

MADE PROGRAM

madeprogram.it

/PRODUCT DESIGN
/INTERIOR DESIGN
/PHOTOGRAPHY
/GRAPHIC DESIGN
/VIDEO EDITING
/ANIMATION & CGI
/ART FOR VIDEOGAME
/TEXTILE DESIGN



Design
Visual Arts
Fashion
Animation
& CGI

M
A —DE
Program

Accademia
di Belle Arti
Rosario Gagliardi
Siracusa

**MADE PROGRAM IS THE NEW
PROJECT OF THE 'ROSARIO
GAGLIARDI' ACADEMY OF FINE
ARTS IN SYRACUSE, SICILY.**

**MADE AS "PRODUCT"
OR "MANUFACTURED".**

**MADE PROGRAM,
AS MEDITERRANEAN
ARTS & DESIGN PROGRAM.**

MADE Program is the first academy of its kind in Italy that aims to work at the intersection of design, art, craftsmanship, and local cultural traditions, creating an operational platform based in the South of our country, in Syracuse, reinvesting in a region too often neglected.

From the start, the MADE Program has invested resources and energy in building strong international programs and institutional relationships. Faculty from different parts of the world, exchange programs with foreign universities, and a Summer School conducted exclusively in English make the MADE Program a first step in a potentially limitless journey of professional development.

MADE Program aims to make high-quality, international education accessible to a large number of people, even in areas typically overlooked by mainstream education. That's why our fees are lower than those of other private academies in Italy, and that's why we are willing to offer scholarships to our most talented students.

Syracuse (UNESCO World Heritage Site) - and more broadly Sicily - with its rich historical background, provide an ideal setting for establishing an Art Academy. The strategic location in the heart of the Mediterranean and close to the rest of Europe, combined with its relative 'isolation' from conventional contemporary art, architecture, and design hubs, creates perfect conditions for fostering creativity.

**MADE Program is legally recognized
by the Ministry of Universities
and Research (MUR) and awards degrees
equivalent to university Bachelor's
degrees. These degrees provide access
to recruitment to the public sector and
Master's Program degrees.**

**MADE Program.
Made in Sicilia.**



madeprogram.it



REFLECTION, CRITICAL THINKING, AND ENGAGEMENT

Students will be encouraged to engage with new technologies while also re-evaluating their roles within the contemporary context. This involves reflecting on how we design, create, and “consume” the objects, spaces, and images that surround us.

The MADE Program offers a comprehensive five-year educational cycle (3+2), structured into a series of courses designed with strong coherence in both pedagogical approach and content.

WHAT WE OFFER

FOUNDATION YEAR

DURATION: 1 YEAR
CREDITS: 60 ECTS
LANGUAGE: ENGLISH

/ The Foundation Year in Arts and Design offers international students intending to enroll in an Italian university the opportunity to improve their knowledge of the Italian language and culture, while gaining foundational understanding of art, design, and architecture in Italy.

INTERNATIONAL YEAR

DURATION: 11 MONTHS
CREDITS: 60 ECTS
LANGUAGE:
ENGLISH/ITALIAN

/ The International Year One offers students the opportunity to enroll in the first year of a Bachelor's Degree with courses delivered in English. The pathways:

- / DESIGN
- / VISUAL ARTS
- / FASHION DESIGN

4 BACHELOR'S DEGREE PROGRAMS

DURATION: 3 YEARS
CREDITS: 180 ECTS
LANGUAGE: ITALIAN

- / DESIGN
- / VISUAL ARTS
- / ANIMATION & CGI
- / FASHION DESIGN

1 MASTER'S DEGREE PROGRAM

DURATION: 18 MONTHS
CREDITS: 120 ECTS
LANGUAGE:
ENGLISH/ITALIAN

- / NOMAD PROGRAM
ØKM APPLIED CRAFT AND DESIGN

SUMMER SCHOOL

DURATION: 2 WEEKS
CREDITS: 3 ECTS x WEEK
LANGUAGE: ENGLISH

/ MADE Summer is the free residential Summer School offered by the MADE Program, open to students who have completed the 4th or 5th year of high school (from any school) and are interested in the fields of art and design.

WHY MADE?



MADE Program offers a **unique educational experience** that equips students with the necessary skills to excel in today's highly competitive global creative industries. Our institution brings together an international student body and faculty, comprised of distinguished professionals and scholars from leading European institutions. In this rich academic environment we aim to facilitate **cross-cultural exchange and learning**, and provide an education grounded in both academic theory and praxis.

www.madeprogram.it
info@madeprogram.it

Situated in Siracusa, part of the culturally vibrant region of **Sicily**, MADE Program immerses students in a historical and creative landscape. The island's rich heritage and traditions serve as an inspiring backdrop, encouraging students to integrate cultural context into their creative practices. Furthermore, the academy's emphasis on the interplay between **local culture and global design perspectives** ensures that students are equipped to tackle both regional and international challenges with innovation and adaptability. This is why all the programs provide several extracurricular activities including museum visits, workshops, collaborations with external entities, and study trips that foster experiential learning.

MADE Program welcomes **students from all over the world**, offering them a chance to live an experience of personal and professional growth, enhancing their academic education while learning a new language, being immersed in a new culture, where they can explore its traditions and customs. Both bachelor's and master's programs at MADE emphasize practical learning, providing hands-on experience with materials, processes, and communication strategies. Students work on personal and collaborative projects with real-world applications, often partnering with companies, communities, and public institutions to address contemporary challenges.



FOUNDATION YEAR IN ARTS & DESIGN

The ideal preparation for your undergraduate degree in Arts and Design in Italy.

