SUPSI

Master of Arts SUPSI
in Interaction Design
Master of Arts SUPSI in Interaction Design
Study Plan

Introduction

Master of Arts SUPSI in Interaction Design

Program Structure

Teaching Methods

Modules and Courses

First Semester

Second Semester

Third Semester

Faculty

Academic Year 2021-2022

Admission and Matriculation Regulations

Master’s (Graduate) Degree Regulations

DACD Implementation Directives

SUPSI Educational Agreement

Information

Helpful Addresses
Introduction

The University of Applied Sciences and Arts of Southern Switzerland (SUPSI), as the other Swiss UASs, performs three interrelated tasks:
- basic training leads to Bachelor’s and Master’s degrees recognized by the Swiss Confederation;
- continuous education, from specialization MAS to ad-hoc education courses;
- applied research projects, technology development, and transfer, in cooperation with companies, institutions, and other universities.

Since its establishment in 1997, SUPSI has its strengths in:
- the bond with its reference territory, thanks to the support to the regional economy and in favor of small and medium-sized enterprises;
- the professional dimension, which is ensured through state-of-the-art, practice-oriented training involving teachers with established professional experience;
- the relationship between applied research and training, promoted by teacher-researchers of the institutes and laboratories;
- teaching offered in parallel with the professional activity, through study programs that can be attended by students who are actively employed during their training;
- internationalization, developed through collaboration agreements and the involvement of lecturers from abroad.

The guidelines that led to the complete revision of the education programs and that govern the design of this Study Plan include in particular:
- the modular design of a Bachelor’s (180 ECTS credits) and Master’s (90 ECTS credits) degree courses, in line with UAS goals and national directives;
- the implementation of training credit systems based on the ECTS model;
- the promotion of student and teacher mobility with the consequent strengthening of European cooperation through quality assurance.

Education Credits (ECTS)
The ECTS (European Credit Transfer System) is the European system for the recognition, transfer, and accumulation of credits. One ECTS credit corresponds to a student workload of approximately 30 hours (lectures, supervised study, and individual study). One academic year corresponds to 60 ECTS credits (1800 working hours).

Qualification
The qualification is awarded to those who certify all modules included in the Study Plan which correspond to 90 ECTS credits of the Master of Arts SUPSI in Interaction Design.
The diploma is recognized at the federal level and constitutes a qualification protected by the Swiss Confederation.

Equal Opportunities
Equal opportunities and the prevention of discrimination are priority objectives at SUPSI, which integrates the gender dimension into its development strategies and management.

Information
For further information, please visit the SUPSI website at www.supsi.ch.
Master of Arts SUPSI in Interaction Design

Head of the Master Program: Massimo Botta

The Master of Arts (MA) SUPSI in Interaction Design combines design thinking, prototyping techniques, digital fabrication, programming, and physical computing in one study program addressing the realization of projects in which the interaction between the design culture and the technological development allows to generate design-driven innovations.

The master offers students specialized knowledge and skills of interaction design. A pragmatic problem-solving approach to design is applied in a laboratory environment. Peer-to-peer learning, iterative processes, and the rapid prototyping of various solutions qualify the students to pursue careers in industry, research centers, and design practices, wherever technological innovation and design meet.

The study program covers three semesters: it is structured in modules offering a variety of design, methodological and technical courses.

The first semester focuses on in-depth courses and workshops about the Fundamentals of Interaction Design, whereas the second semester is dedicated to project-based learning about Designing Advanced Artifacts, Designing Advanced Environments, and Designing Advanced Services.

The third semester is entirely dedicated to the thesis project: students have the opportunity to do hands-on research on their own project and develop their competencies through an internship in a company.

The Master Program

The master’s program in Interaction Design offers to graduate students advanced professional training that combines the design culture with technological innovation and social change. As a master’s education, the program in Interaction Design merges knowledge coming from the design disciplines in a unique profile able to set new thinking in design, technological innovation, and human needs. For this reason, the program has a multidisciplinary perspective and it is conceived as the result of an original set-up of three domains:

1. the Design Domain: the systemic thinking to face global challenges, the adoption of human-centered design methodologies to respond to major social issues, and the practice of design to define a better future;

2. the Technical Domain: composed of those cutting-edge technologies driving design innovation, the impact of the digital transformation on society and organizations, and business models to provide the entrepreneurial feasibility of design solutions;

3. the Social Domain: the intellectual, critical, and social role of the designer, where design answers human needs and rights considering three emerging topics: the information society, sustainable development, and the common good.

The master program merges these domains in a specific curriculum, where Interaction Design is the key element for the conception and creation of Advanced Artifacts, Environments, and Services.

Objectives

The goal of the Master of Arts SUPSI in Interaction Design is to train skilled designers who work in interdisciplinary design teams in the most creative and innovative industries.

The master responds to the demands of the market for designers who are able to tackle the digital transformation within firms and industries. In particular, the study program allows students to develop design, methodological, technical, strategic, and relational skills.

The master meets the innovation economy by training professionals qualified to design products and services focused on human needs and desires, make use of cutting-edge technologies, and promote new business models.
Competences and Skills
The master's degree program offers students the opportunity to acquire specialized knowledge, skills, and design methods that can be applied for research and problem-solving. Moreover, students have the opportunity to learn how to build working prototypes to test their ideas. This set of skills qualifies the students to undertake professional careers at consulting agencies, companies, and research centers at the intersection between design and technology.

The Master of Arts SUPSI in Interaction Design allows students to learn the following core competencies and skills:

Analysis and Research Methods
To acquire knowledge about Human-Centered Design (HCD) methods, ranging from research to the analysis of the user needs and co-design. To be able to successfully implement the right methods during the project phases and to skillfully apply them according to the context.

Rapid Prototyping
To learn the rapid prototyping techniques by using digital fabrication machines to build working prototypes that can be tested, improved, and communicated by means of incremental iterations.

Understanding of Technology
To become aware of the limits and possibilities of the technology with software programming and electronics to acquire the necessary knowledge to work with engineers and product managers.

Ability to Plan and Develop Complex Projects
To be able to autonomously plan and develop digital services and ecosystems focused on the user experience (UX) for different industries, such as financial services, transportation, consumer electronics, healthcare, telecommunications, media, culture, society, and institutions.

Working in Multidisciplinary Teams and Applying Collaboration Methods
To collaborate with peers from different disciplines and backgrounds; to assign specific tasks and responsibilities according to knowledge, skills, and interests; to improve results and correct mistakes in peer assessment.

Understanding and Defining Business Strategies
To recognize the social and economic relevance of an industrial sector and draw useful information from it in order to pitch a project that responds to a market need. To learn about business models, to tackle and apply strategic design thinking in dialogue with leading managers; to acquire the tools necessary to set up a business plan.

Leadership and Communication Skills
To learn the leadership principles to plan and carry out creative processes within complex organizations. To handle and evaluate various approaches in order to document, articulate and present a project in a convincing and reasonable manner.

Attitude Towards Innovation
To be able to originally combine user needs, cutting-edge technology, and research outcomes to define innovative products, environments, and services.

Critical and Creative Thinking
To develop a critical and personal approach supported by research outputs to sustain the decision-making process. To enhance creative skills thanks to interdisciplinary collaborations and workshop activities.

Professional Profile
The interaction designer conceives and designs innovative products, environments, and services to create a meaningful experience that fulfills human needs, innovates the company’s business, and positively impacts society.

The main skills of the interaction designer are to craft the interaction between human beings and systems, defining behavioral and functional features of technological products, processes, and eco-systems. The duties of an interaction designer include analyzing business strategies, conducting user research, defining the user experience, and creating prototypes to test in real-use contexts to improve or innovate a company's product or service.

They work in multidisciplinary and international teams, wherever innovation and design meet.

Career Prospects
The interaction designer is a professional figure who has career prospects not only within the traditional interaction design fields but also in multidisciplinary sectors which work with system innovation. The interaction designer covers specialized roles, whose professional development can also progress to managerial and executive positions.

Students who complete the Master of Arts SUPSI in Interaction Design will pursue careers at design agencies, industries, and startups worldwide. Students will work on innovative products and services in sectors where the digital transformation represents a competitive advantage, such as:

- design practices in interaction design, product design, digital communication, exhibition design, and architecture;
- international consulting agencies offering complex services and project development where innovation is a competitive advantage;
- digital media and web companies;
- ICT and digital services;
- industries where the digital transformation is a strategic factor for the development of new products and services, such as banking and finance, telecommunications, consumer electronics, automotive, distribution and logistics, health and well-being;
- public and private institutions operating in the cultural, social, entertainment and tourism fields;
- technology start-ups.

Functions
The functions performed by interaction designers vary in relation to the sectors in which they work and, in general, can be considered as specialized or complementary to a specific industry.

The progression of functions held by an interaction designer during their career usually takes place through the transition to the following functions:

- Interaction designer/service designer junior
- Senior interaction designer/service designer
- Design researcher
- Principal interaction/service designer
- Associate creative director
- Creative director
- Executive/Design director
Program Structure

Regarding career prospects, the interaction designer is a recognized professional figure who progresses steadily to higher positions within all organizations, taking on the role of mid-level manager, executive director, or manager.

Admission Requirements
The Master of Arts SUPSI in Interaction Design is addressed to students with creative talent combined with a strong interest in designing the evolution of the technological, social, and cultural context of the near future.

The requirements for acceptance to the Master of Arts SUPSI in Interaction Design are:
- A bachelor's degree in Design (graphic design, industrial design, interior design, media design, web design, etc) or an equivalent diploma.
- Students with a bachelor's degree in fields such as architecture, engineering, humanities, fine arts, and business management are entitled to apply. Their application is subject to the approval of the Board of the Master and it might entail the acquisition of some extra ECTS credits, which can be obtained before or during the program.

Copyright
The inventions or creations made by SUPSI students (who do not have an employment relationship with SUPSI) as part of their degree course are owned by the students who hold the Copyright. The author grants SUPSI the free right of use for academic and communication purposes and the free right to keep a copy in the archives.

The Master of Arts SUPSI in Interaction Design course lasts for 3 semesters and is developed through several teaching modules. The first two semesters are composed of design, methodological and technical courses that require full-time attendance. The third semester coincides with the development of the final thesis project and allows the student to consolidate their professional skills through an internship in a company.

The Master of Arts SUPSI in Interaction Design awards 90 ECTS.

1st Semester
Interaction Design Fundamentals
The first teaching semester provides students with the skills necessary for the practice of interaction design and is organized in design, technical and methodological courses, and intensive design-oriented workshops. The semester offers an introduction to programming and electronics, digital fabrication, user experience design, and research methodologies, equipping students with transversal and multidisciplinary skills.

2nd Semester
Designing Advanced Artifacts, Environments, and Services
The second semester consists of teaching modules that allow students to address specific areas of design through the development of complex projects, the use of cutting-edge technologies, and the adoption of innovative business and entrepreneurship models and strategies.

Designing Advanced Services Module
The module investigates the design of the human experience by defining new systems and processes through the use of multiple touchpoints. The module allows students to design digital services and ecosystems based on user experience (UX), which defines new relationships and interaction patterns in different fields such as media and communication, health and well-being, economic growth, mobility, education, gender equality and inequality reduction, sustainable consumption, social and environmental change.

3rd Semester
The Thesis Project
The third semester consists of one module dedicated to the thesis work and focuses on the development of an applied project, in which the student implements the research methodologies and the technical and design skills acquired during the previous modules to develop innovative solutions in different sectors of industry, society, organizations, economy, and culture and which may be suitable for an entrepreneurial venture (start-up).

The thesis project is carried out with the support of a tutor and through an internship in a company or public or private institution for a period of approximately 4 months. The module does not require a permanent presence on campus but includes some sessions to present progress on the project to the thesis jury.

Designing Advanced Artifacts Module
This module investigates the relationship between humans and the development of new kinds of objects, as well as the structuring of new relationships between the human being and the object through the use of specific technologies. The module offers students the opportunity to design devices to support everyday activities such as work, study, leisure, entertainment, and communication.

Designing Advanced Environments Module
The module investigates the immersion of human beings in a physical environment and their interactions within space. The module offers students the opportunity to explore the design of interactive environments that define the spatial experience in different contexts of use such as the home, urban space, workplace, exhibitions, and site-specific installations for dissemination or entertainment purposes.
The Master of Arts SUPSI in Interaction Design courses are designed to offer quality training for designers and innovators who want to become key players in the next social, technological, and economic transformations. The courses are taught in English to reflect the international vocation of the Master and the multidisciplinary and multicultural working environment.

