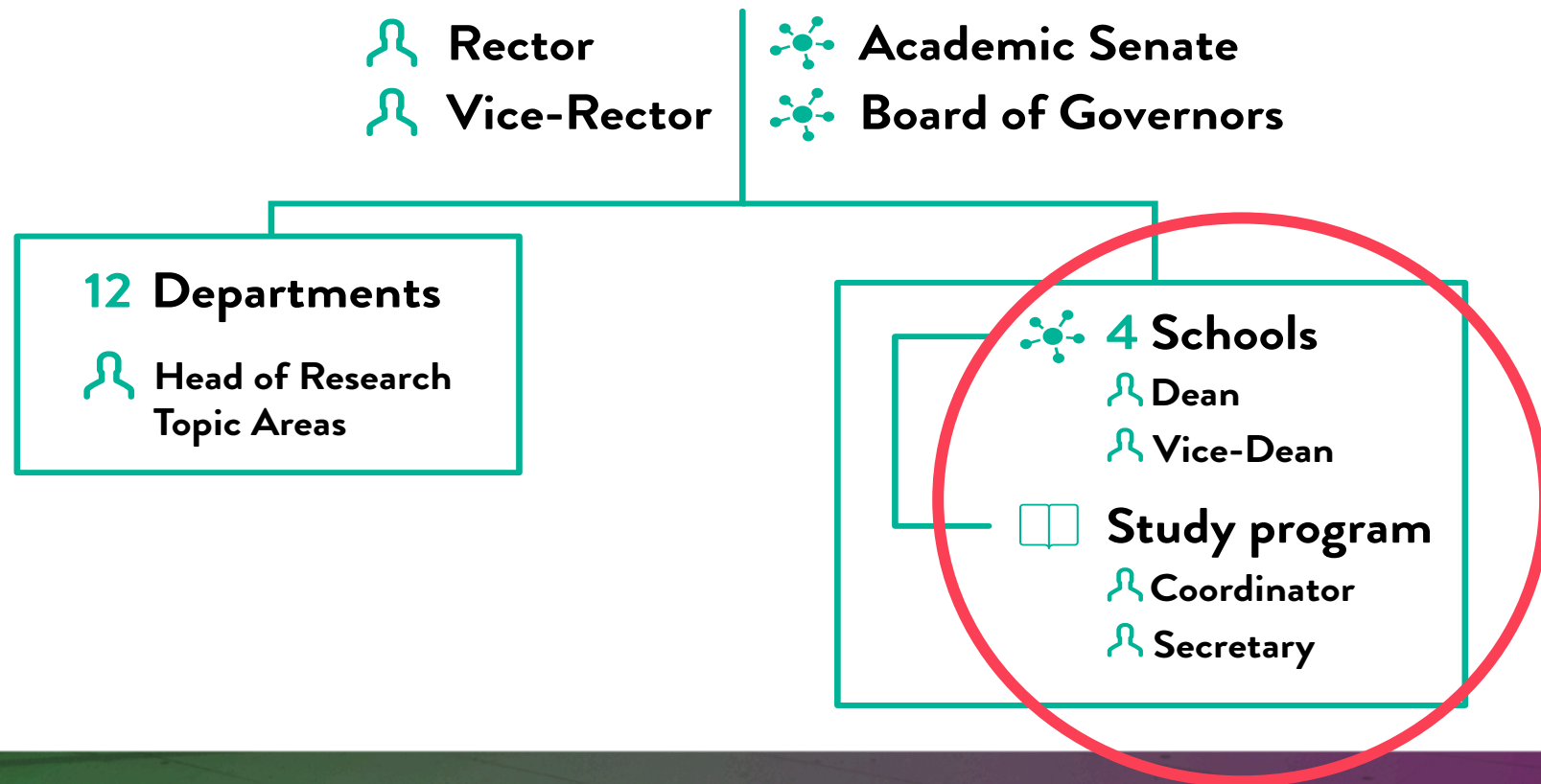
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## 1. Overview

### structure of Politecnico di Milano





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## 1. Overview

### **schools numbers**

#### Architecture

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**299**

PROFESSORS &  
RESEARCHERS

**7.040**

STUDENTS

#### Engineering

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**965**

PROFESSORS &  
RESEARCHERS

**31.626**

STUDENTS

#### Design

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**100**

PROFESSORS &  
RESEARCHERS

**4.156**

STUDENTS



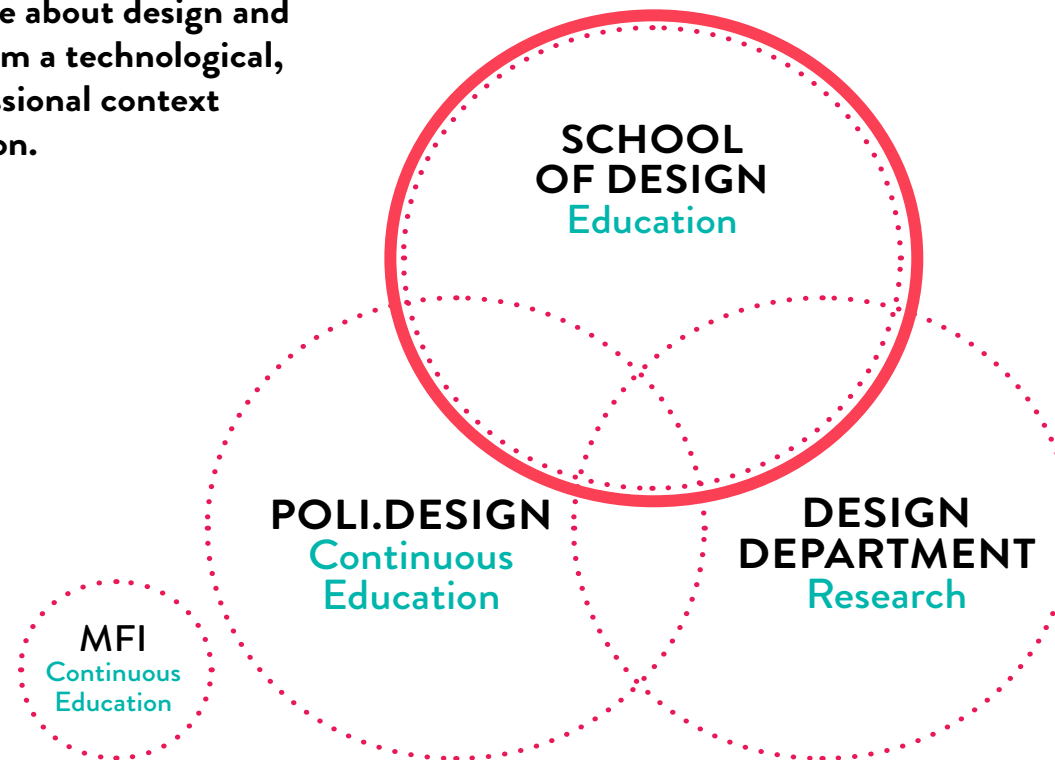
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## 2.The Design System

It consists of 3 entities and intends to carry out excellence about design and to satisfy requests from a technological, productive and professional context in continuous evolution.