CREDITS
60 ECTS

2 OPTIONS
FALL TRACK
SPRING TRACK

ABOUT THE PROGRAM

The **Foundation Year in Arts and Design** offers international students aspiring to enroll in an Italian university the opportunity to improve their proficiency in the **Italian language** and deepen their understanding of Italian culture, while studying the fundamental concepts of **art, design, and architecture** in Italy.

The program is available in two options:

/ FALL TRACK

Start date: September
Duration: 9 months on-site
660 academic hours

/ SPRING TRACK

Start date: January
Duration: 6 months on-site
420 academic hours

Upon successful completion of the program, students will obtain the **CILS B2 certification** (Certification of Italian as a Foreign Language) and earn **academic credits** recognized by the Italian Ministry of Education, which are valid for **enrollment in Italian undergraduate degree programs**.

Completion of the Foundation Year grants students **direct admission to any of the Bachelor's degree programs offered by the MADE Program**. Alternatively, students may choose to apply to other universities or design academies in Italy.

Admission requirements may vary depending on the chosen institution, and students may be required to submit additional documentation or pass an entrance examination to gain entry into their selected program.

FOUNDATION YEAR

PREREQUISITES FOR ENROLLMENT

Students applying to join the **Foundation Year program** should provide the following documents:

- Secondary school leaving certificate or diploma
- English language B1 - *lower intermediate* level certificate (IELTS 4.5, Cambridge PET or equivalent)

PROGRAM FEES

SPRING TRACK: 6-month on-site program

January – June 2026

Tuition Fee: € 5.600

Application Fee: € 350

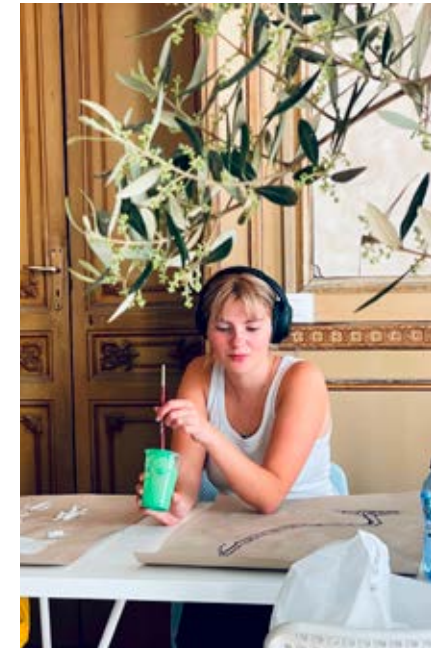
FALL TRACK: 9-month on-site program

September 2026 – June 2027

Tuition Fee: € 7.500

Application Fee: € 350

For more information about the international programs, the application process and deadlines, please [click here](#) and check our website.



INTERNATIONAL YEAR ONE

PROGRAM IN DESIGN, FASHION AND VISUAL ARTS

The best way to learn in English,
earn University credits and
progress to the 2nd year of your
Bachelor's Degree

CREDITS
60 ECTS

3 PATHWAYS
DESIGN
VISUAL ARTS
FASHION & TEXTILE DESIGN

ABOUT THE PROGRAM

The International Year One is an **11-month program** that offers students a unique opportunity to enroll in the first year of a Bachelor's Degree in Design, Fashion, or Visual Arts, with courses delivered in English.

Throughout the program, international students also participate in **Italian language classes**, enabling them to reach the proficiency required to continue their studies, engage with the local community, and pursue professional opportunities in Italy. An official CILS or CELI Italian language certification is awarded upon successful completion of the program.

The International Year One provides university-level academic credits recognized by the Italian Ministry of Education and facilitates **direct admission** to the second and third years of Bachelor's degree programs at MADE Fine Arts and Design Academy. Alternatively, students may apply for credit transfer to other universities, fine arts academies, or design schools across Italy.

Scholarships are available to all students who choose to continue into the second and third years of the Bachelor's degree at the MADE program, providing a 50% waiver on the annual international tuition fees. Additionally, students have the option to participate in the MADE LABS International Summer School in July.



PREREQUISITES FOR ENROLLMENT

Applicants to the **International Year One** must submit the following:

- Secondary school leaving certificate or diploma (minimum 12 years of education)
- English language B2- *intermediate* level English language certificate (IELTS 5.5, Cambridge First, or equivalent)
- A letter of motivation

PROGRAM FEES

Tuition Fee: € 8.100

Application Fee: € 350

Fees are payable in three installments.

For more information about the international programs, the application process and deadlines, please [click here](#) and check our website.



BACHELOR'S PROGRAMS

All three-year programs of the MADE Program award a Three-Year Academic Diploma equivalent to a Bachelor's degree, accredited by the Ministry of Universities and Research (MUR).

CREDITS
180 ECTS



DESIGN

18

The Bachelor's course in Design, DESIGN FOR THE PLURIVERSE, views the discipline of design as a tool for creating new products and communication strategies that can play a crucial role in driving processes of change within society, production, and the economy.



VISUAL ARTS

28

The Bachelor's course in Visual Arts, VISUAL REALITIES, examines the role that photography and visual representation play in the contemporary cultural landscape and explores their potential to act as powerful catalysts for change.



ANIMATION & CGI

38

The Bachelor's course in Animation & CGI (Computer-Generated Imagery), DIGITAL STORIES, is the first educational program designed to prepare professionals in the fields of digital animation, video games, and audiovisual production.



FASHION

48

The Bachelor's course in Fashion Design, FEELING MATTER, approaches textile and fashion design with a focus on the product, its processes, and its components. It places particular emphasis on teaching both artisanal and industrial techniques, and on developing creativity that is free from preconceived notions, enabling the generation of innovative solutions in the contemporary landscape.