The curriculum’s educational model adopts approaches, methods, and practices that are aimed at acquiring the knowledge and skills needed to generate product, process, and service innovation.

Teaching takes place mainly in a laboratory environment, characterized by the ‘learning by doing’ approach, where working closely with the teaching staff enables students to acquire skills aimed at transforming ideas into working design solutions and prototypes, to be tested with real users and used for demonstration purposes.

The study program consists of design-driven courses and workshops, methodological and technical courses, and talks and seminars.

The design-driven courses and workshops focus on practical activities and enable students to acquire the fundamental design, methodological and technical skills of the interaction design discipline. They are intended to create a common basis for students from different bachelor’s training programs, to equip them with transversal and shared skills, and an aptitude for multidisciplinary collaboration.

The methodological courses include learning and practicing Human Centred Design (HCD) methodologies, with different levels of depth and complexity. Knowledge of these methodologies enables students to acquire the conceptual and practical tools useful for structuring a creative process: collecting data and information in an organized manner, analyzing the needs of different users, extrapolating evidence to inform the project, setting up and structuring the various design phases with rigor, defining the user experience and the key features of a product, environment or digital ecosystem. The mastery of these methodologies certifies the student’s ability to set up and guide a design process in the most diverse organizations and industries.

Technical courses are always project-oriented. The acquisition of technical and technological skills takes place through the development of projects in which the learning of specific software and hardware programming languages, such as the use of digital fabrication machines, are functional to the achievement of a design goal. Through the technical courses, the student acquires confidence in the use of different technologies and the necessary knowledge to explore new ones.

The project-based courses involve the development of real projects in collaboration with companies and institutions, through which students have the opportunity to tackle challenging research topics and explore the use of cutting-edge technologies. The project activity aims to address methodological and technical skills in a process where it is necessary to know how to achieve project goals, meet user needs, define the user experience and implement specific interactions and technological solutions. The craft of a prototype demonstrating the effectiveness and innovativeness of the project concludes the project process.

The talks and seminars aim to offer an overview of the discipline of interaction design, through lectures by professors, researchers, professionals, and representatives of companies and start-ups from national and international backgrounds. The topics covered are intended to show the breadth of views that make up the interaction design area and provide opportunities for meeting and networking with the key players of creativity and innovation.
First and Second Year

### 1st Semester – Interaction Design Fundamentals

<table>
<thead>
<tr>
<th>Codice</th>
<th>Titolo</th>
<th>ECTS</th>
<th>Ore/Lezioni</th>
<th>Pag.</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID100</td>
<td>Programming and Interactivity</td>
<td>6</td>
<td>52</td>
<td>12</td>
</tr>
<tr>
<td>ID100.01</td>
<td>Creative Coding with P5.js</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID110</td>
<td>User Experience Design</td>
<td>6</td>
<td>97</td>
<td>14</td>
</tr>
<tr>
<td>ID110.01</td>
<td>Designing Digital Experiences</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID120</td>
<td>Digital Fabrication</td>
<td>5</td>
<td>96</td>
<td>16</td>
</tr>
<tr>
<td>ID120.01</td>
<td>Digitally Designed Objects for Fast Prototyping</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID120.02</td>
<td>Documentation and Communication</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID130</td>
<td>Experimental Workshop 1</td>
<td>3</td>
<td>53</td>
<td>19</td>
</tr>
<tr>
<td>ID130.01</td>
<td>Machine Learning for Designers</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID130.02</td>
<td>Documentation and Communication</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID140</td>
<td>Physical Computing</td>
<td>5</td>
<td>98</td>
<td>22</td>
</tr>
<tr>
<td>ID140.01</td>
<td>Creating Tangible Interfaces</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID140.02</td>
<td>Documentation and Communication</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID150</td>
<td>Experimental Workshop 2</td>
<td>3</td>
<td>61</td>
<td>25</td>
</tr>
<tr>
<td>ID150.01</td>
<td>Programming Interactive Objects</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID150.02</td>
<td>Documentation and Communication</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID160</td>
<td>Insights for Interaction Design</td>
<td>2</td>
<td>15</td>
<td>28</td>
</tr>
<tr>
<td>ID160.01</td>
<td>Thematic Seminars and Talks</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Total 1st Semester**: 30 ECTS | 472 Ore/Lezioni

### 2nd Semester – Designing Advanced Artifacts, Environments and Services

<table>
<thead>
<tr>
<th>Codice</th>
<th>Titolo</th>
<th>ECTS</th>
<th>Ore/Lezioni</th>
<th>Pag.</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID200</td>
<td>Designing Advanced Artifacts</td>
<td>7</td>
<td>108</td>
<td>32</td>
</tr>
<tr>
<td>ID200.01</td>
<td>Multimodal User Experience Design in Products</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID200.02</td>
<td>Documentation and Communication</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID210</td>
<td>Designing Advanced Environments</td>
<td>7</td>
<td>66</td>
<td>35</td>
</tr>
<tr>
<td>ID210.01</td>
<td>Building Interactive Installations with the Web Platform</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID210.02</td>
<td>Documentation and Communication</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID220</td>
<td>Designing Advanced Services</td>
<td>7</td>
<td>88</td>
<td>38</td>
</tr>
<tr>
<td>ID220.01</td>
<td>Designing Intelligent Experiences</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID230</td>
<td>Entrepreneurial Skills</td>
<td>5</td>
<td>32</td>
<td>40</td>
</tr>
<tr>
<td>ID230.01</td>
<td>From Project Ideas to Market</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID240</td>
<td>System Thinking Design</td>
<td>2</td>
<td>28</td>
<td>42</td>
</tr>
<tr>
<td>ID240.01</td>
<td>Design for the Social Good</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID250</td>
<td>The Field of Interaction</td>
<td>2</td>
<td>15</td>
<td>44</td>
</tr>
<tr>
<td>ID250.01</td>
<td>Maind-Expanding Seminars and Talks</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Total 2nd Semester**: 30 ECTS | 337 Ore/Lezioni

### 3rd Semester – The Master Thesis Project

<table>
<thead>
<tr>
<th>Codice</th>
<th>Titolo</th>
<th>ECTS</th>
<th>Ore/Lezioni</th>
<th>Pag.</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID300</td>
<td>Master Thesis Project Module</td>
<td>30</td>
<td>560</td>
<td>48</td>
</tr>
<tr>
<td>ID300.01</td>
<td>Thesis Project Definition</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID300.02</td>
<td>Thesis Project Development</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Total 3rd Semester**: 30 ECTS | 560 Ore/Lezioni

**Total Master**: 90 ECTS | 1369 Ore/Lezioni
First Year

1st Semester
ID100

Programming and Interactivity

Module Head:
Fabio Franchino

Semester:
First

ECTS:
6

Module Hours:
52

ID100.01
Creative Coding with P5.js
Teaching Hours: 52
ID100.01
Creative Coding with P5.js

What You’ll Learn
- Basic knowledge in programming topics and creative coding principles
- The basics of the P5.js environment and language

Description
The goal of the course is to give students an introduction to coding with a special focus on graphics programming and interactivity. Every week the students will learn new principles, concepts, and language syntax of programming, using the P5.js environment and editor. The students will practice coding by means of structured exercises with continuous support from the teacher. A project brief will be given to allow the students to put in practice the learned materials, designing and prototyping a personal project that will be evaluated at the end of the course. The course follows the learn-by-doing principle featuring hands-on activities. The approach follows the step-by-step process through incremental exercises.

Format and Assessment
Format: offline and online lectures, individual incremental exercises, intermediate assignments, online support, and mentoring.
Individual-Based Course: the course assignments and the final project will be developed individually.
Examination: final presentation on the last day of the course.

References
References will be provided during the course.

Teacher:
Fabio Franchino
ID110 User Experience Design

ID110.01 Designing Digital Experiences
Teaching Hours: 97

Module Head:
Antonio De Pasquale

Semester:
First

ECTS:
6

Module Hours:
97
What You’ll Learn

- How to design a mobile application starting from the foundation of Digital experiences design
- How to define the end-users, the value proposition, and the key features of a mobile application
- Mobile design principles
- IA, User Flow, and Customer Experience Storytelling (from Ideas to Concept presentation)
- Prototyping mobile App experiences

Description

Since the introduction of the iPhone in 2007 and the widespread use of high-speed mobile networks, smartphones have been our primary way to access information and services related to every aspect of our daily life: from social networks to media, from financial services to transportation, from healthcare to shopping. Great digital experiences today are made possible by providing highly contextual, personalized, and emotional experiences to the customers.

How can we design delightful digital experiences through multiple digital touchpoints, rather than focusing just on a single product or service? How can we create mobile experiences and show relevant information on small screens?

In this course we will learn how to design a mobile application starting from the foundation of Digital experiences design: from defining its end-users, to value proposition and key features definition, building a solid UX framework and Information architecture, and creating a distinctive visual language to design and prototype a modern mobile User Interface.

Students will be given a design brief and will be asked to design, prototype, and test a mobile application. The course will mix online lectures, hands-on activities, and review moments to support students in the learn-by-doing approach through their personal projects.

Format and Assessment

Format: offline and online lectures, intermediate assignments, coaching, and mentoring.
Workgroup-Based Course: the course assignments and the final project will be developed in workgroups of max. 4 students.
Examination: final presentation on the last day of the course.

References

References will be provided during the course.
ID120 Digital Fabrication

Module Head: Marco Lurati
Semester: First
ECTS: 5
Module Hours: 96

ID120.01
Digitally Designed Objects for Fast Prototyping
Teaching Hours: 88

ID120.02
Documentation and Communication
Teaching Hours: 8
ID120.01
Digitally Designed Objects for Fast Prototyping

What You’ll Learn
- Basic principles of parametric CAD
- How to prepare 2D and 3D files for digital manufacturing through laser cutting machines and 3D printers
- How to prototype with digital fabrication tools as interaction designers

Description
The course aims at giving the basis of one of the most widespread and versatile 2D and 3D software, Fusion 360, in order to create digitally designed objects that can be fabricated through fast prototyping machines. The focus of the course is placed equally on CAD theory, Fusion 360 lessons, and practical exercises. The course provides an overview of both the Computer-Aided Design and the Fusion interface. Following the overview, students will design a small 2D file and 3D file of low or intermediate complexity and prepare it for a potential digital manufacturing process.

The main goal is to introduce students to parametric CADs and to explain the different possible approaches based on the desired result. The focus of the course is the useful applications these technologies have for an interaction designer (like simplifying the hacking of existing objects or design new interfaces from scratch), that can be produced with innovative digital technologies, like laser cutting machines, CNC routers, and 3D printers.

Format and Assessment
- Format: offline and online lectures, intermediate assignments, coaching, and mentoring.
- Course: the course assignments and the final project will be developed individually or in small teams.
- Examination: final presentation on the last day of the course.

References
References will be provided during the course.
### ID120.02

**Documentation and Communication**

| What You’ll Learn          | – To document all components of the project developed during the module  
                          | – To refine the documentation for the future portfolio  |
|----------------------------|-------------------------------------------------------------------|
| Description                | The course aims to produce the documentation of the project developed within the module. The student will have to write a description of the project, produce image documentation (digital outputs/screens in the case of digital software or photographs in the case of physical products), a video (the storytelling of the project), the software source files and the hardware schematics, according to the provided examples and guidelines. More specific documentation may be requested depending on the course topic. |
| Format and Assessment      | Students' evaluations will be based on the review of the requested materials. To assess this module, it is mandatory to hand in the project documentation. |
| References                 | References will be provided during the course. |
ID130 Experimental Workshop 1

ID130.01 Machine Learning for Designers
Teaching Hours: 45

ID130.02 Documentation and Communication
Teaching Hours: 8

Module Head: Matteo Loglio
Semester: First
ECTS: 3
Module Hours: 53
ID130.01

Machine Learning for Designers

What You'll Learn

- The fundamental concepts and practical applications of Machine Learning
- A practical way to start using this new technology in your design and creative projects
- An overview of the current tools used in the machine learning prototyping space
- Simple programming tools such as ml5.js, RunwayML, and Wekinator

Description

The acceleration of processing power, large amounts of data, the release of open-source frameworks and research papers are only a few factors that contributed to making artificial intelligence one of the most hyped and interesting trends of the last few years. Machine learning is watching over the devices we use every day, it listens and records our actions, learns our behaviors, and predicts our intentions. There are many branches of AI where designers could have a great impact. So far, the most obvious applications are conversational design, voice interfaces, and natural language, but we are starting to move into more experimental directions. This course provides an introduction to artificial intelligence and its relative creative applications. Participants will learn how to include AI in their projects, and to experiment with some simple tools created for artists and designers. We hear news about artificial intelligence and machine learning almost every day, but what are they exactly, and how can we use them in design practice? We will look into existing projects that use this technology in the fields of art, science, design, and creativity in general. Then we will start to prototype ideas using machine learning as a design instrument. Participants will learn to use existing libraries and prototyping applications hands-on, and many examples will be provided for future reference.