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## SCHOOL of DESIGN\_Campus



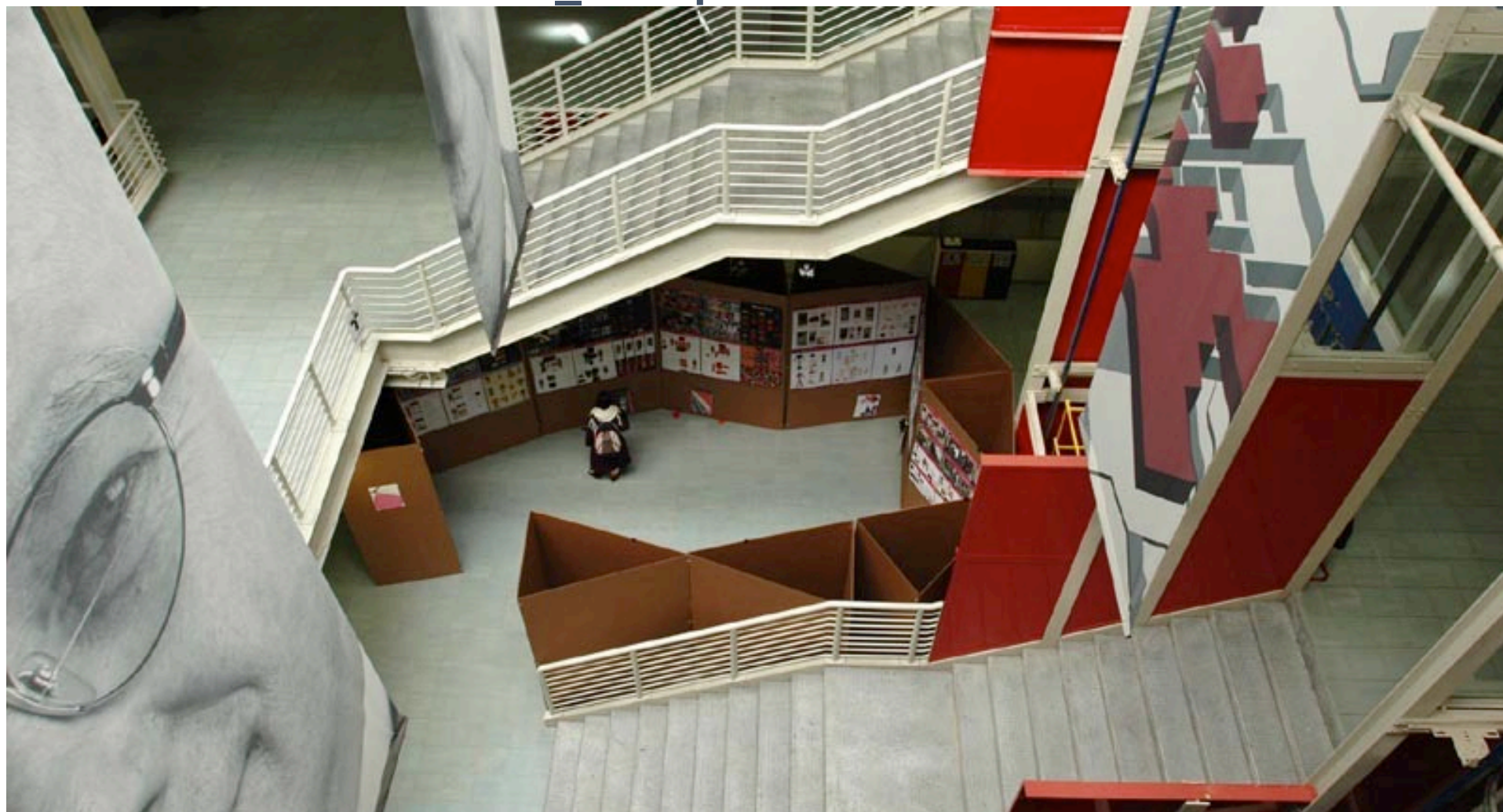


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## SCHOOL of DESIGN\_Campus





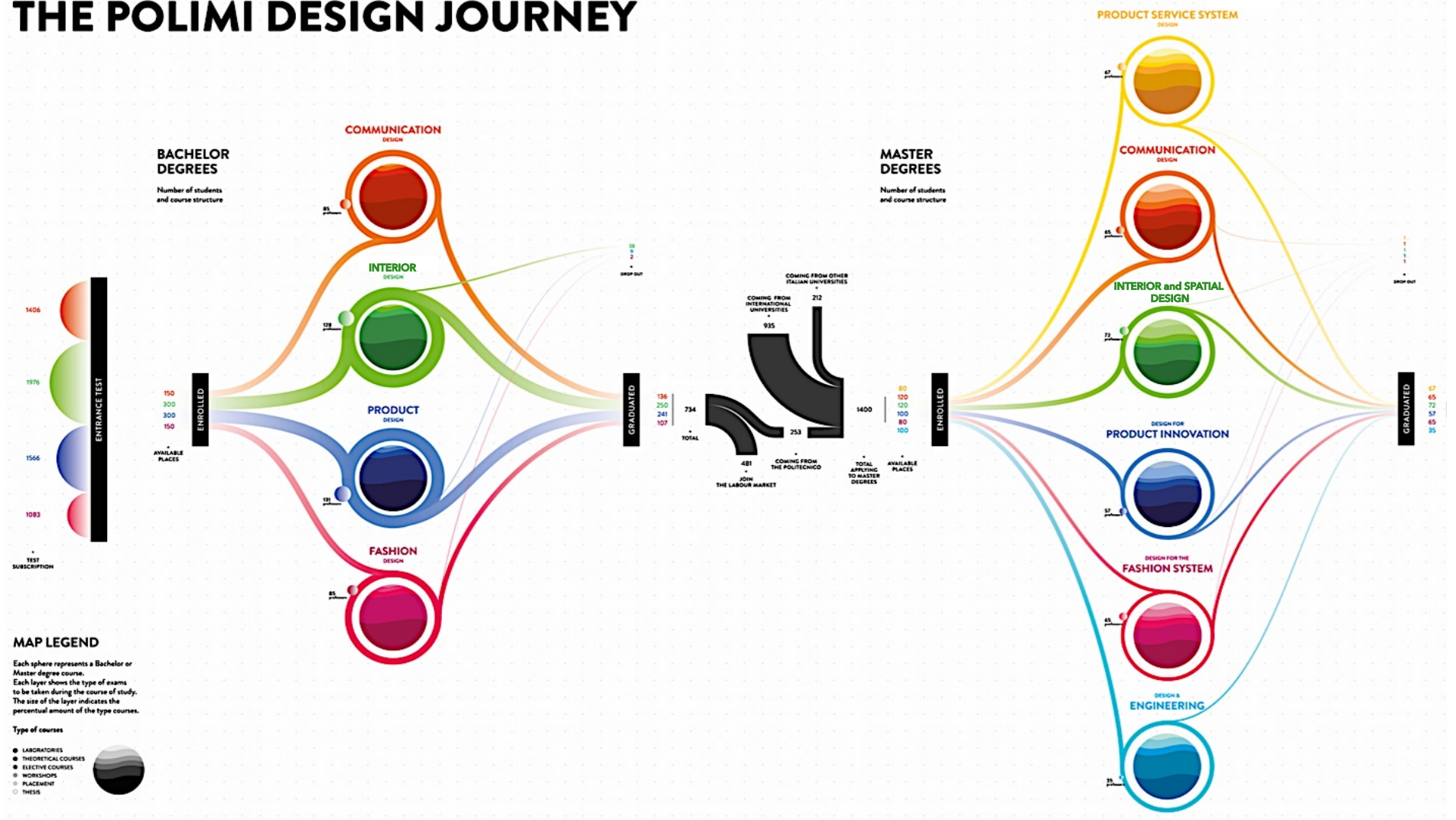


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# THE POLIMI DESIGN JOURNEY





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# SCHOOL of DESIGN\_

## The degrees

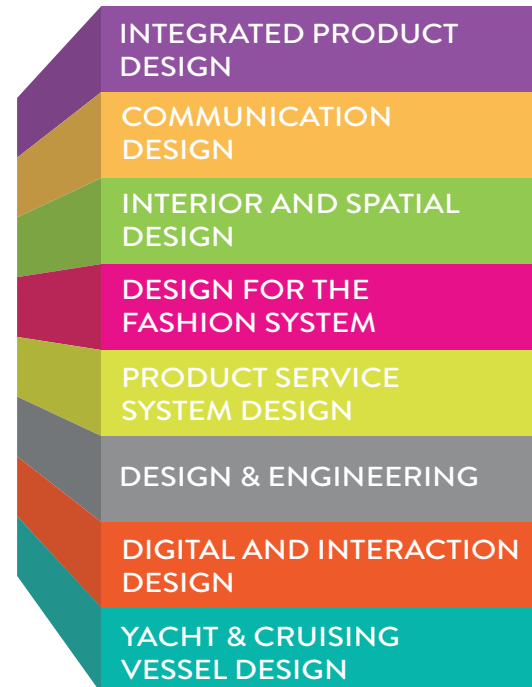
UNDERGRADUATE - B.Sc.



3 YEARS

IN ITALIAN

POSTGRADUATE - M.Sc.



2 YEARS

IN ENGLISH



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## SCHOOL of DESIGN\_ Good level of World Placement / ART & DESIGN



*by subject*  
Art&Design