DURATION
3 years

LANGUAGE
Italian

DEGREE
BA - Bachelor's Degree
First Level Academic Diploma

CREDITS
180 ECTS

PRODUCT
DESIGN
ENVIRONMENT
DESIGN
3D MODELING
GRAPHIC
DESIGN

BACHELOR'S DEGREE

DESIGN

for the
Pluriverse

THE BACHELOR'S COURSE
IN DESIGN, *Design for the Pluriverse*
- DEVELOPED IN COLLABORATION
WITH *Studio Formafantasma*,
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.



Can design improve people's lives?



EDUCATIONAL OBJECTIVES

The course is designed to tackle contemporary global ecological challenges by integrating the study and application of both advanced production systems and digital technologies with traditional and artisanal methods. Students will engage in working with materials, graphics, photography, and video, while designing innovative products and communication systems. The program also emphasizes the need to reassess the designer's role, encouraging students to embrace the principles of 'productive ecology.' This involves pursuing meaningful design practices, challenging conventional stereotypes, rediscovering environmentally sustainable methods, and promoting new forms of dialogue.

PROFESSIONAL OPPORTUNITIES

Graduates of the program will be well-prepared to pursue careers within the European design sector, whether as independent professionals in design studios and firms specializing in product design, service design, and visual and multimedia communications, or within public and private institutions, including educational organizations. The program also provides a strong foundation for further advanced studies at the Master's level, both domestically and internationally.



KEY MODULES

Product Design, Environmental Design, Design Methodology, Technical and Design Drawing, Pattern Making, Digital 3D Modeling, Contemporary Art History, History of Applied Arts, Urban Design, Graphics, Photography, History of Architecture, Interior Architecture, Territorial Analysis and Landscape Design, Exhibition Design, Data Visualization, Video Shooting and Editing Techniques, Phenomenology of Contemporary Arts, Computer Science, English Language.

Software: Suite Adobe (Indesign, Illustrator, Photoshop, Lightroom, Premiere Pro, XD, After Effects), Rhinoceros 3D.



1ST YEAR: I AM

The first year focuses on discovering yourself as a young designer. You will explore your identity through materials, colors, shapes, and images. The educational approach will blend theory and practice, with even the most academic lessons translated into exercises that help you understand the potential and challenges of the fundamental tools of design. This year will also mark the beginning of developing your own visual and design language.

2ND YEAR: YOU ARE

The second year is dedicated to engaging with others. You will be required to apply what you learned in the previous year to design objects or communication tools for other people. Specifically, you will be guided to develop greater formal, compositional, and contextual awareness of where your design will be implemented. Instructors will not only encourage you to learn from them but also to question the status quo and develop original and innovative ideas.

3RD YEAR: WE ARE

The third year is dedicated to the development of your thesis research. You will decide whether to focus on product design, spatial design, or visual communication. You will be expected to view your design work as part of a larger and more complex system. For example, if you are designing an oak chair, your role will involve understanding how the timber industry operates, how forests grow, and designing an object or production system that incorporates biodiversity into an industry that is becoming increasingly homogenized. This objective may also be achieved by creating a visual communication system that makes the relationship between the economy, resource exploitation, and climate change more engaging and comprehensible for users.



THE FACULTY

Andrea Anastasio, Carlo Maria Beretta, Alessandro Brandino, Roberto Maria Clemente, Mauro Colapicchioni, Roberto Vito D'Amico, Martina Distefano, Francesco Faccin, Veronica Fazzina, Duilio Forte, Fabrizio Foti, Danilo Garro, Francesca Gattello, Carlo Alberto Giardina, Franco La Cecla, Leda Li Pira, Francesco Lucifora, Luca Marullo-Parasite 2.0, Alessandro Mason, Angelo Micciulla, Nathalie Opris, Moncada Rangel, òbelo ÷, Stefania Pennacchio, Francesco Santoro, Massimo Siragusa, Martina Taranto



3D Thinking: Thought - Gesture - Reiteration
in the 3D ceramic project,
in collaboration with WASP3D



La Forma del Pane, a two-week course held with students from Montana State University coordinated by the designer Federica Elmo, explored bread as both a metaphor and a tangible form of relation, culminating in a sculptural installation made entirely of bread.



DURATION
3 years

LANGUAGE
Italian

DEGREE
BA - Bachelor's Degree
First Level Academic
Diploma

CREDITS
180 ECTS

BACHELOR'S COURSE

PHOTOGRAPHY

GRAPHIC
DESIGN

ILLUSTRATION

VIDEO

EXHIBIT
DESIGN

ARTI VISIVE

Visual Realities

THE BACHELOR'S COURSE
IN VISUAL ARTS, *Visual Realities*,
COORDINATED BY *The Cool Couple*,
EXAMINES THE ROLE THAT
PHOTOGRAPHY AND VISUAL
REPRESENTATION PLAY IN THE
CONTEMPORARY CULTURAL LANDSCAPE
AND EXPLORES THEIR POTENTIAL
TO ACT AS POWERFUL DRIVERS
OF CHANGE.



How does technological convergence influence the production of images?

EDUCATIONAL OBJECTIVES

Visual Realities is a program structured around the foundational principles of the MADE Program, applied to the field of visual storytelling. It operates at the intersection of graphic design, photography, illustration, and video. The course is designed to prepare students for contemporary contexts and to understand the role of visual arts within an ever-evolving cultural landscape.

The program includes both theoretical instruction and practical workshops. These components focus on:

Identification and Exploration >

Investigating sources related to imagery that can serve as direct or indirect inspiration for new projects.

Global Dynamics > Examining and experimenting with the dynamics of a globalized society.