Format and Assessment

Format: offline and online lectures, intermediate assignments, coaching, and mentoring. Workgroup-Based Course: the course assignments and the final project will be developed in workgroups of 3-4 students. Examination: final presentation on the last day of the course.

References

References will be provided during the course.
Teacher: Matteo Loglio

ID130.02 Documentation and Communication

What You’ll Learn
- To document all components of the project developed during the module
- To refine the documentation for the future portfolio

Description
The course aims to produce the documentation of the project developed into the module. The student will have to write a description of the project, produce image documentation (digital outputs/screens in the case of digital software or photographs in the case of physical products), a video (the storytelling of the project), the software source files and the hardware schematics, accordingly to the provided examples and guidelines. More specific documentation may be requested depending on the course topic.

Format and Assessment
Students’ evaluations will be based on the review of the requested materials. To assess this module, it is mandatory to hand in the project documentation.

References
References will be provided during the course.
ID140

Physical Computing

Module Head: Ubi De Feo
Semester: First
ECTS: 5
Module Hours: 98

ID140.01
Creating Tangible Interfaces
Teaching Hours: 90

ID140.02
Documentation and Communication
Teaching Hours: 8
ID140.01
Creating Tangible Interfaces

<table>
<thead>
<tr>
<th>What You’ll Learn</th>
</tr>
</thead>
<tbody>
<tr>
<td>– Fundamentals of electronics</td>
</tr>
<tr>
<td>– Programming tiny computers</td>
</tr>
<tr>
<td>– Sensing the world and reacting to it</td>
</tr>
<tr>
<td>– Creating a project using Arduino boards</td>
</tr>
<tr>
<td>– Prototyping a physical interactive object or experience</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>The course introduces the domain of physical computing for interactive product prototyping. The focus is to create physical modalities and experiences for accessing and manipulating information through sensing artifacts. The course is based on the approach of &quot;learning by doing&quot;: students learn how to design and implement interactive behaviors developing basic prototypes with the Arduino platform. The goal of the course is to learn how to design and implement interactive product behaviors and interfaces through systems based on sensors and actuators controlled by Arduino and electronics. This will be achieved by learning basic notions of physical computing and working with a range of sensors and actuators which can be used and controlled through the use of Arduino as a programmable microcontroller board.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Format and Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Format: offline and online lectures, intermediate assignments, coaching, and mentoring.</td>
</tr>
<tr>
<td>Course: the course assignments and the final project will be developed individually or in small teams.</td>
</tr>
<tr>
<td>Examination: at the end of the course, students present a summary of the project and the prototype.</td>
</tr>
<tr>
<td>Materials: a custom Arduino kit will be provided with a set of sensors and actuators.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Prerequisites</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic knowledge of programming and code structures.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>References</th>
</tr>
</thead>
<tbody>
<tr>
<td>References will be provided during the course.</td>
</tr>
</tbody>
</table>
### ID140.02

**Documentation and Communication**

| What You’ll Learn | – To document all components of the project developed during the module  
|                  | – To refine the documentation for the future portfolio |
| Description      | The course aims to produce the documentation of the project developed into the module. The student will have to write a description of the project, produce image documentation (digital outputs/screens in the case of digital software or photographs in the case of physical products), a video (the storytelling of the project), the software source files and the hardware schematics, accordingly to the provided examples and guidelines. More specific documentation may be requested depending on the course topic. |
| Format and Assessment | Students’ evaluations will be based on the review of the requested materials. To assess this module, it is mandatory to hand in the project documentation. |
| References | References will be provided during the course. |
ID150 Experimental Workshop 2

Module Head: Andreas Gysin

Semester: First
ECTS: 3
Module Hours: 61

ID150.01 Programming Interactive Objects
Teaching Hours: 45

ID150.02 Documentation and Communication
Teaching Hours: 16
### ID150.01
### Programming Interactive Objects

**What You’ll Learn**
- Programming praxis, mainly for the web platform but not limited to it
- An efficient workflow
- Structuring a complete application
- Working with XML/JSON
- Working with text
- Working with pixels
- Working with vectors
- Transposing data to other domains (for example visualization)
- Encoding and decoding information
- Programming for real-time environments

**Description**
What is an interactive system? What is the “goal” of an interactive system? What is the role of the user in such systems? The main activity of the course is guided experimentation with code finalized for a specific assignment. Through a practical approach with a strong focus on code, the students will try to find answers to these questions by programming a complete application.

**Format and Assessment**
- **Format**: online lectures, exercises, support, and mentoring.
- **Course**: the course assignments and the final project will be developed individually or in small teams.
- **Examination**: final presentation on the last day of the course; every student or team will present the projects developed during the course to the class: the concept, the techniques, and the presentation itself will be evaluated.

**Prerequisites**
Basic knowledge of programming (any language) is required. See “Creative Coding” course description.

**References**
References will be provided during the course.
### What You'll Learn
- To document all components of the project developed during the module
- To refine the documentation for the future portfolio

### Description
The course aims to produce the documentation of the project developed into the module. The student will have to write a description of the project, produce image documentation (digital outputs/screens in the case of digital software or photographs in the case of physical products), a video (the storytelling of the project), the software source files and the hardware schematics, accordingly to the provided examples and guidelines. More specific documentation may be requested depending on the course topic.

### Format and Assessment
Students' evaluations will be based on the review of the requested materials. To assess this module, it is mandatory to hand in the project documentation.

### References
References will be provided during the course.
ID160 Insights for Interaction Design

Module Head: Massimo Botta
Semester: First
ECTS: 2
Module Hours: 15

ID160.01 Thematic Seminars and Talks
Teaching Hours: 15
# ID160.01

## Thematic Seminars and Talks

### What You’ll Learn
- The main objective of the lectures is to provide knowledge in interaction design, from broad topics to specific areas and skills.

### Description
The course is organized into a series of seminars and talks that address issues of interest in interaction design. The lectures, taught by invited professors and professionals, have the goal of presenting theoretical and practical knowledge useful for design thinking and practice.

### Format and Assessment
- **Format:** offline and online lectures.
- **Examination:** attendance is mandatory.

### References
References will be provided during the course.

---

**Teachers:**
**Invited Speakers**
52% Garrya Elliptica

74% Garrya Fremontii

90% Acuba Japonica
Water plant

85% Acuba Chinensis

79% Garrya Robusta
First Year

2nd Semester
ID200 Designing Advanced Artifacts

ID200.01 Multimodal User Experience Design in Products
Teaching Hours: 92

ID200.02 Documentation and Communication
Teaching Hours: 16
ID200.01
Multimodal User Experience Design in Products

What You’ll Learn
- The fundamental concepts of multimodal experience design
- To ideate and prototype an interactive product by sketching hardware and iterations
- To create compelling storytelling to pitch your interactive product
- To release functioning prototypes and refined documentation of your product

Description
Artificial Intelligence plays a key role in shaping the future scenarios of interactions with and within public and private spaces. However, most of the smart solutions are still designed to be experienced as full digital experiences based on graphical user interfaces. One of the biggest challenges for interaction designers today is to craft user experiences that leverage the power of intelligent agents as well as support people in their daily environments through different interaction modalities. With a focus on the domain of conversational agents and voice user interfaces, the course aims to guide the students in a design process to:
- ideate interactive products based on multimodal interfaces; in particular, they will concentrate on combining voice recognition and touch interfaces;
- design and prototype a conversational agent and a voice user interface;
- communicate and showcase a functioning prototype and documentation to describe the context of use and interaction modalities.

Format and Assessment
Format: offline and online lectures, intermediate assignments, coaching, and mentoring.
Workgroup-Based Course: the course assignments and the final project will be developed in teams of max. 3 students.
Examination: final presentation on the last day of the course.

Program Week 1:
Presentation sessions and external speakers’ contributions. Ideation phase, technology exploration, target definition, and low-fi prototyping.

Week 2: Project iteration, prototyping, and validation.
Week 3: Prototyping and testing, process documentation, specifications design.
Week 4: Product refinement, user testing, and documentation for the final presentation.

The work executed will be evaluated with the following criteria:
- 10% research
- 40% concept & design
- 30% execution, prototyping, and product design
- 20% presentation and documentation.

References
References will be provided during the course.
ID200.02

Documentation and Communication

What You’ll Learn

- To document all components of the project developed during the module
- To refine the documentation for the future portfolio

Description

The course aims to produce the documentation of the project developed into the module. The student will have to write a description of the project, produce image documentation (digital outputs/screens in the case of digital software or photographs in the case of physical products), a video (the storytelling of the project), the software source files and the hardware schematics, accordingly to the provided examples and guidelines. More specific documentation may be requested depending on the course topic.

Format and Assessment

Students’ evaluations will be based on the review of the requested materials. To assess this module, it is mandatory to hand in the project documentation.

References

References will be provided during the course.
ID210

Designing Advanced Environments

ID210.01
Building Interactive Installations with the Web Platform
Teaching Hours: 50

ID210.02
Documentation and Communication
Teaching Hours: 16

Module Head: Fabio Franchino
Semester: Second
ECTS: 7
Module Hours: 66
## What You’ll Learn

- The main goal is to give the students an understanding of the complexity of an interactive installation as well as a common foundation to prototype it using the web platform
- You will learn how to integrate together with the different technologies that belong to the web platform with their pros and cons

## Description

Interactivity can be everywhere and people are more and more used to interacting with digital means around them. Interactive installations have the potential to engage people, therefore, there’s the increased use of them in a variety of situations, from art to advertising fields. In this context, the web platform provides a device-agnostic set of tools that allows the development of interactive software for a variety of endpoints. After two decades of evolution alongside the Web’s progress, today creatives can work with a mature platform that is fluid and adaptive by design and supports unprecedented and novel ways to craft interactive experiences.

The students will learn to become familiar with the web platform alongside its built-in technologies such as Javascript, HTML, SVG, CSS, and some third-party libraries. They will learn to sketch user interactions straight in the browser, which allows fast-paced iterations of the creative process. Finally, they will learn how to build an interactive digital installation according to a given project brief.

The course follows the learn-by-doing principle featuring hands-on activities and teamwork. The approach follows the step-by-step process through incremental exercises.

## Format and Assessment

**Format:** offline and online lectures, individual incremental exercises, intermediate assignments, online support, and mentoring.

**Workgroup-Based Course:** the course assignments will be developed individually while the final project will be teamwork.

**Examination:** final presentation on the last day of the course.

## Prerequisites

Attendees have a basic understanding of HTML, CSS, and Javascript paradigms that they can learn by following these online courses:
- https://www.codecademy.com/learn/learn-html-css
- https://www.codecademy.com/learn/learn-javascript

## References

Supplementary references will be provided during the course.
ID210.02

Documentation and Communication

What You’ll Learn
- To document all components of the project developed during the module
- To refine the documentation for the future portfolio

Description
The course aims to produce the documentation of the project developed into the module. The student will have to write a description of the project, produce image documentation (digital outputs/screens in the case of digital software or photographs in the case of physical products), a video (the storytelling of the project), the software source files and the hardware schematics, accordingly to the provided examples and guidelines. More specific documentation may be requested depending on the course topic.

Format and Assessment
Students’ evaluations will be based on the review of the requested materials. To assess this module, it is mandatory to hand in the project documentation.

References
References will be provided during the course.
ID220  Designing Advanced Services

Module Head: Giorgio Baresi
Semester: Second
ECTS: 7
Module Hours: 88

ID220.01  Designing Intelligent Experiences
Teaching Hours: 88
What You’ll Learn

- Analysing a competitive landscape
- Conducting design research with end-users
- Synthesizing end-user observations and information into insights
- Designing an intelligent, multi-touchpoint product/service experience that delights end-users and is sustainable from a business perspective

Description

“Designing Intelligent Experiences”
Ubiquitous technologies have changed the way people experience services. Nowadays, the expectation is not only to have a coherent, omnichannel experience but also interactions that are personalized (only for me), intelligent (learning from me), context-aware, and, ultimately, capable of raising a brand’s relevance in an ever-changing, hyper-competitive landscape.