**6<sup>th</sup>**



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## SCHOOL of DESIGN\_ International students >>

### LAUREA MAGISTRALE

	2015/2016			2016/2017			2017/2018		
	TOT	stranieri comunitari	extraUE	TOT	stranieri comunitari	extraUE	TOT	stranieri comunitari	extraUE
DESIGN FOR THE FASHION SYSTEM	46	8,70%	58,70%	70	4,29%	45,71%	72	2,78%	43,06%
<b>INTERIOR AND SPATIAL DESIGN</b>	<b>112</b>	<b>6,25%</b>	<b>33,93%</b>	<b>125</b>	<b>4,80%</b>	<b>33,60%</b>	<b>127</b>	<b>3,15%</b>	<b>29,92%</b>
INTEGRATED PRODUCT DESIGN	72	1,39%	43,06%	103	2,91%	21,36%	95	2,11%	27,37%
DESIGN DELLA COMUNICAZIONE	72	1,39%	43,06%	103	2,91%	21,36%	95	2,11%	27,37%
PRODUCT SERVICE SYSTEM DESIGN	84	5,95%	47,62%	83	13,25%	34,94%	81	3,70%	44,44%
DESIGN & ENGINEERING	66	7,58%	46,97%	84	8,33%	28,57%	92	3,26%	33,70%