The goal of the course is to rethink and enhance methods for designing responsible and contemporary narrative systems.

PROFESSIONAL OPPORTUNITIES

In recent years, there has been a significant evolution in the role of those who express, communicate, and narrate through images. Today, these individuals are involved not only in producing artifacts but also in shaping scenarios and streams of ideas that contribute to social changes.

The aim of the course is to train young professionals who can engage effectively with industry realities, as well as with institutions, public and private organizations. The course focuses on contributing to the revitalization of the environments they observe, both in their own local areas and in diverse, distant geopolitical contexts.

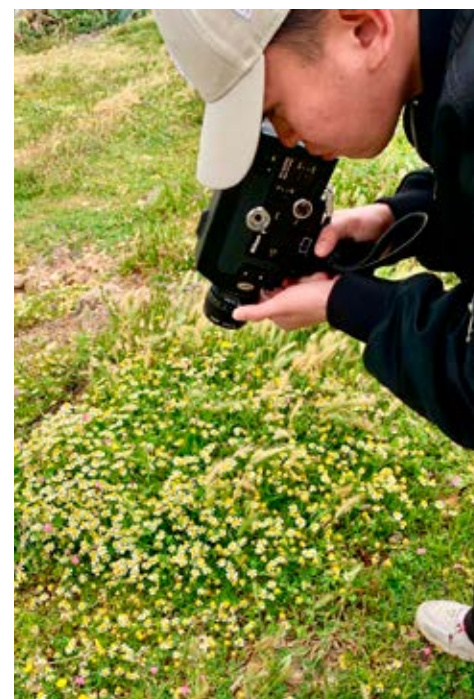


KEY MODULES

Photography, Graphic Design, Design Methodology, Artistic Anatomy, Drawing, Illustration, Modern Art History, Contemporary Art History, Philosophy of Images, History of Visual Communications, History of Photography, Iconography, Aesthetics, Storytelling, Editorial Design, Branding, Exhibit Design, Display Design, Data Visualization, Video Shooting and Editing Techniques, Directing, Computer Science, English Language.

Software:

Suite Adobe (Indesign, Illustrator, Photoshop, Lightroom, Premiere Pro, Xd, After Effects)



Students on the set of the Academy's advert "L'iscrizione" directed by Elita Montini during the course of Audiovisual Technologies.



1ST YEAR: I AM

The first year focuses on the relationship between the student, visual arts, and the current cultural context. Knowledge of art and of techniques, such as drawing, photography and graphic design are seen in relationship with studies dedicated to knowledge of ourselves, our intentions, and our artistic capacities.

Courses are designed with the aim of establishing a balance of tradition and innovation through technical comparisons of “historical” techniques, such as drawing, and contemporary procedures, such as information technologies and artistic design.

The aim is twofold: to consolidate the cultural bases for the artist-in-training and to initiate the student’s individual development of their personal artistic profile.



2ND YEAR: YOU ARE

The second year examines the landscape of modern and contemporary art, introducing theoretical subjects (Aesthetics, Philosophy of the Image) and practices (Photography, Computer Graphics and Video) that allow students to explore the forms of these new vocabularies and their semiotic significance in society.

To this end, encounters with artists in seminars and workshops, and assignments involving site-specific projects will engage students in a process of self-analysis of their own artistic capacities and, more generally, of the role of art in contemporary society.



THE FACULTY

Raffaele Ariano, Riccardo Bellistri, Cosimo Bizzarri, Giovanna Brambilla, Giuseppe Buzzotta, Leonardo Caffo, Roberto Maria Clemente, Mauro Colapicchioni, Matteo Cremonesi, Giulia Conoscenti, Roberto Vito D'Amico, Alessio D'Ellena, Federica Di Giacomo, Giorgio Di Noto, Martina Distefano, Fabrizio Foti, Danilo Garro, Carlo Alberto Giardina, Franco La Cecla, Orazio Leogrande, Leda Li Pira, Francesco Lucifora, Luca Marullo - Parasite 2.0, Elita Montini, Nomadica, òbelo ÷, Søren Rønholt, Massimo Siragusa, Simona Squadrito, The Cool Couple, Maria Vittoria Trovato

3RD YEAR: WE ARE

The third and last year brings students to the final phase of their training. Further studies in Performative Techniques for the Visual Arts, Cultural Anthropology and Media Direction provide students with a broader outlook on the cultural and professional opportunities and roles available to the artist in today’s society.

The degree thesis will function as a conceptual umbrella and catalyst to bring together the disciplines, concepts, and experiences explored during the three years of the program.

The thesis has the dual purpose of developing the students’ artistic and professional profiles and allowing them to explore the innumerable opportunities for affecting the culture and economy of their local habitat.