At the same time, the new normal we are living after the pandemic is setting new challenges and new opportunities in the design of services, redefining the boundaries between physical and digital, and allowing us to re-think and evolve the concept of hybrid and ‘phygital’ experience.

In this course, we will learn how to design an intelligent service experience across different touchpoints and contexts, from gathering insights directly from our target users to identifying opportunity areas that satisfy unmet needs, to generating ideas that lead us to a concept that will be developed and prototyped.

Format and Assessment

Format: online lectures, intermediate assignments, coaching, and mentoring.
Workgroup-Based Course: the course assignments and the final project will be developed in workgroups of 3-4 students.
Examination: final presentation on the last day of the course.

References

References will be provided during the course.
ID230 Entrepreneurial Skills

Module Head: Leandro Bitetti

Semester: Second

ECTS: 5

Module Hours: 32

ID230.01 From Project Ideas to Market
Teaching Hours: 32
**ID230.01**

**From Project Ideas to Market**

### What You'll Learn
- Be able to discover Business opportunities
- Be able to write and describe a Business Idea
- Be able to understand who your customer really is, what she/he wants, and what customer-centricity means
- Be able to write and describe a unique Value Proposition in response to customers' needs
- Be able to understand what market research is about
- Be able to design and test a Minimum Viable Prototype
- Be able to write, describe and discuss a Business model
- Be able to describe the main chapters of a Business Plan
- Be able to present and advocate their own business project

### Description
Entrepreneurship is a fundamental process that promotes innovation, growth at the corporate level as well as at the level of economic and social systems. In addition, it is also a process that leads to self-accomplishment. There are many ways to support and promote this process. One of these is to discover potential business ideas and hence interesting business opportunities looking at the market, social, technological, institutional, and economic trends, and customer needs. This is also a way to support another fundamental process which is the knowledge and technology transfer from Science to Business.

Graduates and master students are key agents in this process. Some recent developments in the business entrepreneurship field are particularly linked to the general framework of the MA in Interaction Design. We particularly investigate the role of the “entrepreneur” considered in a broader view as a sense-maker, as a language-maker, as a culture-maker, and as a history-maker. Moreover, entrepreneurship and innovation are increasingly customer-oriented and based on a problem-solving process. That is why we do believe that there are good chances to find interesting entrepreneurial seeds in the students’ projects, ideas, or even dreams that deserve to be nurtured, supported, and promoted throughout the module.

The module aims at developing a validated customer-centric Business Concept, with particular attention to the Value Proposition and the Business Model. The module will also provide an introduction to the Business Plan document and its main chapters (the financial projections and the customers in particular).

### Format and Assessment
**Format:** offline video lectures, online discussion sessions (Q&A), and coaching and mentoring concerning the individual or group project.
**Individual-based or Team-based Course:** the course project may be carried out individually or in small teams of 2-3 students.
**Examination:** Students are expected to understand the business side of a project and be able to apply its basic concepts in their practical work.
The certification of the module is composed of two main parts: the different forms (Value Proposition Canvas, Market Research Report, Business Model Canvas, and Financials) (80%) and the final oral presentation, i.e. Elevator Pitch (20%).

### References
References will be provided during the course.
ID240 System Thinking Design

Module Head: Ilaria Scarpellini

SEMESTER: Second

ECTS: 2

Module Hours: 28

ID240.01 Design for the Social Good
Teaching Hours: 28
Design for the Social Good

What You’ll Learn
- Get informed about the latest evolutions of the design field, learning new approaches
- Experiment with methods and tools for System Thinking
- Increase your awareness about, and to, design for positive impact
- Sharing the experience of professionals, listening to their stories from the field

Description
The increasing complexity of the context we live in, and awareness of the fragile balance that allows us to exist on and coexist with this planet requires also the design discipline to undergo some changes. As previously in history, a 100% human-centered approach proved not to be enough to ensure that design solutions are virtuous overall, for all humans.

This course will give an overview of how System Thinking can help to design solutions that have a positive impact on people and our planet, pursuing the collective good in different ways. The intervention of a diverse panel of speakers will provide different perspectives and case studies about what System Thinking and designing for the social good means. Among other things, we will discuss matters such as public services, sustainability, ethics of technology, financial well-being, and change-making. The classes will entail theoretical matters and practical exercises to elaborate on a final assignment.

Format and Assessment
Format: offline and online lectures, hands-on exercises, intermediate assignments, discussion sessions, participatory activities.
Workgroup-Based Course: activities in class and final projects are developed in teams of 2-3 students.
Examination: final presentation on the last half-day of the course.
Evaluation criteria: mandatory attendance to the talks, quality of the final assignment with respect to the course objectives.

References
References will be provided during the course.
ID250
The Field of Interaction

Module Head: Massimo Botta
Semester: Second
ECTS: 2
Module Hours: 15

ID250.01
Maind-Expanding Seminars and Talks
Teaching Hours: 15
ID250.01

Maind-Expanding Seminars and Talks

What You’ll Learn

- The main objective of the lectures is to provide knowledge in interaction design, from broad topics to specific areas and skills.

Description

The course is organized into a series of seminars and talks that address issues of interest in interaction design. The lectures, taught by invited professors and professionals, have the goal of presenting theoretical and practical knowledge useful for design thinking and practice.

Format and Assessment

Format: offline and online lectures.
Examination: attendance is mandatory.

References

References will be provided during the course.
Main screen personalized content

Fig. 71: Main web platform screen

Let's have hiking trip

Via Alpina

Via Jacobi

South Tyrol

Jura Crest Trail
Second Year

3rd Semester
ID300 Master Thesis Project Module

Module Head: Massimo Botta

Semester: Third

ECTS: 30

Module Hours: 560

ID300.01 Thesis Project Definition
Working Hours: 160

ID300.02 Thesis Project Development
Working Hours: 400

The thesis project module concludes the training and aims to apply the knowledge acquired to a complex topic over a longer period of time to create an original project in the field of interaction design.

The thesis project module is organized into two parts devoted to the development of the Master Thesis Project. Students are expected to identify a thesis topic, write a short essay focusing on their research area, select a thesis advisor, and, if necessary, establish a network of people, institutions, and companies for the completion of the thesis project. Participants have to present the thesis topic to the Thesis Jury for evaluation and approval. After this step, participants will develop the thesis project and present it to the Thesis Jury for the final evaluation.

Thesis Project Plan
The plan of activities listed in the course descriptions represents the necessary issues/items/points that students have to develop for the completion and the dissertation of the thesis project. The plan is organized into two main courses: the Thesis Project Definition and the Thesis Project Development.

Prerequisites
To attend the Master’s Thesis Project Module, the student must have certified all modules and obtained 60 credits from the previous semesters.

Remarks
- It is necessary to be present at the thesis exhibition at the end of the Master Thesis Project Module.
- Before the start of the Thesis Project Development, the student must have the proposed thesis topic approved by the Thesis Jury.

Copyright
The inventions or creations made by SUPSI students (who do not have an employment relationship with SUPSI) as part of their degree course, Bachelor’s or Master’s thesis, are owned by the students who hold the Copyright. The author grants SUPSI the free right of use for academic and communication purposes and the free right to keep a copy in the archives.
What You’ll Learn

- Define the thesis topic
- Develop a structured research essay
- Identify a thesis tutor
- Identify a company, organization, or institution for the development of the thesis project

Description

The course provides information for writing a structured research essay of the thesis project and introduces the work plan to be carried out in the second part of the module: the Thesis Project Development.

The student has to identify an area of research interest, formulate a research question and hypotheses, describe the research aim and the expected research outcome of the thesis project.

The student is responsible for identifying a tutor and planning an internship period at a design practice, company, industry, or institution.

Format and Assessment

Format: offline/online lectures, presentations, and discussion sessions (Q&A).

Individual-Based Course: the course may be carried out individually.

Examination: students are expected to deliver a thesis project essay and present it to the Thesis Jury. The certification of the module takes place through the approval of the Thesis Project Definition proposal.

References

References will be provided during the course.
ID300.02

Thesis Project Development

What You’ll Learn
- Develop a full project, from the conceptualization to the documentation up to the realization of a working prototype
- Apply a human-centered design methodology on a complex project and on a longer timeframe
- Work and organize tasks independently
- Experience a working environment

Description
This phase focuses on the development of an interaction design project which must be fully developed in all formal, behavioral, and functional details according to a plan of activities.
The plan of activities represents the necessary issues/items/points that students have to develop for the completion and the dissertation of the thesis project.
Students must prepare the documentation required for each stage of progress and submit it to the Thesis Jury sessions.
The module ends with the delivery of the required materials, the defense of the thesis project to the Thesis Jury, and the organization of a closing exhibition of the thesis projects.

Format and Assessment
- **Format**: offline/online presentation and discussion session (Q&A).
- **Individual-Based Course**: the course may be carried out individually.
- **Examination**: students are expected to deliver and present the required documents and materials to the Thesis Jury at each stage of progress. The evaluation of the thesis project takes into account the student’s path throughout the whole module and is expressed through a grade and written evaluation.

References
References will be provided during the course.
Master Commission

Massimo Banzi
Massimo Banzi is an Interaction Designer, Educator, and Open Source Hardware advocate. He's the co-founder of Arduino where he currently works. Before Arduino, he spent 4 years at the Interaction Design Institute Ivrea as an Associate Professor. He also worked many years as a consultant on interactive projects and was a software architect in Milan and London. Massimo teaches Interaction Design, runs workshops, and is a public speaker at institutions all over the world. He currently teaches at the Universities of USI and SUPSI in Lugano and Mendrisio.

Massimo Botta
Massimo Botta is a professor in interaction design, head of the Master of Arts SUPSI in Interaction Design, and head of the research area on Interaction design at the Institute of Design. He holds a Ph.D. in Industrial Design and Multimedia Communication from the Polytechnic of Milan and he worked at Domus Academy Research Centre and Philips Design as Senior Design Consultant. He carries on a theoretical and research activity in the field of interaction design, the design of new products and services, digital archives, user-centered interfaces and software design, interaction modalities and techniques, knowledge organization, and information visualization. He is the author of the theoretical book on computer-based systems Design dell’informazione. Tassonomie per la progettazione di sistemi grafici auto-nomatici (2006) and the editor of the book Multiple ways to design research. Research cases that reshape the design discipline (2009). With Prof. Sabine Junginger, he is the editor of the conference proceedings Design as Common Good. Framing Design through Pluralism and Social Values (2021).

He has been the Head of the Master of Advanced Studies SUPSI in Interaction Design from 2011 to 2020.

Serena Cangiano
Serena Cangiano works at SUPSI as a researcher and as the head of the FabLab DACD (founded in 2012), a laboratory dedicated to digital fabrication and open innovation. From 2009 to 2020, she also served as the program coordinator of the MAS in Interaction design. As a professional, she operates in academic, educational, and industry contexts to make projects where the encounter among design, tech, and making fruitfully happens. During the last ten years, she has been designing, teaching, and coordinating workshops and projects in collaboration with an international network of interaction designers, creative coders, and (change)makers. She co-edited “Open Technologies”, the issue n.30 of Progetto Grafico, the Italian magazine on graphic design; the book “Rebelling with Care” (WeMake, 2019). Her last publication is included in the book “The Critical Makers Reader - (Un)Learning Technologies” (Amsterdam University of Applied Sciences, 2019). She gave workshops and public talks at events such as LIFT Conference Geneva, HEK Basel, LIMA Platform for Media Art Amsterdam, ISEA HK, Danish Design Center, FHNW. She moderates and co-curates public events and exhibitions on the encounter between coding and design such as the exhibition Codici Visivi (Turin, October 2019) and Processing Community Day (Turin, February 2019). In 2017 she was awarded the ETH Zürich exchange grant to collaborate with Mo-toelastico Architectural studio and IDAS International Design School on the first Seoul Architecture Biennale. She has been collaborating with Swiss and international organizations, such as the Educreators Foundation, WeMake Makerspace, TODO media & interaction design, and worked as a business coach at Creative Hub. Together with Leyla Tawfik, she is the co-founder of the Ethafa project, a kit for teaching programming and electronics to kids through playful stories (successfully powered by Gebert Rüf Stiftung).

Alice Mela
Alice designs interactive experiences for products, museums, exhibitions, spaces, and events, with a focus on User-Centered Design aspects and User Experience. With an educational background between Product and Interaction design and almost 10 years of experience in the field, she leads large-scale projects from concept to realization.