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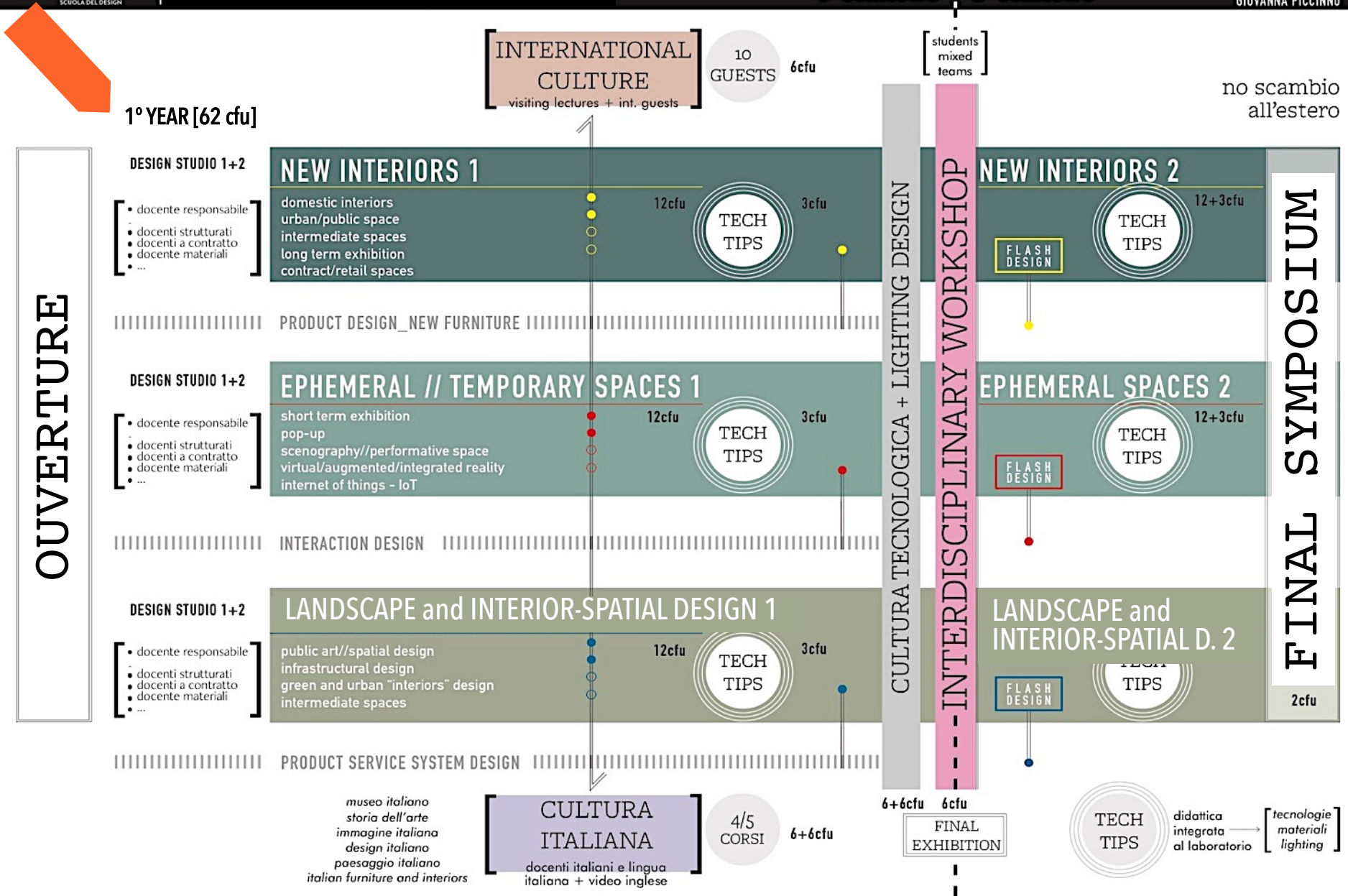
## The **MASTER IN INTERIOR AND SPATIAL DESIGN**

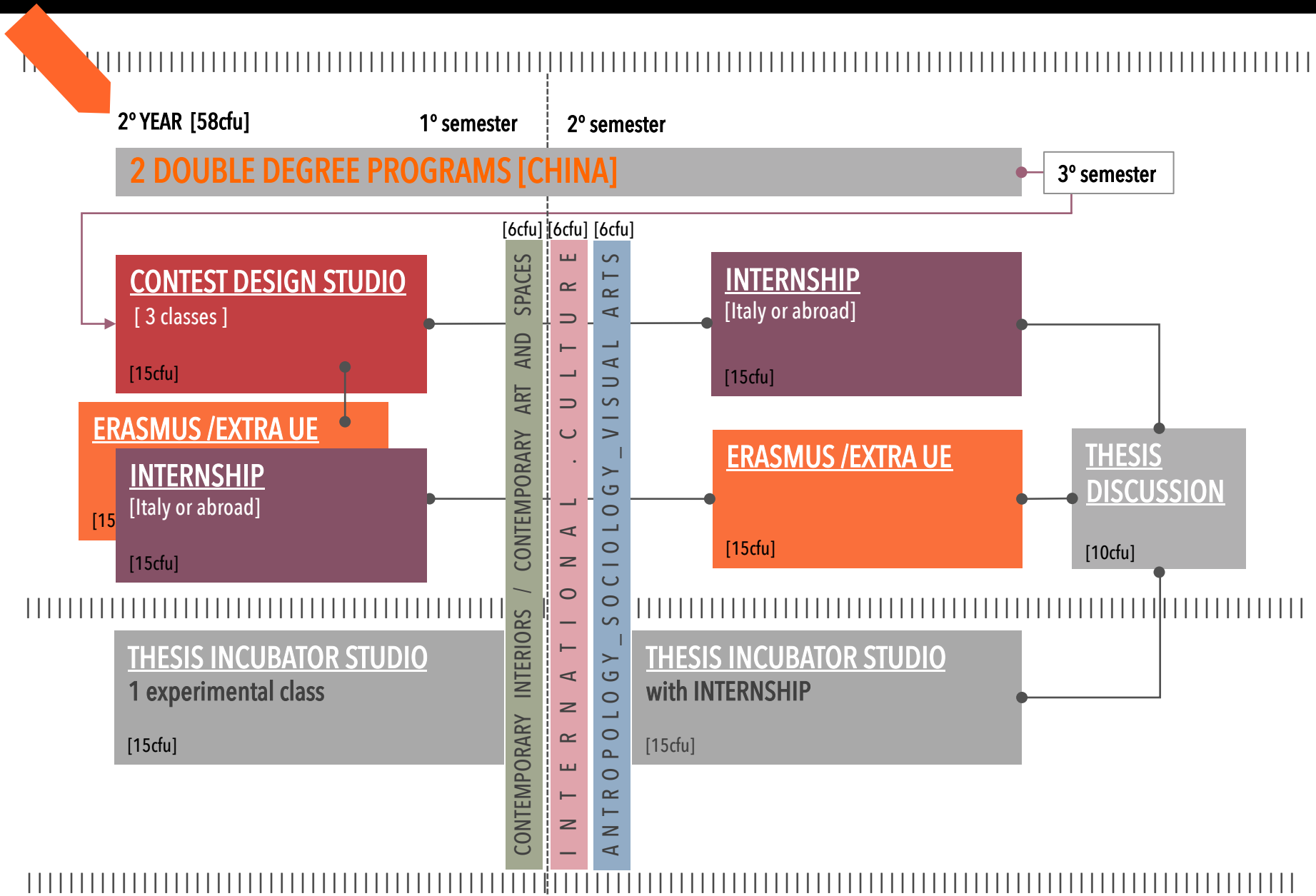
encompasses the areas of:

- **(New)\_ Interior Spaces /**  
domestic interiors, long term exhibitions, contract / retail spaces, public-interiors, ...
- **Ephemeral\_ Temporary Spaces /**  
short term exhibitions, contract-retail, scenography-performative spaces, ...
- **Spatial Design\_ Landscape /**  
Intermediate , urban-interior, connective spaces, infrastructural design, spatial design-public art, ...

allowing students to get **NEW LANGUAGES**, such as those related to the use of **NEW TECHNOLOGIES** in the outcome of the project (digital and sensitive areas).