DURATION

3 years

LANGUAGE

Italian

DEGREE

BA - Bachelor's Degree

First Level Academic

Diploma

CREDITS

180 ECTS

DIGITAL
STORYTELLING

3D MODELLING

DIGITAL
ANIMATION

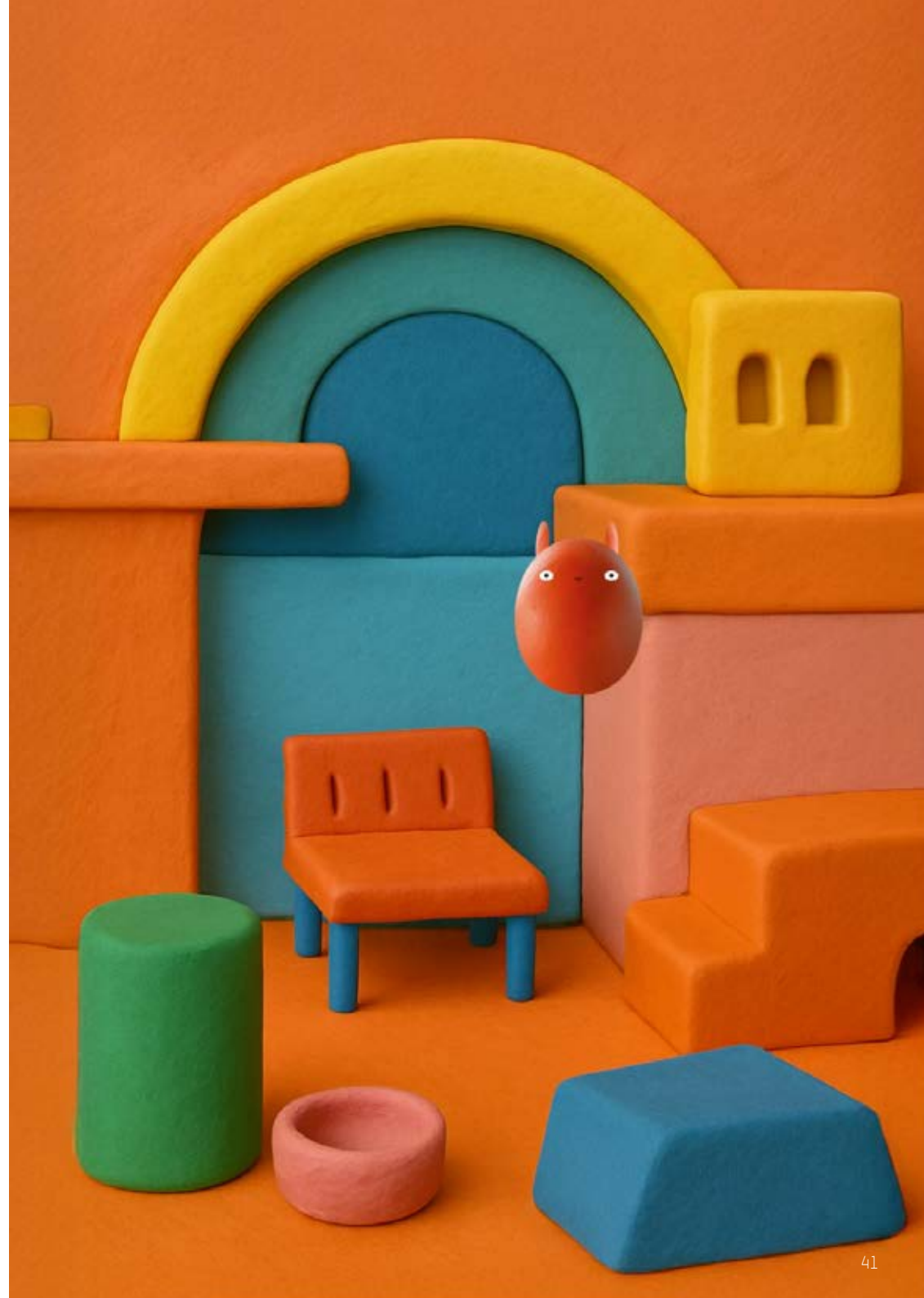
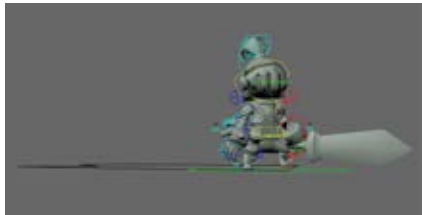
CGI