Since 2011 she has been an active member of the makers and Fablabs community, with collaborations with FabLab Amsterdam, FabLab Dahahran, and FabLab Torino. Since 2020 she is Vice President of FabLab Torino. Since 2012 she has been teaching classes and workshops on diverse topics, from User Experience to interactive prototyping, and for different educational institutions, such as Willem De Kooning Academy, IED, NABA, Domus Academy, SUPSI, and more.

Staff

Antonella Autuori
Assistant
Antonella Autuori is a communication designer with a Bachelor’s degree in Interior design and a specialization in Graphic design from Politecnico di Milano. During her Master thesis, carried out with the Density Design Lab, in collaboration with King’s College and the University of Amsterdam of New Media (Uva), she specialized in the field of information design and data visualization, working on developing new methodologies for the analysis and the summarization of video–data collections, to facilitate the study of these materials in the context of social research with the web. Antonella has been working for about a year as a collaborator at Accurat, a Milan-based data visualization studio, and she has taken part in several short-term research projects in collaboration with Uva, University of Amsterdam of New Media, and iNova Media Lab Lisbon on the topic of information design and the role of the algorithms in our society.

Silvia Converso
Administrative manager
Silvia Converso (1985) is a cultural producer with a solid background in literature and a keen interest in architecture and art. She completed her studies in Languages, Literature, and Curatorship in Milan, Berlin, and Zurich, focusing on the interdisciplinarity of the arts. She worked as project manager for major festivals of arts and literature in Europe. Currently, she is based in Zurich and Lugano, where she works as a communications consultant and freelance curator for art and architecture, as the administrative manager of the Master in Interaction Design at SUPSI.

Giovanni Profeta
Researcher
Giovanni Profeta holds a Ph.D. in Design from the Politecnico di Milano, where he developed, at the DensityDesign research lab, a thesis about user interfaces for access to digitized cultural collections. After obtaining his Master’s degree in Visual and Multimedia Communication from the University IUAV of Venice, he collaborated on web design and digital publishing projects. As a researcher at the Institute of Design of the University of Applied Sciences and Arts of Southern Switzerland (SUPSI), he carries out applied research projects focused on data visualization and interaction design. He also teaches interaction design and map
design within the Bachelor SUPSI in Visual Communication.

Teaching Staff

Giorgio Baresi
Giorgio is Executive Design Director at Spark Reply, where he leads a multidisciplinary team of service, interaction, and visual designers based in Milan and Munich. As a creative leader with 15+ years of experience both as a designer and as a manager, Giorgio has partnered with clients such as Novartis, Roche, General Electric, Intel, AXA, Generali, and Swisscom, shaping new ideas and distilling them into products and services that meet users’ needs and advance their experience by bringing meaning to their life. Moreover, both as a professor and a design director, Giorgio coaches and mentors young design talents to ensure they are ready to face today’s challenges in an ever-evolving industry.

Leandro Bitetti
Leandro Bitetti is Lecturer-researcher at the Competence Centre for Management and Entrepreneurship at the Department of Business Economics, Health and Social Care of the University of Applied Sciences and Arts of Southern Switzerland (SUPSI), a Ph.D. student in the field of Business Model Innovation at the Faculty of Communication, Culture, and Society at the Università della Svizzera italiana, in Lugano, and a Scientific and Community Coordinator of the International Society for Professional Innovation Management (ISPIM). He holds a Master of Science in Management with a specialization in Organizational Behavior from the University of Lausanne. His main responsibilities concern education, research, and consulting activities in the field of innovation management and entrepreneurship, in particular in the area of innovation strategy and business model design. He is involved in numerous entrepreneurship training initiatives in Switzerland, such as the Boldbrain startup challenge, where he is also a member of the Regional Jury.

Nicòlo Calegari
Nicòlo works as Principal Designer at Spark Reply, where he leads teams of designers on national and international projects covering the design process end-to-end, supporting clients from the opportunity framing until the delivery of the final solution or product. His main role is to coordinate and lead Spark design teams in the process of translating users’ needs and business requirements into valuable and delightful experiences leveraging a design-driven methodology, with a particular focus on the Interaction Design discipline.

Letizia Cannerozzi
Letizia works as Principal Designer at Spark Reply, with a focus on Visual Design. Her role is leading multidisciplinary teams with the aim of helping Italian and international clients find the right answers to the right questions, contributing to projects from the opportunity framing to the delivery of the solution. Letizia believes Visual Design to be a strategic asset that is able to establish a deeper, more emotional connection with the end-user of an experience.

Marco Colussi
Marco is Design Manager at Spark Reply, where he works at the intersection of Digital Strategy, Service Design, and User Experience Design to create experiences that match people’s expectations and deliver both business value and technological innovation. Throughout the past 10 years, Marco has been working between London and Milan in developing meaningful experiences able to connect people to their favorite brands, ranging from designing complex digital platforms to developing social and mobile strategies. Marco’s mantra is “leaving the World in a better shape than we found it.”

Paolo Decaro
Paolo is Design Manager at Spark Reply, moving from experience design and experience strategy to help companies innovate, support them in change management processes, and bring their focus to their customers and final users. He’s been working within different industries such as healthcare, insurance, real estate, automotive, and education. Paolo believes that empathy is the key to truly understand users’ needs and expectations and create the perfect match to business objectives.

Ubì De Feo
Born in 1974, Ubi belongs to one of the luckiest and unique generations that ever lived: part of a demographic which grew up without the Internet, he slowly saw the Internet appearing on computer screens, and gradually transitioned to a world in which connectivity lies in our pockets, on our wrists, in our fridge and many more connected devices. Ubi started taking stuff apart when he was 6, and this desire to discover the inner workings of objects has guided him throughout his whole life via hacking computers, engines, code, and electronics. Armed with this curiosity he became interested in many aspects of computing and technology, as well as many other things “technical”. Ubi moved to Amsterdam in 2002 where he worked as a Creative Technologist for the advertising industry and then rediscov- red his passion for working in the physical realm building tangible experiences. Teaching programming, electronics, and prototyping techniques, he often develops his own methods to explain really complicated things in a more down-to-earth fashion. Believing that you cannot teach what you don’t thoroughly understand, often leads him to learn entirely new subjects in order to explain them to himself and others. In his off-time (mostly when doing the dishes) he thinks about ways to improve things or invent new ones. He began experimenting with mobile devices in the early 2000s, and his first internet-connected objects saw the light in 2007. These days he works for Arduino as the product owner of software tools and the Internet of Things, and in his off time, he’s learning woodworking. Ubi loves talking about the future but treasures the experiences of the past.

Antonio De Pasquale
Antonio is currently Design Director, Customer Experience Expert, and Financial Services Lead at Frog, specializing in digital user experience. He is a well-known expert in the field of design & innovation, leading product experience, and service design, helping companies and institutions to innovate and launch new products and services. He has 15 years of professional experience in leading digital products and service design programs for Fortune 500 clients, consulting on design-driven innovation, and managing multi-disciplinary creative teams including designers, engineers, and developers. Helping great brands to perform better, satisfying customers thanks to innovative experiences that contribute to the evolution and the acceleration of business growth. He has worked on numerous digital projects ranging from the field of web-tv, e-commerce, healthcare, financial services, telco, insurance, corporate websites across different media.
He’s currently a lecturer and professor at SUPSI, a Mentor and Coach at Interaction Design Foundation and he is involved in several teaching activities at IED and Politecnico di Milano. Since 2014, as a mentor and speaker, he has been involved in various international conferences like IXDA, SXSW, Digital Shoreditch, and APCHI.

**Fabio Franchino**

Fabio is a computational designer and a founding partner at ToDo. He has always been involved in creative processes, in fields ranging from music to design, passing through performing and generative arts. One day he discovered the potential of programming as a medium and unconventional tool for his creative purposes, and he has explored ideas through evolving processes, often finding unexpected, meaningful outcomes and new aesthetics, ever since. After gaining senior experience with ActionScript and Processing, he has been exploring the Web Platform, trying to exploit the creative potentials of that platform. He has taught at several institutions and has held workshops in his field of expertise; he also organized the first Italian event devoted to computational practices in art and design.

**Andreas Gysin**

Andreas Gysin was born in Zurich, and currently lives and works as a graphic and interaction designer in Lugano. Writing custom programs is part of his design process independently of the output medium. Whenever he is not busy working on commercial or experimental projects, he teaches interaction design and programming at SUPSI (Lugano), ECAL (Lausanne), ISIA (Urbino), and at occasional workshops worldwide.

**Matteo Loglio**

Matteo Loglio is a product and interaction designer, currently a founder of and director at oio, a new design lab. Matteo works at the cutting edge of design and technology, on experimental projects big, small, and often the first of their kind. He recently designed a musical instrument for Google, he taught a river in London to write poetry using AI and started the ed-tech company Primo Toys – a wooden robot that is changing the lives of millions of children who use it every day. Matteo talks about design and creativity in universities, museums, and hackerspaces around the world. Sometimes you can find his work exhibited in places like MoMA NY, V&A London, or Triennale Milan.

**Marco Lucati**

Marco Lucati graduated in Micro-engineering at the Bern University of Applied Sciences in Biel/Bienne and holds a Master of Advanced Studies in Interaction Design from the University of Applied Sciences and Arts of Southern Switzerland (SUPSI). As an engineer, he worked at Sensoptic SA in the production and quality control of optical sensors, as well as the design and customization of production tools and mechanical and micro-mechanical manufacturing. He is currently working for the Institute of Design – Interaction Design research area as a scientific collaborator. He collaborates on the development of web and mobile applications and carries out interaction design projects.

**Monica Mendini**

Monica Mendini is a research lecturer in Marketing at the Department of Business Economics, Health and Social Care of the University of Applied Sciences and Arts of Southern Switzerland, SUPSI. Before joining SUPSI, she obtained her Ph.D. in Marketing (sponsored by the Swiss National Science Foundation, Doc.CH) at the Università della Svizzera italiana in Lugano, where she still teaches in graduate programs. Her research focuses mainly on consumer behavior, with particular reference to consumer-brand relationships, cause-marketing, design thinking, food consumption, and consumer well-being. Her work has been published in the Journal of Business Research, Journal of Consumer Behaviour, Qualitative Market Research, and Marketing Education Review.

**Mattia Parietti**

Mattia Parietti is an award-winning Experience Designer that has been active/working at Frog for more than 7 years. He holds years of experience working for companies in the telco, media healthcare, insurance, and finance sectors. He’s helped clients in several digital transformation programs, and he is obsessed with innovative technologies and how they could shape the future society. He has also been a teaching assistant at SUPSI, Politecnico di Milano and Scuola Politecnica di Design.

**Andrea Renna**

Andrea Renna is a design lead specializing in Experience Design. During his +12 years of professional experience, he delivered and managed digital projects ranging from Web, Mobile, In-Store, connected home, and the intersection of physical spaces and the digital divide. His experience spans multiple industries including Retail, Food & Beverage, Consumer Goods, Telco, Digital Identity, Financial Services & Healthcare.

**Ilaria Scarpellini**

Ilaria Scarpellini graduated in Design for Interaction and Integrated Product Design at TU Delft, and currently, she is a human-centered Researcher and service designer focused on innovation strategy and user experience for public services. Her mantra is to understand people, undertake new challenges and think beyond boundaries with the aim to design for impact, creating even small improvements which can address citizens’ daily life. Her main expertise is: to carry out desk research to deepen the understanding of the market, technologies, and trends outlining insights to support decision making; to perform contextual inquiries and user research for the development of behavioral models, personas, and customer journeys to elicit further development of ideas and concepts; to identify opportunities for developing strategies and services, also involving stakeholders within participatory sessions. She has worked within different industrial fields and with clients such as Intesa Sanpaolo, Bradesco, BNP-Paribas, Unipol SAI, 3M, Facebook, Pinterest, Japan Tobacco International, Pininfarina, Delcon, Vodafone, Italian Government.