It also includes design and culture of **TANGIBLE AND INTANGIBLE LANDSCAPES** (even connected to green areas) for the people in contemporary spaces.







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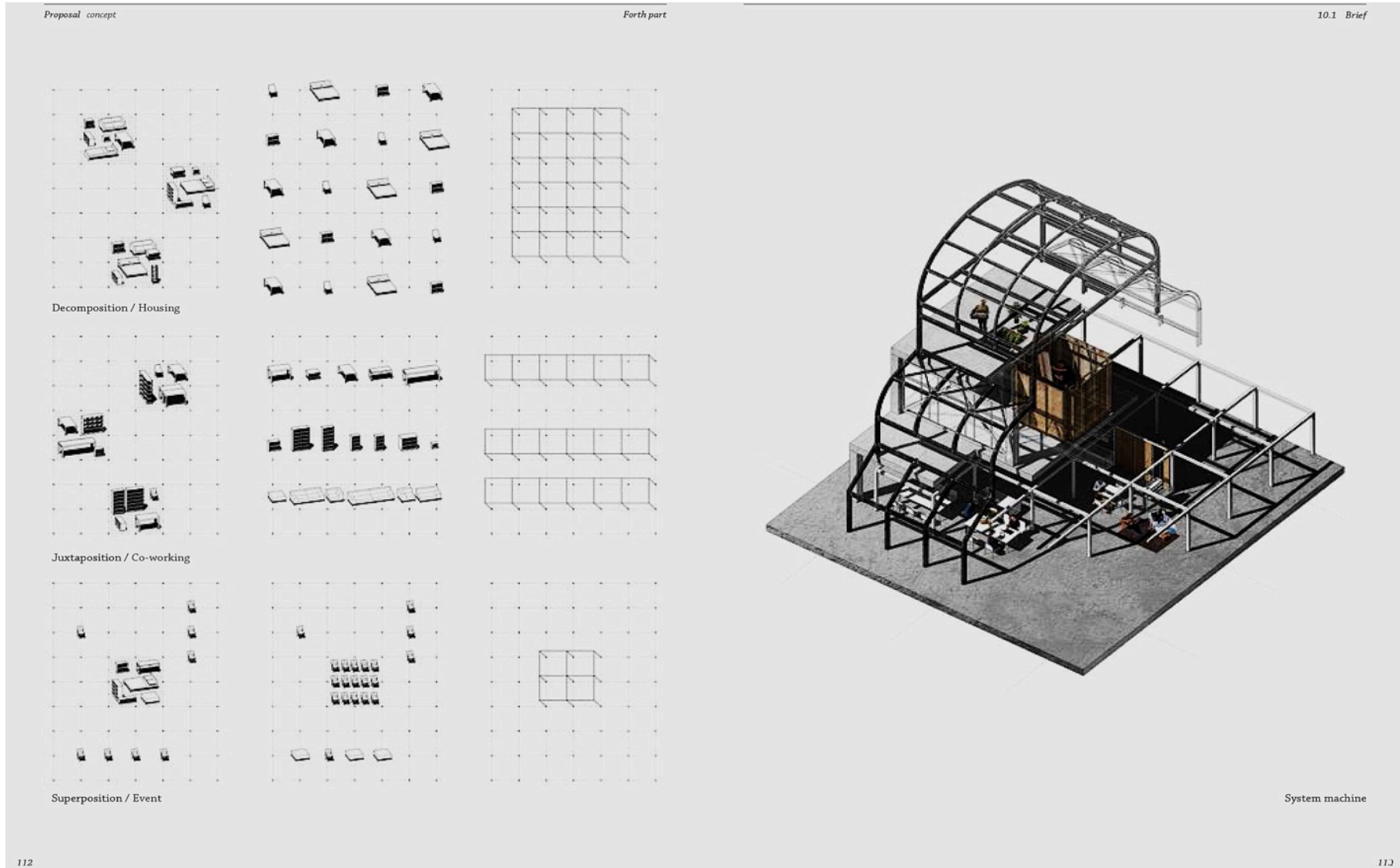
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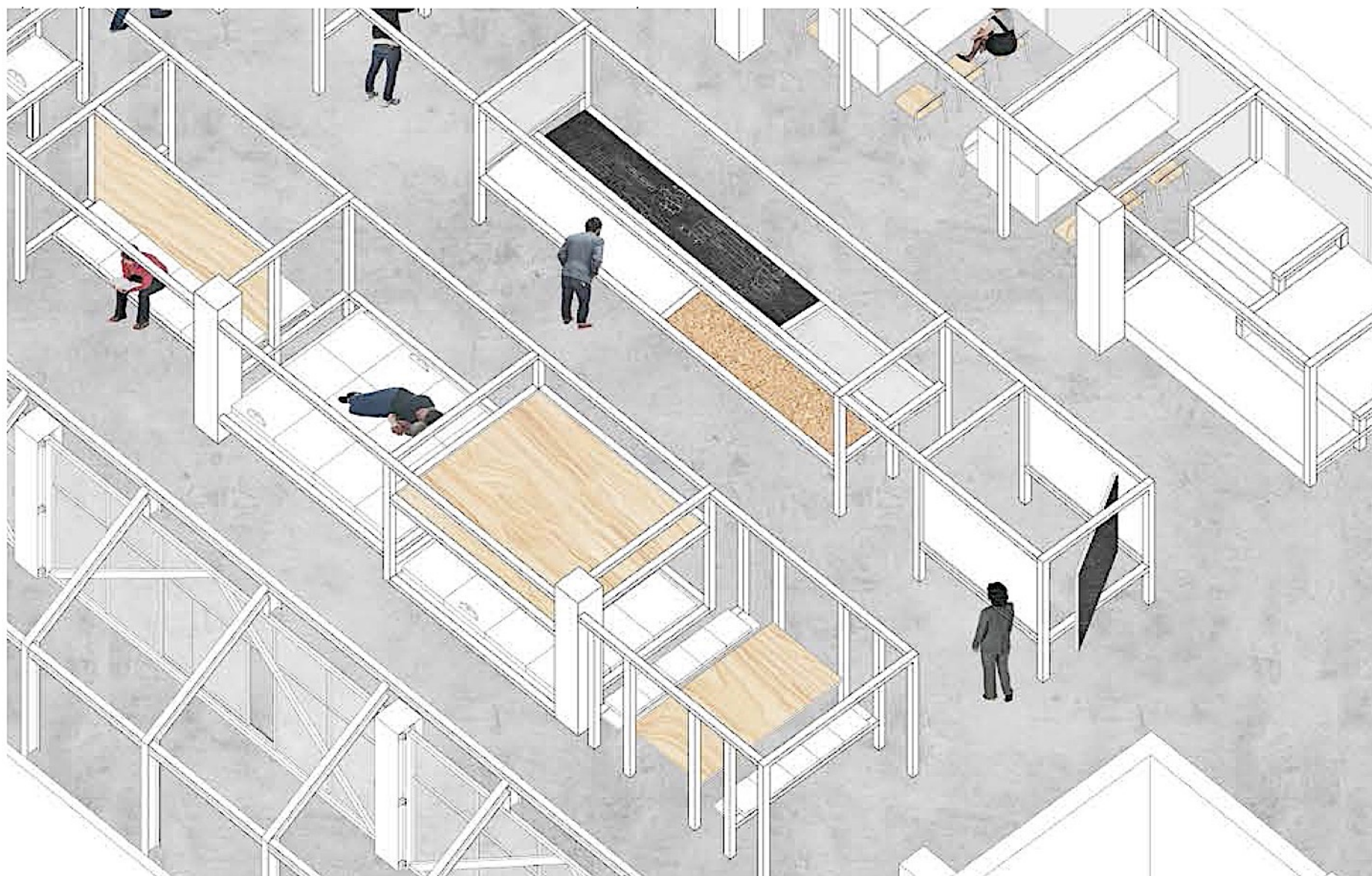
VIDEO 1\_OUVERTURE 2019