ART FOR
VIDEOGAME

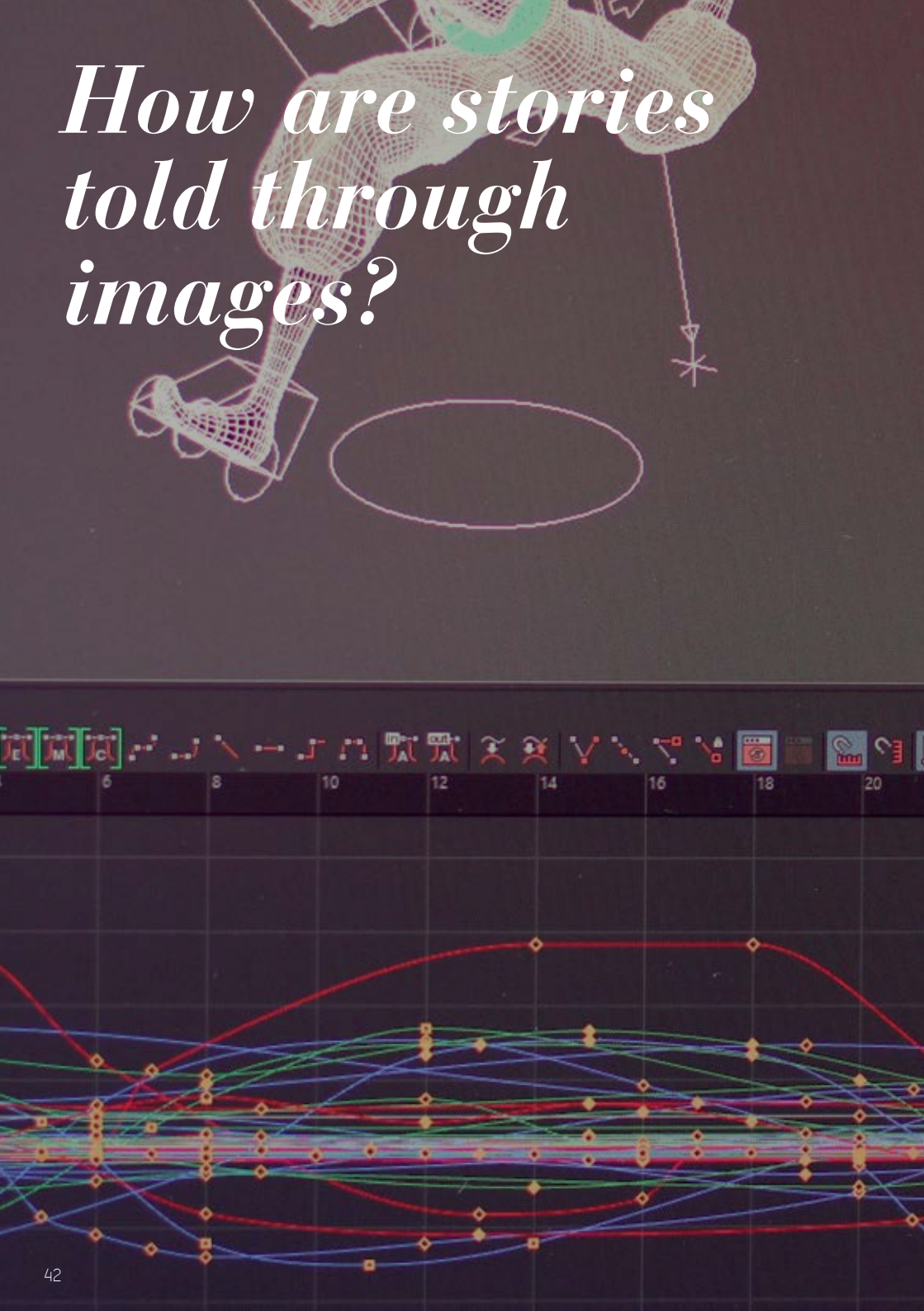
BACHELOR'S COURSE

ANIMATION & CGI Digital Stories

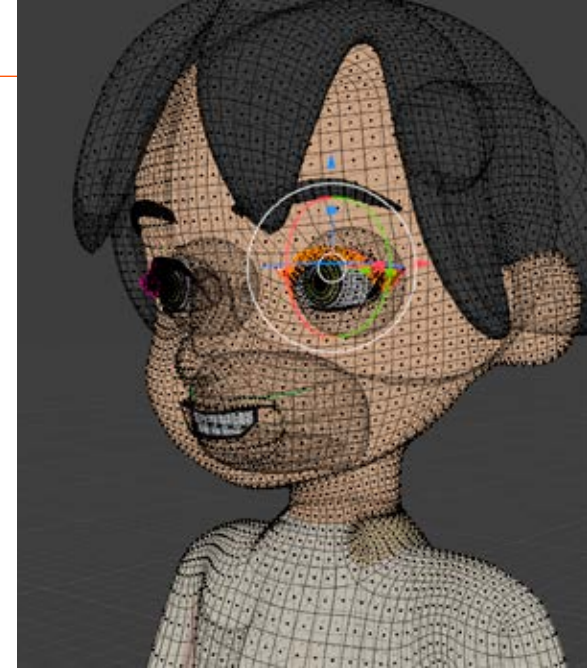
THE BACHELOR'S COURSE
IN ANIMATION & CGI, *Digital
Stories* - DEVELOPED IN
COLLABORATION WITH *Red Raion*
- IS THE FIRST EDUCATIONAL
PROGRAM DESIGNED TO TRAIN
PROFESSIONALS IN DIGITAL
ANIMATION, VIDEO GAME DESIGN,
AND AUDIOVISUAL PRODUCTION.



How are stories told through images?



EDUCATIONAL OBJECTIVES



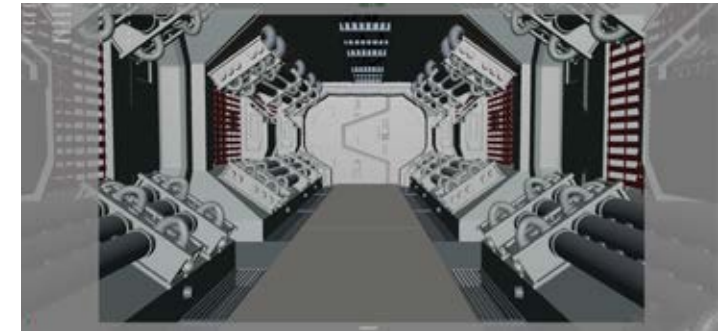
This innovative course aims to create professionals who are immediately ready to enter the fields of animation and video games, which are currently among the most promising in terms of job opportunities.

The program covers the entire pipeline of developing animated audiovisual products, both pre-rendered and real-time, with a strong narrative component. The curriculum is structured around the key phases of an animation project's life cycle, providing in-depth knowledge of all aspects of computer graphics that influence development, as well as the fundamentals of game design for real-time animated projects.

Courses range from concept art and storyboarding to character design, digital modeling and sculpting, animation, directing, special effects, and post-production.

Upon completion of the program, students will be equipped to work in teams of any size for the production of 2D and 3D animations, films, or video games, or to create prototypes in industrial settings.





PROFESSIONAL OPPORTUNITIES

Computer-generated animations are now integral to many aspects of our lives. Graduates of this program will be well-prepared to work in the entertainment and audiovisual production industries. Their versatile skill set will enable them to operate across a broad range of sectors, including digital animation for web and marketing, audiovisual production for film and animation, special effects, video games, television, advertising, education, and industrial prototyping, among others.