**Ricardo Tamagno**

With more than 6 years of experience at Frog, Ricardo is a passionate interaction designer that cares about bringing user-centered design methodologies to connect customer’s needs with business logic to create valuable experiences for digital services and multi-touchpoint services. Throughout his career at Frog, Ricardo shaped his experience in different industries from telcos to healthcare, from small startups to big corporations, while at the same time always experimenting with emerging technologies such as voice assistance or augmented reality.
Academic Year 2021/2022

Applications
Application deadline: please check the following websites:
https://www.supsi.ch/dacd/bachelor-master/interaction-design.html
https://maind.supsi.ch/

Fall Semester 2021
Start of courses: 20 September 2021
End of courses: 11 February 2022

Suspension of Courses
24 December 2021 – 07 January 2022: Christmas holidays

Spring Semester 2022
Start of courses: 21 February 2022
End of courses: 15 July 2022

Suspension of Courses
15 – 22 April 2021: Easter holidays

Public Holidays
01 November 2021: Ognissanti
08 December 2021: Immacolata Concezione
19 March 2022: San Giuseppe
01 May 2022: Festa del Lavoro
26 May 2022: Ascensione
06 June 2022: Lunedì di Pentecoste
16 June 2022: Corpus Domini
29 June 2022: San Pietro e Paolo
01 August 2022: Festa Nazionale
15 August 2022: Assunzione

Summer Exam Session (make-up session)
16 August – 02 September 2022

Fall Semester 2022
Start of courses: 19 September 2022
End of courses: 23 December 2022
Admission and matriculation regulations: SUPSI Master’s (graduate) degree programmes

Art. 1 Field of application

1.1 These regulations apply to the admission and matriculation procedure for the Master’s (graduate) degrees awarded by the various Departments of the University of Applied Sciences and Arts of Southern Switzerland (SUPSI). These degrees include the Master of Science in Business Administration conducted by the SUPSI Department of Business and Social Sciences (DSAS) – from 1st October 2014 the SUPSI Department of Business Economics, Health and Social Care - and Fernfachhochschule Schweiz, Brig (FFHS), and the Master of Arts in Artistic Research conducted jointly by the Accademia Teatro Dimitri (ATD) and the University of Music of the Conservatory of Southern Switzerland (SUM-CSI).10 Regarding the Master of Science in Business Administration conducted by Fernfachhochschule Schweiz, Brig, Art. 3, 4, 5.1 and 6.2 apply only by way of default inasmuch as FFHS does not regulate otherwise in its implementation directives for distance learning programmes.6

1.2 These regulations do not apply to the SUPSI affiliated schools, apart from ATD.8

1.3 These regulations also apply to jointly-conducted Master’s degree programmes, inasmuch as SUPSI is the SUP in control of the matriculation process and responsible for the chosen specialisation sector, and given that the associated study regulations do not already envisage specific provisions for admission and matriculation in derogation to the regulations stipulated below.

1.4 These regulations apply to:
   a) students attending Master’s programmes;
   b) students asking to be readmitted to Master’s programmes;
   c) auditors who plan to attend a selected number of Master’s modules, without aiming to obtain a degree;
   d) guest students who conduct part of their studies at SUPSI (mobility students).

1.5 These regulations are supplemented by implementation directives approved by the Direction of Undergraduate and Graduate Studies18 and issued by all SUPSI Departments, FFHS3 and ATD5. The aim of these additional implementation directives is to define the specific conditions of each degree programme conducted by each Department or by SUPSI affiliated school.

1.6 The masculine gender is used to designate persons, professional titles and functions, regardless of sex.

Art. 2 Admission

2.1 Requirements

2.1.1 SUPSI admissions are governed by the Federal Law on the Promotion and Coordination of the Swiss University sector (LPSU) of 30 September 2011, by the Ordinance regarding the law on the Promotion and Coordination of the Swiss University Sector (O-LPSU) of 23 November 201616, by the Ordinance of the Federal Department of Economic Affairs, Education and Research (DEFR) regarding admission to universities of applied sciences and arts of 2 September 2009 and by the Regulations regarding the recognition of university teaching qualifications for lower secondary school teachers issued by the Swiss Conference of Cantonal Ministers of Public Education (CDPE) on 26 August 1999.11

2.1.2 The Departments, FFHS5 and ATD15, may stipulate further admission conditions specific to certain degree programmes.

2.1.3 Applicants coming from degree programmes conducted by a University of Applied Sciences and Arts (SUP), a Teacher Training Institution or a University, and who have not managed to complete their studies within the maximum timeframe, may be refused admission.

2.1.5 The Departments, FFHS7 and ATD15, may potentially validate any ECTS credits acquired in other educational programmes or institutions.

2.1.6 Admission of auditors and mobility students is regulated by each degree programme.

2.2. Requirements

2.2.1 The authority nominated by the Department in question, or by FFHS5 or by ATD15 is responsible for the implementation of these regulations. Should no specific authority be nominated for this purpose, this responsibility lies with the Director of the Department or with the Dean of ATD15.

2.2.2 In particular, under the supervision of the Direction of Undergraduate and Graduate Studies6, the Department and FFHS confirm the admission conditions and coordinate the admission procedure.8

Art. 3 Procedure

3.1 Degree course applications

3.1.1 Applications must be sent before the specified deadlines published annually on www.supsi.ch. Applications received after the specified deadlines are assessed and accepted in line with departmental directives and depending on availability.19

3.1.2 Applications must be made online, at www.supsi.ch, upon payment of the CHF 100.- application fee (art. 4.1).

3.1.3 Since some Master’s programmes have only a limited number of places, the Department in question, or ATD15, may require applicants not only to meet the admission requirements, but also to take a ranking examination and/or one or more supplementary examinations.

3.1.4 The Departments or ATD15 may adopt different procedures in terms of the administration of applications and related communications, notably also in electronic form.5

3.1.5 Applicants with impairments or with specific learning disabilities that may significantly affect their educational progress should notify the Department Direction or ATD15 or the Head of Bachelor’s and Master’s courses about this issue when making their application. The Direction reserves the right to ask these applicants to provide a certificate specifying the impact on the educational programme, and the accommodations and compensatory measures previously implemented, and/or potentially ask the applicant in question to undergo a specialist assessment in order to prove the need for the support measures. No measures will be implemented unless the applicant gives this information, or provides this certificate, or undergoes any specialist assessment that might be requested.
3.2 Degree course applications

3.2.1 Applicants whose applications have been accepted and who have passed any ranking examination and/or any supplementary examinations that might be required will receive the documentation needed in order to confirm their enrolment and matriculate with SUPSI.

3.2.2 All the matriculation documentation must be completed, signed and sent to SUPSI before the specified deadline. Documentation arriving after the specified deadline may be accepted in line with departmental directives and depending on availability.

3.2.3 Cancellation of enrolment / abandonment of studies. The implementation Directives drawn up by the Departments specify the deadlines within which matriculated students may give written notification of their decision to cancel their enrolment or abandon their studies.19

Art. 4 Fees

4.1 Application fee

4.1.1 A CHF 100.- fee must be paid, online, when the application is made. Applications will only be considered as complete and officially recognised once this payment has been made.

4.1.2 This fee is due for every application to a degree course.

4.1.3 This fee is not reimbursable in any way, and cannot be deducted from the semester fee. Applications will only be reviewed if this fee has been paid.

4.1.4 This fee is also applies to applications for study programme extensions (from Bachelor to Master).

4.2 Semester fee and contribution to didactic costs

4.2.1 Semester fees amount to CHF 1,600.-. This sum is reduced to CHF 800.- for students who benefit from the implementation of the ASUP Intercantonal Agreement for Vocational Universities from 2005 (Swiss nationality, or civil and fiscal domicile in Switzerland or in Liechtenstein). Specific agreements apply for students residing in Campione d’Italia. Semester fees are due in full, even for students who are repeating a semester. Under no circumstances will the semester fees be reimbursed (e.g. cancellation of enrolment. Admission and matriculation regulations: SUPSI Master’s Degree Programmes / V6 - 01.09.2021 6/7 abandonment, expulsion from the study programme). Any foreign student holding a category (B) Residence Permit may apply for these fees to be reduced. This type of requests must be sent to the Direction of Undergraduate and Graduate Studies to the email address amministrazione.studenti@supsi.ch by 1 December at the latest. Requests arriving after this deadline cannot be processed in its implementation Directives, ATD may specify different amounts for semester fees.20 In its implementation Directives, ATD may stipulate other regulations for leave of absence situations.21

4.2.2 The Departments and ATD** may arrange that any semester fee already paid will be considered in the calculation of the semester fee due for the first semester in which the student returns to their studies.

4.3 Semester fee and contribution to didactic costs

4.3.1 Any student in payment arrears is suspended from their study programme, until such time as these payments have been made.

4.3.2 Any student in arrears is not issued any accreditation, certificate, or diploma, and is suspended from using their SUPSI account.

4.3.3 Failure to pay within the specified deadline may result in expulsion from the study programme.

4.3.4 Semester fees must in any case be paid, even in the case of expulsion from or abandonment of studies. The Department decides if the contribution to didactic costs must also be paid.

4.3.5 Having considered the student’s personal circumstances, the Department may grant payment in instalments.

4.3.6 In its specific Implementation Directives, ATD may stipulate other regulations for arrears situations.16

Art. 5 Leave of absence

5.1 For verified work-related, health or family reasons, or due to compulsory military service, or for some other reason, the Department, FFHS7 or ATD15, may grant leave of absence to students making this request.9 Students on leave of absence remain matriculated and pay a semester fee amounting to CHF 50.-. They may not take certification examinations. In its specific Implementation Directives, ATD may stipulate other regulations for leave of absence situations.6

5.2 The procedure for leave of absence applications is specified in the Departmental Implementation Directives.22

5.3 The minimum duration of a leave of absence is one semester. The aggregate maximum leave of absence duration is 4 semesters.14

5.4 Leave of absence is not generally granted for the first semester of studies.21

5.5 Should the aggregate maximum leave of absence period be exceeded, of should the student fail to respond within thirty (30) days to a request for information sent by the Department regarding when the student plans to return to their studies, the student is expelled ex officio from the study programme.26

5.6 Leave of absence semesters are not included in the calculation of the maximum number of semesters permitted in order to acquire the credits specified by the study programme, unless individual Departments, FFHS7 or ATD15 have adopted different regulations governing leave of absence periods.

5.7 Attendance at other Institutions for the purpose of acquiring credits recognised by SUPSI is not considered as leave of absence.

Art. 6 Guest students, auditors

6.1 Guest students

6.1.1 Students matriculated at other Universities of Applied Sciences and Arts, or at other Swiss or foreign universities, may be admitted as guest students, usually for a maximum of two semesters. Decisions regarding this form of admission are taken by the Department, by FFHS7 or by ATD15, in compliance...
with any agreements made with the Home Institution and in compliance with the regulations governing the European mobility programmes in which SUPSI participates.9

6.1.2 Guest students remain matriculated at their Home Institutions for administrative purposes. Payments between SUPSI and the Home Institution are decided on in accordance with the reciprocity agreements – between the Swiss Universities of Applied Sciences and Arts – on the basis of the Intercantonal Agreement of Universities of Applied Sciences and Arts (Accordo intercantonale delle Scuole Universitarie Professionali - ASUP).

6.1.3 Guest student study programmes are arranged in agreement with the Home Institution. The academic results achieved by guest students are certified in compliance with SUPSI regulations and assessment methods.

6.2 Requirements

6.2.1 The Departments, FFHS7 and ATD15 may accept auditors for one or more courses/modules. Auditors may not take any certification examinations.

6.2.2 The semester fee for auditors amounts to CHF 150.- for each course or activity, plus any extra costs.

Art. 7 Readmission to a Master’s programme

7.1 After having left the study programme

7.1.1 Students who have left a Master’s programme may at any time apply to the Department in question, FFHS7 or ATD15, for readmission. This request must be made in writing, with due indication of the reasons.

7.1.2 The Direction of the Department, FFHS7 or ATD15, make a decision regarding the request, specifying the related readmission conditions, taking into particular consideration the reasons behind the student’s previous decision to abandon the degree programme. Should the student be readmitted to the same Master’s programme, any fail assessments prior to abandonment are determined.14

7.1.3 A readmission application is made on the assumption that any arrears semester fees and contributions to didactic costs have been paid in full. Should this not be the case, the Direction of the Department, FFHS7 or ATD15, will not consider the application.

7.1.4 The readmission procedure follows the same process and procedure as specified for admission applications, in accordance with art.1

7.2 Following expulsion from the study programme

7.2.1 Academic years after having being expelled from a Master’s programme, students may apply to be readmitted to the same programme. A request in writing, with due indication of the reasons, must be sent to the General Director5 of SUPSI, within the deadlines specified by the implementation directives of these regulations issued by the various Departments, by FFHS7 or by ATD15.

7.2.2 The appropriate procedure is the following:

- the General Director5 of SUPSI forwards the application to the Department in question, to FFHS7 or to ATD15, requesting an opinion in writing16;
- the Department, FFHS7 or ATD15, examines the file, and, if appropriate, gives advance notification to the General Director5 of SUPSI regarding their favourable opinion, putting forward the related conditions to be met and establishing the credits that can be recognised, taking into consideration the current study programme.