## YOUTH CENTER\_ New domestic interiors



YOUTH CENTER\_ New domestic interiors



YOUTH CENTER\_ New domestic interiors



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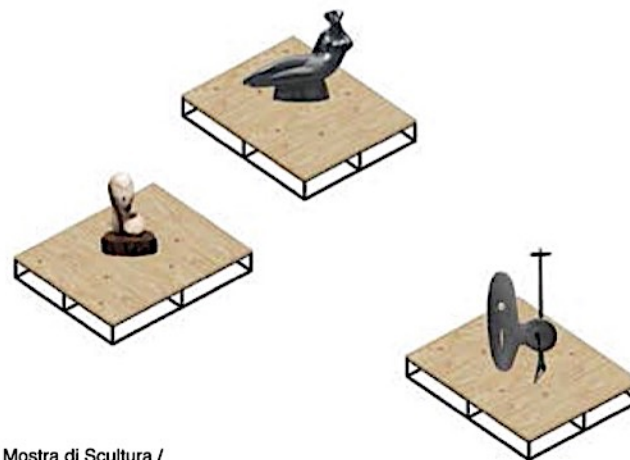
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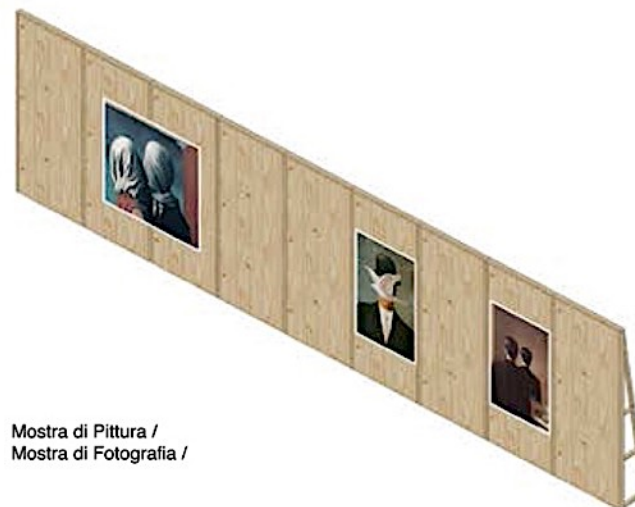
L'abitazione /