KEY MODULES

Digital Storytelling, Creative Writing, Storyboarding, Photography, Color Theory, Character Design, Environment Design, Computer Graphics, Modeling, Rigging, Animation, VFX, Lighting, Contemporary Art History, History of Digital Publishing, History of Film and Video, Digital Sculpting, Game Design, Linear Audiovisuals, Web Design, Editorial Design, Media Theory and Methodology, Phenomenology of Contemporary Arts, Audiovisual Documentation Techniques, Visual Communication Design Methodology, Directing, Sound Design, Computer Science, English Language.

Software: Suite Adobe (Indesign, Illustrator, Photoshop, Lightroom, Premiere Pro, XD, After Effects), Zbrush, Maya, Blender, Unreal Engine.



THE FACULTY

Raffaele Ariano, Riccardo Bellistri, Jessica Catania, Roberto Maria Clemente, Mauro Colapicchioni, Giulia Conoscenti, Federica Di Giacomo, Martina Distefano, Danilo Garro, Carlo Alberto Giardina, Orazio Leogrande, Francesco Lucifora, Emilio Messina, Angelo Micciulla, Elita Montini, Alessio Romeo, Vittorio Scivolo, Giuseppe Spina e Giulia Mazzone – Nomadica, Simona Squadrito, Maria Vittoria Trovato

1ST YEAR: TELLING STORIES THROUGH IMAGES

During the first year, students gain a foundational understanding of the pre-production phase of an animation project. This includes learning creative writing, storyboarding, concept art, and character design, as well as mastering techniques in art direction and digital photography, which are essential for managing sets, cameras, and lighting.



2ND YEAR: AUDIOVISUAL PRODUCTION

In the second year, students focus on the production phase of an animation project, engaging with increasingly complex outputs.

During this period, they refine their skills by applying techniques in both organic and inorganic digital modeling, character and environment animation, camera animation, and real-time audiovisual design.

Practical application of these skills is assessed through project briefs provided by companies and simulations, allowing students to tackle tasks similar to those they will encounter in their professional careers.



3RD YEAR: POST-PRODUCTION AND PORTFOLIO DEVELOPMENT (DEMO REEL)

The third and final year of the program is dedicated to refining the skills acquired through direction and post-production, and to developing a personal thesis project, which is a crucial element for entering the job market.

The core of the thesis project is the creation of a demo reel—a video portfolio that, along with the resume, serves as a “calling card” for job applications.

This phase allows each student to focus on their area of specialization, aiming to consolidate their growth and secure a position that aligns with their skills and career aspirations.



DURATION

3 years

LANGUAGE

Italian

DEGREE

BA - Bachelor's Degree

First Level Academic

Diploma

CREDITS

180 ECTS

**FASHION
DESIGN**

**TEXTILE
DESIGN**

**MATERIAL
DESIGN**

BACHELOR'S COURSE

FASHION

Feeling
Matter

THE BACHELOR'S PROGRAM IN
FASHION DESIGN, *Feeling Matter*
— COORDINATED BY *Lottozero* —
FOCUSES ON TEXTILE AND FASHION
DESIGN WITH A PRODUCT-ORIENTED
APPROACH, EMPHASIZING BOTH
PROCESSES AND COMPONENTS.

THE PROGRAM PLACES SIGNIFICANT
IMPORTANCE ON TEACHING BOTH
ARTISANAL AND INDUSTRIAL
TECHNIQUES WHILE FOSTERING
A CREATIVITY UNBOUNDED BY
PRECONCEIVED NOTIONS, AIMING TO
GENERATE INNOVATIVE SOLUTIONS
IN THE CONTEMPORARY LANDSCAPE.





*Is it possible
to modernize
an ancient
practice such
as weaving?*

EDUCATIONAL OBJECTIVES

The program aims to develop a designer specialized in the textile and fashion sector, with a deep understanding of the product, its constituent components, and its production processes. The goal is to cultivate a designer who can propose innovative, original, and sustainable solutions, considering both contemporary socio-cultural and production contexts.

Students are encouraged to discover their own methods of design and creative expression through a curriculum that emphasizes experimentation, hands-on laboratory work, and the mastery of both industrial and artisanal techniques, which represent the excellence of Made in Italy.

PROFESSIONAL OPPORTUNITIES

The program prepares graduates to be highly adaptable professionals with an international outlook, capable of working in various sectors within a diverse production system. This includes tailoring and artisanal workshops, small and medium-sized enterprises, large industries, and agencies requiring specialized skills in fashion and communication.

The curriculum provides a strong foundation for advanced studies at the master's level, including in international contexts.



KEY MODULES

The curriculum includes Fashion Design, Textile Design, Project and Research Methodology, Craft and Industrial Textile Techniques, Pattern Making and Tailoring, Visual Communication, Color Theory, Presentation and Display, History of Fashion, Fundamentals of Contemporary Art, Basics of Photography, Digital Design Tools, Fundamentals of Graphic Design, Material Technologies and Processes, Drawing and Illustration, and English Language.

Software:

Adobe Suite > *InDesign*,
Illustrator, *Photoshop*,
Premiere Pro, *XD*





THE FACULTY

Andrea Anastasio, Giovanna Brambilla, Roberto Maria Clemente, Mauro Colapicchioni, Giulia Conoscenti, Roberto Vito D'Amico, Juliana De Nicola, Eva Di Franco, Danilo Garro, Elena Ianeselli, Rafael Kouto, Aldo Lanzini, Leda Li Pira, Francesco Lucifora, Luca Marullo – Parasite 2.0, Angelo Micciulla, Alberto Moncada, òbelo ÷, Alessio Palmieri-Marinoni, Andrea Piccione, Coralie Prévert, Giorgia Salvo, Umberto Sannino

1ST YEAR: I AM

During the first year, students acquire the fundamentals of a new vocabulary composed of forms, colors, weights, fibers, textures, images, and sensations, through which they express themselves and begin to develop self-awareness as designers. The theoretical and practical instruction provides a comprehensive body of knowledge that enables students to become proficient with tools and techniques while simultaneously fostering creative thinking through targeted exercises.