- the General Director5 of SUPSI notifies the student of the readmission proposal, subject to acceptance of the conditions drawn up by the Department, by FFHS7 or by ATD15, setting a deadline for the student to notify acceptance of this proposal.

- readmission to the Master’s programme and re-matriculation are confirmed when the student signs the conditions, including those related to the recognition of credits, drawn up by the Department, by FFHS7 or by ATD15. However, Departments where student numbers are limited may operate otherwise, and their readmission conditions may specify a new admission application, in compliance with art.5.

7.2.3 The Departments, FFHS7 or ATD15, may establish specific provisions related to dossier assessment, which may include meeting the student in person in order to discuss the reasons for readmission, and asking for additional documentation to complete the dossier.

7.2.4 A readmission application is made on the assumption that any arrears fees and contributions to didactic costs have been paid in full. Should this not be the case, the General Director5 of SUPSI will not consider the application.

7.2.5 Advance notification from the Department in question, from FFHS7 or from ATD15 regarding their unfavourable opinion, or failure by the student to accept the conditions drawn up by the Department, by FFHS7 or by ATD15, will result in a decision against readmission.

Art. 8 Disputes

8.1 Applicants whose applications are rejected are entitled to ask for the reasons for this decision, unless the rejection is the result of failure to pass any ranking examinations held for programmes with limited numbers of participants, or any supplementary examinations.

8.2 Appeals against admission decisions may be made to the Department, to FFHS7 or to ATD15. These appeals should be made in writing, and the reasons for the appeal briefly described, within 15 days from notification of the decision.

8.3 Regarding decisions taken by the Department, by FFHS7 or by ATD15, related to the admission, and that entail irreversible prejudice, appeals may be made to the General Director5 of SUPSI. These appeals should be made in writing, and the reasons briefly described, within 15 days from notification of the decision.

8.4 Appeals against decisions taken by the General Director 5 of SUPSI should be made to the Cantonal Administrative Court of Appeal. The applicable Law is that on administrative procedure.

8.5 Time limits specified by law or set by the Authorities shall not be suspended during judicial vacations.

Art. 9 Exmatriculation

9.1 SUPSI exmatriculates any student who:

a) has been awarded a specialist degree (Master);

b) has provided inaccurate or incomplete information at the c) time of application which is considered to be serious during the verification process18;

d) has been permanently expelled as a result of failing to achieve academic objectives;

e) has been expelled as a result of disciplinary measures; is in arrears with payments for semester fees, contributions
to didactic costs and any other expenses;  

f) has notified their intention to discontinue their studies definitively, after having notified this decision in writing, with due indication of the reasons, to th Department in question (ex- matriculation statement);  
g) has been excluded ex officio from the studies following the non-response to the request of information from the Department or Affiliated school concerned by these Regulations, regarding the restart of studies after the exceed of maximum cumulative period of leave of absence.  

Ex officio exclusion shall also apply in the cases specified in letters (b) and (e).  

9.2 In the cases specified in letters b), c) and d) of paragraph 1 of this Article, readmission to studies is possible only after a period of 5 academic years (details stipulated in Art. 7.2).  

9.3 In the cases specified in letters e), f) and g) of paragraph 1 of this Article, students may reapply at any time, in accordance with Art. 7 of these regulations (which stipulate the details).  

9.4 If requested by the student in question, SUPSI will issue an exmatriculation certificate, and will return to the student their original admission certificate. This exmatriculation certificate will be issued on the assumption that any arrears semester fees and contributions to didactic costs have been paid in full.  

Art. 10 Disputes  

10.1 The present Regulations shall enter into force on 1 september 2021 and replace the previous version of 01.09.2017.

Approved by the President of SUPSI Board on 20.08.2021.  
The President of the SUPSI Board, Alberto Petruzzella  
The General Director SUPSI, Franco Gervasoni

This document is the English translation of the original text written in Italian. In the event of any doubt or dispute, the original Italian version is the one that shall be considered as valid and official.
Master’s (Graduate) Degree Regulations

Art. 1 Field of application

1.1 These regulations apply to all Master’s (graduate) degrees awarded by the Departments of the University of Applied Sciences and Arts of Southern Switzerland (SUPSI), including the Master of Science in Business Administration conducted by the SUPSI Department of Business and Social Sciences (DBAS), the Master of Arts SUPSI in Music Pedagogy (double degree CSI-DFA) and the Master of Arts in Artistic Research proposed in collaboration with the Accademia Teatro Dimitri (ATD) and the Scuola universitaria di Musica del Conservatorio della Svizzera italiana (SUM-CSI). Should specific regulations not exist, these regulations also apply to other qualifications or academic certificates (graduate level) issued by SUPSI.

1.2 These regulations do not apply to Master’s programmes conducted jointly with other Swiss Universities. However, inasmuch as the Departments have adopted implementation directives, these same directives must be adapted, as closely as possible, to the provisions specified below.

1.3 SUPSI affiliated schools that lack their own specific regulations will apply similar principles to the Master’s degrees they award.

1.4 These regulations are supplemented by implementation directives issued by each SUPSI Department, FFHS and ATD. The aim of these additional implementation directives is to define the specific conditions of their individual degree programmes.

1.5 The implementation directives are approved by the Direction of Undergraduate and Graduate Studies.

1.6 The masculine gender is used to designate persons, professional titles and functions, regardless of sex.

Art. 1 bis SUPSI Educational Agreement

Reciprocity of relationships between the Institution and the student body is explained in the SUPSI Educational Agreement. All students are required to examine this document and to comply with the provisions specified therein.

Art. 2 Study programmes

2.1 The Master’s study programmes illustrate the objectives and didactic methods adopted for each degree course, and that are instrumental in the process of attaining a specific qualification and passing the related modules.

2.2 For each certified module, student results are expressed in study credits, in accordance with the rules generally valid in the European Credit Transfer System (ECTS).

2.3 A Master’s degree is awarded on certification of the modules specified by the study programme. Study programmes, and the implementation of these study programmes, may be modified, without detriment to any rights acquired by students.

2.4 Credits acquired in other degree courses, or in other institutions, are recognised inasmuch as they certify that the educational objectives of the chosen degree programme have been reached.

Art. 3 Duration

3.1 The minimum and maximum durations are specified in the study programme, or in the directives issued by the Departments, by FFHS or by ATD.

3.2 The minimum duration may be reduced depending on the number of credits acquired prior to enrolment on the degree programme, and recognised.

3.3 Students are expelled from degree programmes when they do not obtain all the required credits within the maximum number of semesters specified in the study programme or in the directives issued by the Department, by FFHS or by ATD. Moreover, Departmental implementation directives may specify expulsion from the degree programme for any student who has not acquired a minimum number of credits within a specific semester timeframe, or in relation to reasons that have resulted in a Fail assessment for a module, or they may specify further specific conditions.

3.4 This calculation does not include authorised leave of absence semesters.

Art. 4 Assessment

4.1 Students receive assessments for all modules, by means of examinations.

4.2 Credits are certified if the assessment is at least Pass. Should this not be the case, no credits are certified.

4.3 If specified by the study programme, assessments of component parts of a module may be considered for the purposes of subsequent certifications.

4.4 A Pass assessment is expressed as shown below:

a. when possible, using a relative scale, calculated on the basis of cohorts of 100 students acquiring credit:

- A from 1st to 10th;
- B from 11th to 35th;
- C from 36th to 65th;
- D from 66th to 90th;
- E from 91st to 100th.

b. in other cases, by a mark from 4 to 6, where 6 represents the maximum mark and 4 represents a Pass;

c. simply with an assessment expressed as “certified”.

4.5 When certifying a module for the purpose of ECTS, if possible, marks should be expressed using the relative scale.

4.6 If a module has been certified, students may not repeat the tests in order to improve their assessments.

4.7 Fail evaluations are expressed as:

a. FX – credit can be obtained by completing an assignment or by taking a supplementary examination;

b. F – credit can be obtained by repeating either the examination or the module;

c. Simply with the assessment expressed as "not certified".

Art. 5 Examinations

5.1 Examinations are held in the same semester as that in whi-
Art. 6 Repeating students

6.1 The number of times certification of a module can be repeated is regulated by the implementation directives and by the study programme. Once these possibilities have been used up, students are expelled from the degree programme.

6.2 Master’s degree theses may be repeated only once; a second Fail assessment entails expulsion from the degree programme.

6.3 Should the academic performance of a student justify this measure, the Direction of the Department, of FFHS or of ATD3 may allow missing credits to be substituted by others from the programme; the Master’s degree thesis is not granted this possibility.

Art. 7 Prerequisites

7.1 The study programme may specify that certification of certain modules in required in order to access some other modules, and may also specify if access is possible with an FX assessment, subject to the acquisition of the missing credits.

Art. 8 Change of degree course

8.1 Enrolment on another degree course or another academic specialisation must be requested in writing, after having taken cognizance of the credits recognised and those missing for completion.

Art. 9 Disciplinary penalties

9.1 Any improper conduct or violation of SUPSI regulations (the following are considered to be violations of SUPSI regulations: non-payment of semester fees, lack of discipline, acts of vandalism and/or damage caused to SUPSI, illicit use of the Internet account etc.), may, depending on the seriousness, lead to a warning, removal from modules or tests, annulment of credits, suspension, expulsion from the degree course and expulsion from SUPSI.

Art. 10 Fraud and plagiarism

10.1 Each act of fraud, plagiarism, and each attempted act of fraud or plagiarism by a student is recorded in their student report. This registration is equivalent to a Fail result for the test in question.

10.2 The Direction of the Department, of FFHS, or of ATD3 may declare ex officio that all the examinations taken by the student during the examination session in which the acts listed in paragraph 1 occurred will be considered as not acquired.

Art. 11 Admission and readmission to a degree programme

11.1 The admission and matriculation regulations for Master’s programmes are specified by the Admission and Matriculation Regulations: SUPSI Master’s (Graduate) Degree Programmes of 13 June 2014, and by the related Implementation Directives issued by the various SUPSI Departments, by FFHS or by ATD3.

11.2 After having been expelled from a degree programme, students may apply to be readmitted to the same programme. The conditions, and the related procedure, are stipulated by the Admission and Matriculation Regulations: SUPSI Master’s (Graduate) Degree Programmes of 13 June 2014, and by the associated Implementation Directives issued by the various SUPSI Departments, by FFHS or by ATD3.

11.3 The conditions, and the related procedure, for applications to be readmitted to a degree course after having abandoned studies are specified by the Admission and Matriculation Regulations: SUPSI Master’s (Graduate) Degree Programmes of 13 June 2014, and by the associated Implementation Directives issued by the various SUPSI Departments, by FFHS or by ATD3.

Art. 12 Competence

12.1 Certification is the responsibility of the teacher or teachers in charge of the module.

12.2 Any other implementation of these regulations is the responsibility of the body appointed by the Department, by FFHS or by ATD3. Should no specific appointment be made (delegated party or examination commission, etc.), responsibility lies with the Director of the Department or the Rector of FFHS or the Dean of the ATD3.

Art. 13 Disputes

13.1 Appeals against decisions taken by teachers may be made to the Department, to FFHS or to ATD3. These appeals should be made in writing, and the reasons briefly described, within 15 days from notification of the decision.

13.2 Regarding Departmental, FFHS or ATD3 decisions of a disciplinary nature, or that lead to the non-certification of credit that cannot be recouped in the short-term, or that entail irreversible prejudice, appeals may be made to the General Director of SUPSI. These appeals should be made in writing, and the reasons briefly described, within 15 days from notification of the decision.

13.3 Appeals against decisions taken by the General Director of SUPSI should be made to the Cantonal Administrative Court of Appeal. The applicable law is that on administrative pro-
13.4 Time limits specified by law or set by the Authorities shall not be suspended during judicial vacations.

Art. 14 Entry into force

14.1 The present Regulations shall enter into force on 1 September 2021 and replace the previous version of 05.07.2017.

14.2 Regarding the qualification awarded, Federal provisions prevail, whatever the case may be.

14.3 Approved by the President of SUPSI Board on 20.08.2021.

The President of the SUPSI Board, Alberto Petruzzella
The General Director SUPSI, Franco Gervasoni

This document is the English translation of the original text written in Italian. In the event of any doubt or dispute, the original Italian version is the one that shall be considered as valid and official.
DACD Implementation Directives in relation to the Master of Arts Degree in Interaction Design Regulations, and to Admission and Matriculation Regulations: SUPSI Master’s (graduate) Degree Programmes

Art. 1 Field of application
1.1 These Directives apply to the Master of Arts in Interaction Design degree course conducted by the SUPSI Department of Environment Constructions and Design.
1.2 These Implementation Directives supplement the Master’s (graduate) Degree Regulations, and the Admission and matriculation regulations: SUPSI Master’s degree programmes.
1.3 Any admission applications, or matriculation documentation, received after the specified deadlines are appraised by the Degree Programme.