Proiezione /  
Lezione /



Mostra di Scultura /



Mostra di Pittura /  
Mostra di Fotografia /

YOUTH CENTER\_ New domestic interiors



YOUTH CENTER\_ New domestic interiors





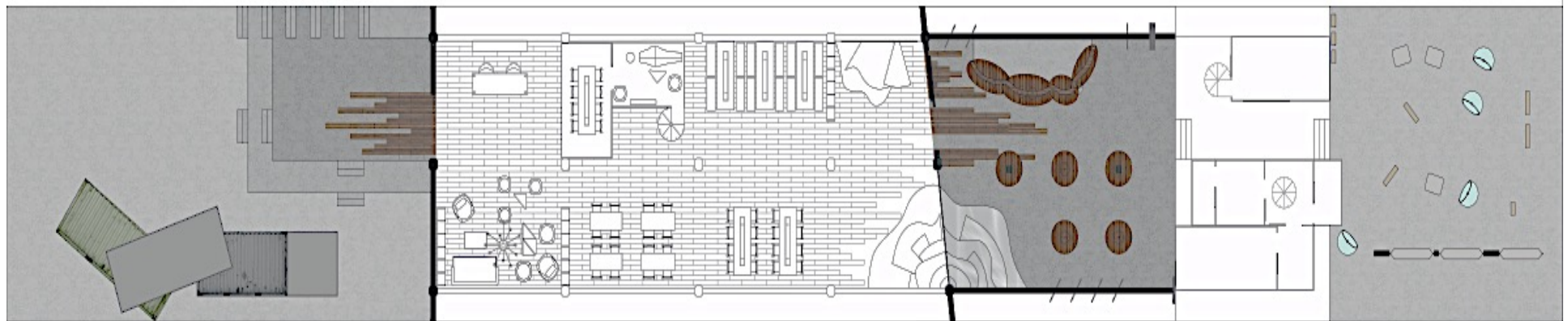
YOUTH CENTER\_ New domestic interiors



COWORKING INTERIOR



## COWORKING and ENTERTAINMENT





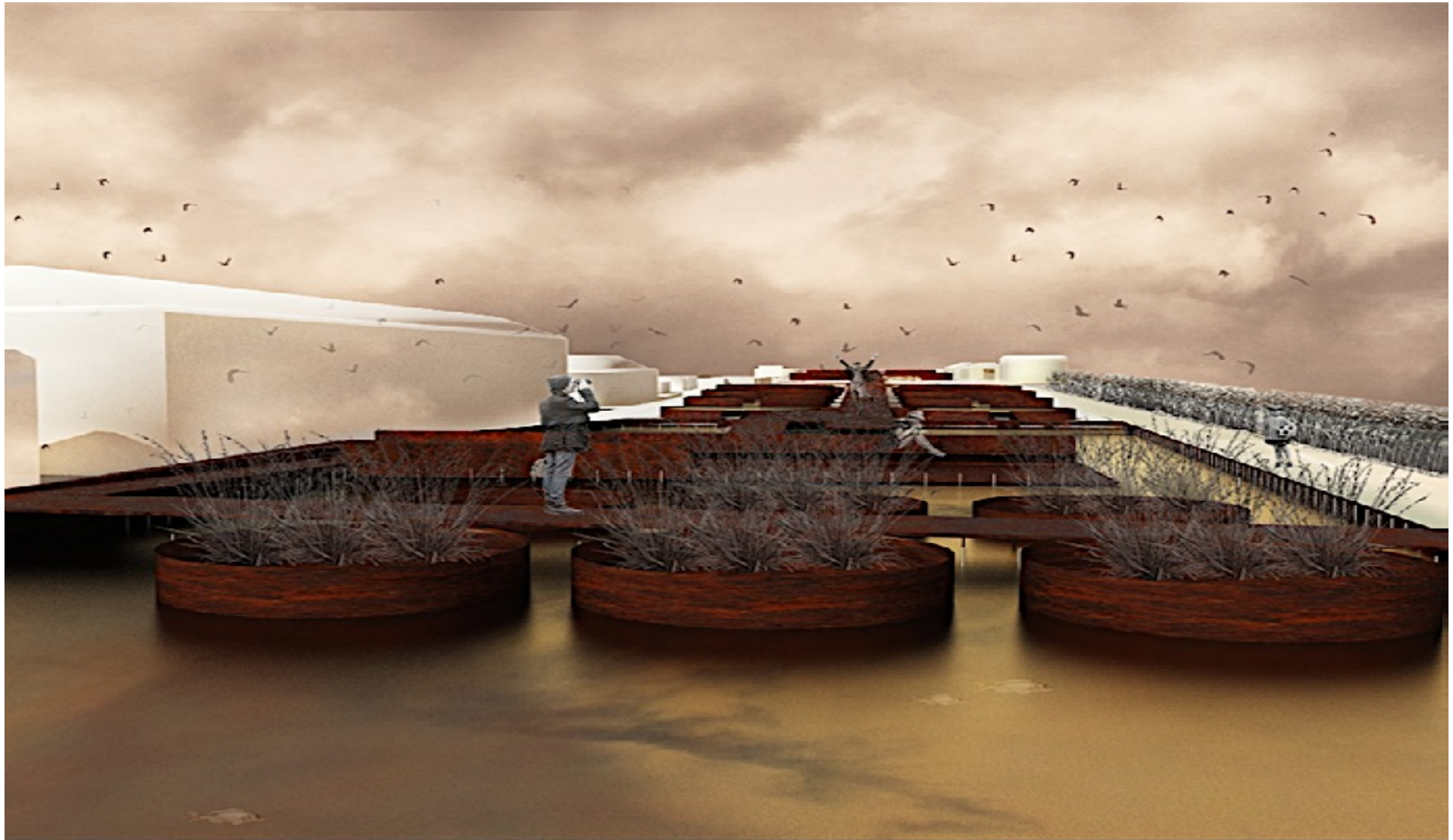
CONSUMPTION INTERIOR



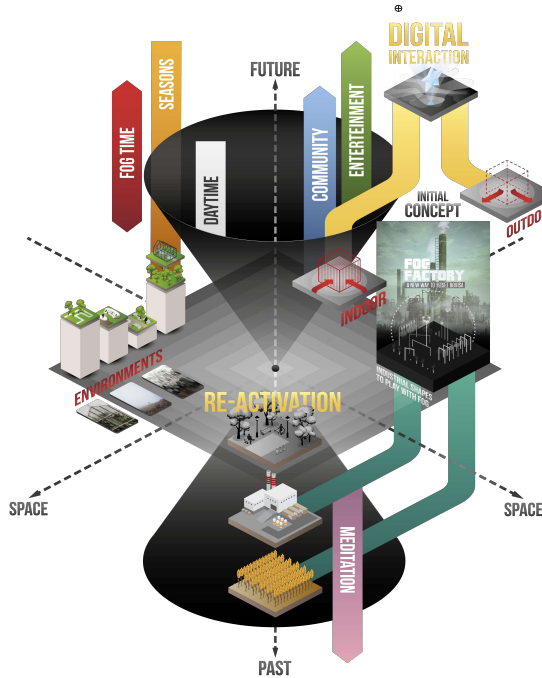
CONSUMPTION INTERIOR



ADAPTIVE REUSE\_ SPATIAL DESIGN | Museum, cultural center, landscape



**<CITY INTERIORESCAPE 1\_ Cronotopi Design\_ Design Studio, 1° year LM, sez. IS2, 2016/1\_ Municipalità di Milano**



**FROM AN EMPTY PRESENT TO A VIVID FUTURE**

Analysing the area and its history, we found that Bovisio was characterized by a fast urban sprawl during years, that made this neighborhood a collective of disconnected features. Countryside and then industrial areas represent the past of Bovisio, in line with what we now define Milan's suburbs. Countryside and then

industrial areas represent the past of Bovisio, in line with what we now define Milan's suburbs. In Bovisio we select a site that today is abandoned because we consider this empty space the most effective to create continuity, linking all the various features in the surroundings. The goal was purpose is to achieve a future full of activities and connection: combining industrial references with futuristic solutions, community with individuality, indoor with outdoor, we work on a spatial combination of environments and

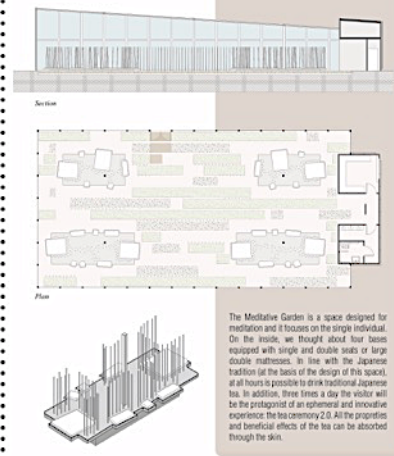
typical features of a public space in this background fog emerges as the main character: we select it because it's strictly connected with the stereotypes of the territory, even though often in a negative way. With our project we want to reverse this conception of fog as a sad and obstructive phenomenon, showing to the user a new way to (un)see it, like it was a new form of entertainment. Here emerges our Fog Factory, a public space built in-between past and future.