2ND YEAR: YOU ARE

Students begin to develop their own perspective, aesthetics, and methodology as designers, facilitated by engagement with others. The experimental approach and skills acquired in the previous year gain coherence and depth as students apply them to projects that consider the relevant context, prompting critical reflection. Opportunities for collaboration will be encouraged through group work and interactions with professionals outside the university environment.

3RD YEAR: WE ARE

In the final year, students visit design studios, workshops, and companies, and undertake a practical learning period at a trade school within the sector. Drawing on these new experiences, they approach their thesis project, which becomes a space for specialization and in-depth exploration of one of the themes addressed during the previous two years related to textile or fashion design. The thesis projects—whether more artistic-conceptual or technically focused—critically or experimentally reflect on the reality of the fashion system, remaining closely connected to the production scenarios students have encountered throughout their studies. Through their final thesis, students assert their distinctive traits and uniqueness as designers.



MASTER'S COURSE

NOMAD PROGRAM

0KM Applied Craft & Design

DURATION

3 SEMESTERS - Full
time

LANGUAGE

English/Italian

DEGREE

Master of Arts - MA
- Second Level
Academic Diploma

CREDITS

120 ECTS

DESIGN METHODOLOGY

MODERN CRAFTS

BUSINESS PLANNING

COMMUNICATION TOOLS



BASED IN SIRACUSA
+ SEVERAL FIELD TRIPS

EDUCATIONAL OBJECTIVES

The MFA in **ØKM Applied Craft and Design** provides a synthesis between an approach to Design rooted in Craft - emphasizing making, community, social regeneration 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.

Encouraging a cross-disciplinary studio environment in which the workshop is a lab to collaboratively explore design and making processes, the MFA in ØKM Applied Craft and Design welcomes students from a wide range of backgrounds to make original work with an applied purpose.



"IT IS NOT ABOUT ADVOCATING
A RETURN TO ARTISANSHIP BUT
RATHER ATTEMPTING
TO PUT THE WORKER IN TRUE
RAPPORT WITH THE MATERIAL
AND THE FORM"
ENZO MARI

ONE PROGRAM, SEVERAL LOCATIONS

The program will have its "heart" in Syracuse (Sicily), while also extending to a network of peripheral locations through a series of NOMAD Workshops, each lasting 4 to 8 weeks.

These locations serve as immersive living laboratories, offering access to local and embodied knowledge, encouraging students to challenge their own theoretical frameworks and develop action-oriented methodologies. The program specifically focuses on neglected areas that are facing the phenomenon of demographic exodus, aiming to tackle the impoverishment of essential services and instigate a process of biocultural regeneration.

These workshops have the aim to:

- > **Explore models of sustainable development** integrating the identification of local goals and needs, the analysis of possible co-created solutions and the fabrication and installation of a finalized intervention;
- > **Building the resilience of small rural centers** by focusing on demographic decline, weak agricultural economy, demographic aging, and lack of educational and cultural services, generating new scenarios of sustainable development based on a "Zero Kilometers Design" approach;
- > **Revitalize local economies** through professional activities, the support of the economy linked to conscious tourism, the activation of educational services through participatory workshops, and the active inclusion of marginalised inhabitants, for example.

Locations could change from year to year.



SUMMER SCHOOL



MADE SUMMER

MADE Summer is the free residential Summer School offered by the MADE Program, open to students who have completed the 4th or 5th year of high school (from any school) and are interested in the fields of art and design. It consists of two weeks of residential workshops, during which you can contribute, challenge yourself, and begin to familiarize yourself with the working methods you will encounter should you choose to enroll in the MADE Program at the Academy.

All the information about the theme for the upcoming edition and the registration process can be found on our website and Facebook page. Please note: spaces are limited and fill up quickly!

www.madesummer.it

MADE LABS

MADE Labs is an international Summer School organized by the MADE Program for university students and professionals interested in the fields of art, design, and architecture. Every year, educators and creatives from around the world come together in Syracuse to work on a different socially relevant theme, creating a true space for experimentation, sharing, and personal and professional growth.

Past editions have featured some of the most prominent figures in the international scene as instructors and speakers, including Arquitectura G, Ilse Crawford, Erik Kessels, Martí Guixé, Max Lamb, Sabine Marcelis, Point Supreme Studio, Bethan Laura Wood, Andrea Zanderigo, Beatriz Colomina, Mark Wigley, Jan Boelen, Leopold Banchini, Adam Broomberg, Matteo Ghidoni, Fernando Laposse, Emanuele Coccia, Fiona Raby, Izaskun Chinchilla, MAIO Architects, Jorge Penadés, Piovenefabi, and Thomas Thwaites. The program has welcomed 200 students from 28 different nationalities.

www.madelabs.it

Next Edition
Luglio 2027

for info contact
madelabs@madeprogram.it

CONTATTI

MADE PROGRAM | Academy of Fine Arts

legally recognized Rosario Gagliardi

Via Cairoli, 20 - 96100 Siracusa

We are available for online and in-person meetings. More informations about OPEN DAYS are available on our website and social media channels.

 AccademiaDiBelleArtiRosarioGagliardiSiracusa

 @madeprogram
@nomadprogram
@made_labs

 MADE Program Accademia di Belle Arti Siracusa

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Da lunedì a venerdì

9:30-13:00 / 14:00-18:00



madeprogram.it



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