**CONCEPT DEVELOPMENT**



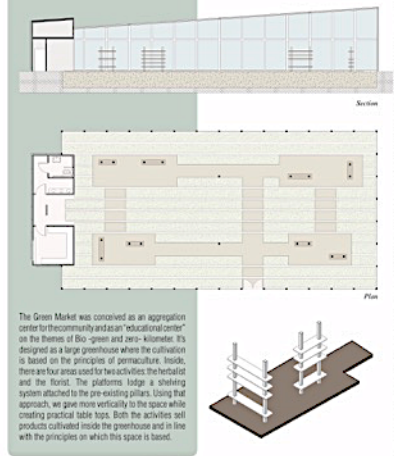
The main concept is fog, one of the most representative natural phenomena typical of Milan and the plain environment. We approached to this concept in two different ways: the first one is related to the past, where memories allow the visitor to live introspective experiences through the Meditative Garden. The second way is about future, in terms of offering a new way to live Bovisio through a different use of greenhouses, spreading community activities like the Green Market.

**MEDITATIVE GARDEN**



The Meditative Garden is a space designed for meditation and it focuses on the single individual. On the inside, we thought about four bases equipped with single and double seats or large double mattresses. In line with the Japanese tradition (at the basis of the design of this space), at all hours is possible to drink traditional Japanese tea. In addition, three times a day the visitor will be the protagonist of an ephemeral and innovative experience: the tea ceremony 2.0. All the properties and beneficial effects of the tea can be absorbed through the skin.

**GREEN MARKET**



The Green Market was conceived as an aggregation center for the community and as an "educational center" on the themes of Bio-green and zero-kilometer. It's designed as a large greenhouse where the cultivation is based on the principles of permaculture. Inside, there are four areas used for two activities: the herbarium and the forest. The platforms lodge a shading system attached to the pre-existing pillars. Using that approach, we gave more vertically to the space while creating practical table tops. Both the activities and products cultivated inside the greenhouse and in line with the principles on which this space is based.

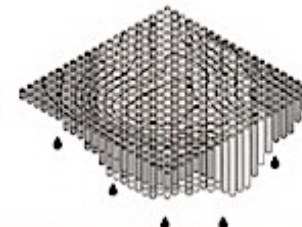
**1\_ SPATIAL-INTERIOR-SCAPE | SPATIAL DESIGN LOGIC**



**EXTERIOR SCAPE**

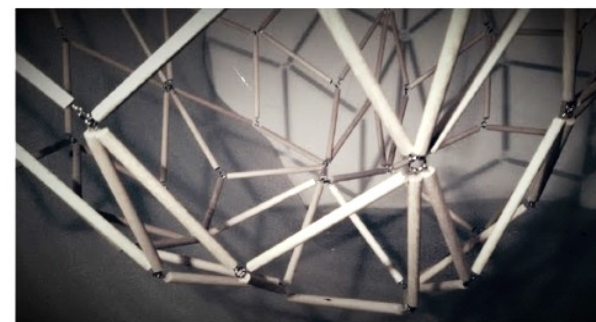
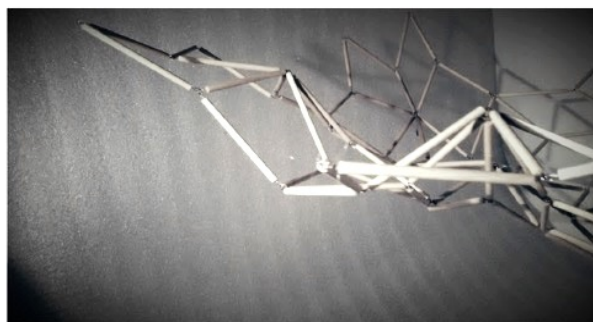
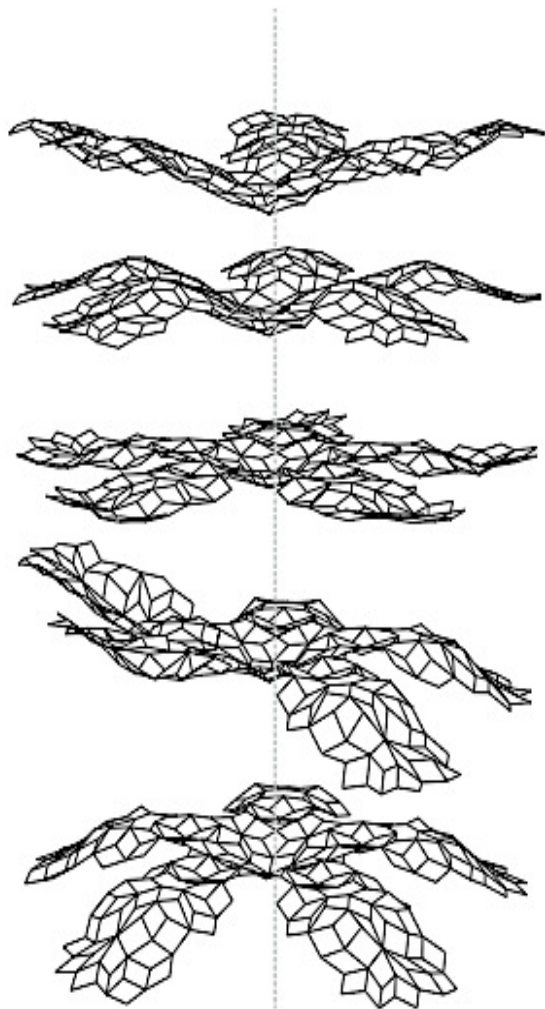
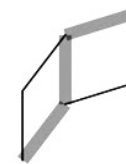
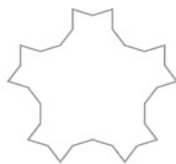
0\_ CRONOTOP | PROJECT STRATEGY

Interdisciplinary Workshop\_ *Cimate performance. Public art in the Age of Climate Change\_ MSP Leading*



TECHNOLOGICAL DESIGN | Public center

Deformazione Tramite modellazione tridimensionale





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VIDEO 2\_ DESIGN STUDIO 3\_ SCALO FARINI



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VIDEO 3\_ INTERDISCIPLINARY WORKSHOP\_ MSP





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# WELCOME TO INTERIOR AND SPATIAL DESIGN

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