Art. 2 Equivalence of qualifications obtained abroad
2.1 The Head of the degree course will evaluate the equivalence of Bachelor qualifications in the design sector obtained abroad, checking that the competences specified correspond to the level stipulated by the Study Programme of the Master in Interaction Design SUPSI and, if necessary, determining the credits yet to be acquired before the applicant can be admitted to the Master’s programme.
2.2 Applicants with a Bachelor’s degree in architecture, engineering, liberal arts, arts or economics may be admitted to the Master of Arts in Interaction Design. In this case, the Heads of the degree course will evaluate the prior learning of applicants, and perhaps specify supplementary credits that these applicants must acquire before or during the first semester of their studies.

Art. 3 Attendance
3.1 Students must attend all the didactic activities specified in the modules.
3.2 Teachers are responsible for recording student absences.
3.3 Should a student record more than 20% of absences, even for one single course, the Head of the module may decide to award a Fail (F) assessment, considering these absences as unjustified withdrawal from the module. The Head of the degree course must be notified of this decision before the end of the module, and the attendance register must be attached. This assessment means that the module must be repeated in full (attendance and exams).

Art. 4 Part-time curriculum
4.1 Students following the part-time curriculum attend half the modules specified by the Study Programme each academic year.
4.2 During the course of their studies, students may change only once from a full-time to a part-time curriculum, or vice versa.
4.3 Requests to change from a full-time to a part-time curriculum, or vice versa, must be submitted in writing to the Department Direction, which will decide whether to approve the request or not.

Art. 5 Prerequisites
5.1 The Study Programme may stipulate that access to some modules depends on having attended or certified other modules.
5.2 Students failing to meet the prerequisites for taking modules are not permitted to attend these modules as auditors.

Art. 6 Exame session
6.1 The DACD Direction conducts the following exam sessions:
   – autumn semester exam session;
   – spring semester exam session;
   – summer session (before the start of the following autumn semester).
6.2 In each session, students may take the exams held for all the modules that they have already attended, and that are specified in the Study Programme.

Art. 7 Enrolment for modules and examinations
7.1 Students must enrol for modules and exams before the deadlines stipulated by the DACD Direction.
7.2 Modules attended for the first time must be certified in the exam session scheduled at the end of the semester.
7.3 Failure to certify a module is equivalent to withdrawal from this module.
7.4 If accepted by the DACD Direction, and if notified in writing with due indication of the reasons, absence from an exam will result in one of two courses of action, depending on the circumstances. For all modules attended for the first time, students must take the exam in the following session, while students who are required to retake an exam may choose the sessions in which they prefer to do so.

Art. 8 Assessment methods
8.1 The assessment methods adopted for each module are stipulated in the module description, which is found in the Study Programme.
8.2 The Head of the module is responsible for course organisation and assessment.
8.3 Assessments may also take into consideration the work completed by students during the semesters (seminars, research work, written texts, active participation during lessons, oral exams, etc.).
8.4 Different assessment methods may be implemented for students who are required to repeat exams.
8.5 Individual exams and the theses are assessed on a scale from 4 to 6, where 6 is the highest mark. A mark of 4 is equivalent to a Pass. Half marks may be awarded.

Art. 9 Assessment methods

In General
9.1 TFX and F assessments mean that the credit has not been acquired, but they differ in terms of the type of work that students must complete in order to be awarded a Pass.
9.2 Students given a Fail assessment may decide to repeat the whole module (attendance and exam). This decision usually involves repetition of the academic year.

Fx Fail
9.3 When assigning an FX assessment the Head of the module must specify in writing the work that the student must complete in order to acquire the credit(s).
9.4 If the student completes this extra work satisfactorily, a Pass assessment (4) is usually given. In some specific cases (e.g. the extra work completed is significantly better than expected), a maximum assessment of 4.5 may be assigned.
9.5 Should the extra work not be completed satisfactorily, the FX
usually remains valid. In some specific cases (e.g. unjustified failure to hand in work, plagiarism, ...), an F may be assigned.

9.6 Should a student who has been given an FX decide to repeat the module (attendance and exams), the new assessment may reach any possible level.

F Fail

9.7 Since repetition of an exam or module entails repeating the whole programme of the module, the new assessment may reach any possible level.

9.8 The Study Programme will stipulate if an F assessment entails repetition of the entire module (attendance and exams).

Art. 10 Prerequisites

10.1 Students given an F assessment for an exam may retake this exam a maximum of two more times, registering for subsequent sessions following the procedures and conditions stipulated by the Study Programme. After three unsuccessful attempts, students are expelled from the degree course.

Art. 11 Fraud and plagiarism

11.1 Each act of fraud or plagiarism, and each attempted act of fraud or plagiarism, is equivalent to a Fail assessment for the exam to which these acts pertain. Students will therefore be given an F for the related module.

11.2 Depending on the level of gravity, cases of improper conduct may lead to removal from modules or exams, annulment of credits, suspension, expulsion from SUPSI or annulment of qualifications.

Art. 12 Leave of absence

12.1 For attested reasons, the Department may grant leave of absence to students making this request, for a maximum duration of 4 semesters.

12.2 Requests in writing, briefly describing the reasons, must be submitted to the Direction of the degree programme, specifying the semesters for which leave of absence is requested (maximum of 2 consecutive semesters).

12.3 Students who fail to return to their studies after a leave of absence period are required to pay the related semester fee, unless this intention has been notified in writing, and the reasons described, before the following deadlines:

− 15 July (for the autumn semester);
− 15 December (for the spring semester).

Art. 13 Withdrawal of enrolment / abandonment of studies

13.1 Matriculated students who wish to withdraw their enrolment or abandon their studies must respect the following deadlines:

− 30 September (for the autumn semester);
− 15 February (for the spring semester).

Art. 14 Mobility students

14.1 Applications from students in mobility will be assessed by the Degree Course.

Art. 15 Disputes

15.1 As regards decisions taken by teachers, complaints can be made to the Department.

15.2 As regards Department decisions of a disciplinary nature, or that result in the non-acquisition of a credit which cannot be recovered in the short term, or that lead to irremediable prejudice, appeals can be presented to the Director of SUPSI.

15.3 Complaints and appeals must be presented within 15 days from the date on which the decision was notified.

15.4 Appeals must be presented in writing, and the reasons briefly described.

Art. 16 Mobility students

16.1 These Directives enter definitively into force at the start of academic year 2021-2022, replacing all previous Directives.
SUPSI Educational Agreement

Integrity, collaboration and responsibility are the three fundamental guiding values to which, as a university community, we must aspire, fostering the recognition of and respect for individual rights and equal opportunities. In line with the Ethical Code, addressed to SUPSI staff members, the Educational Agreement represents the way by which students declare that freedom of expression, participation and learning constitute the fundamental principles of the institution. These values are meaningful in so far as they are established in an atmosphere of mutual respect, trust and solidarity aimed at collective wellbeing.

Commitment of the SUPSI Board, Direction and all staff members toward students
We are committed to providing students with an education corresponding to the educational values and goals by which we are inspired, aiming at educating adults and professional operators who are specialised, autonomous, responsible, equipped with critical thinking skills, ready to integrate into, and to operate in and for this society.

We recognise the centrality of the student community and of each student, we foster their participation and we specify their rights and responsibilities in the administration of the institution. We recognise the rights of students, irrespective of gender, ethnic origin, religion, political affiliation, personal or social conditions, and with a level of dignity equal to that accorded to the other members of this same community.

We ensure that each student benefits from appropriate conditions to promote development of their personality and their civil consciousness in terms of their individual educational experience, recognising their rights to freedom of expression and cultural autonomy.

We operate with full respect for the individual integrity and dignity of all. We actively promote the creation of a study environment free from any form of discrimination, bullying or abuse, even of a sexual nature, and free from any act that might violate the identity of others.

We contribute to providing students with high-quality education, and to constructing together with them the knowledge and the skills they require in order to successfully complete their studies and tackle the challenges of the working world in a skilled and responsible manner.

We support formal and informal undertakings that stimulate and encourage students to participate in the life within the institution, in order to support them in becoming involved and informed citizens.

Our communications are conducted in a manner that is active, respectful and transparent, and are appropriate in terms of form and content. Information is disseminated to students using a diverse range of instruments and means, both those provided by SUPSI for institutional communication purposes, and also a number of private communication channels.

We ensure that students also receive updated information regarding study programmes, certification procedures, examination sessions and other educational commitments that take place during the academic year.

We ensure that the educational activities, admission tests, examinations and assessments are conducted with transparency and objectivity.

In line with logistic and financial limitations, we ensure that students have access to information, services and support instruments according to their educational requirements.

We ensure that students are entitled to examine the documents related to admission tests and examinations, according to the appeal procedure specifications.

We ensure that students are entitled to make use of the spaces dedicated to social purposes, study purposes and group discussions, and to congregate and make collective arrangements, respecting the principles of tolerance and pluralism.

Educational commitment and responsibility of students toward SUPSI
By way of my study activities and participation in the university life I contribute to the cultural development of both the institution and the society to which it belongs.

I maintain constructive relations with my peers, the teaching body, the various agents of the institution and the external partners, respecting all ethnic and socio-cultural origins, irrespective of political affiliation, religion or sexual orientation.

I operate with full respect for the individual integrity and dignity of all. I actively promote the creation of a study environment free from any form of discrimination, bullying or abuse, even of a sexual nature, and free from any act that might violate the identity of others.

I am responsible for following up on the educational commitments assumed at the time of matriculation, maintain a suitable conduct in order to encourage a correct and beneficial course of the didactic and educational activities.

I express myself in a respectful manner with all internal and external stakeholders, adopting a communication style that is appropriate in terms of form and content, irrespective of both the means adopted and the specific context.

I contribute to the teaching assessment process, and participate constructively in the continuous improvement of the courses on offer.

I am responsible for being proactive in terms of seeking information and also for complying with internal regulations and directives effective in SUPSI, in my department or affiliated school and of my degree course.

I respect the regulations associated with intellectual and scientific honesty, aware that plagiarism, fraud and the falsification of documents will be subject to sanctions.

I respect the regulations concerning intellectual property, privacy, ethics and code of conduct in all activities related to my student statute.

I respect dates, deadlines and instructions specified by the study programme.

I contribute to creating a favourable atmosphere for study purposes, creating places, infrastructures, laboratories and the equipment made available to me with good care. I respect the procedures for documentation and services made available to me.

I participate in the creation of a pleasant, calm atmosphere supporting teaching and learning activities, and fostering opportunities for discussion and for the personal,
Compliance with the Educational Agreement

Compliance with the Educational Agreement is implemented in the provisions and regulations of SUPSI, the departments and the Affiliate schools. Students are required to read the Educational Agreement and comply with its regulations. The SUPSI Board establishes an Ethics Committee to advise, supervise the correct application of the rules of conduct and review the training agreement. The intervention of the Ethics Committee can be activated by each student and each employee by contacting the Chairman of the Ethics Committee, sending a request for an opinion, accompanied by a description of the reported case and the supporting arguments, to the following email address: commitato.etico@supsi.ch.

In the event that a violation of the Educational Agreement is ascertained, the Ethics Committee may propose the adoption of disciplinary sanctions to the SUPSI Board or, on its behalf and for minor violations, to another body. For the affiliated schools, the Ethics Committee will report to the specific reference body (Board of Trustees Thim Van der Laan, Board of Trustees of the Conservatoire de la Suisse italiana, Board of Trustees of the Accademia Teatro Dimitri Association, Board of Trustees of the Fern-fachhochschule).

The Ethics Committee is composed of one member of the Board acting as chairman, one permanent external member and one third member, defined for each individual case on the basis of specific expertise related to the case to be assessed.

The Ethics Committee shall appropriately involve the individuals to be assessed and the Departmental or Affiliate School Directorates in the evaluation procedures.

Entry into force

The present Educational Agreement approved by the SUPSI Board on 17 June 2021 shall enter into force on 1 July 2021 and replaces the previous one of 1 May 2019.

Manno, 01.07.2021

The President of the SUPSI Board, Alberto Petruzzella

The President of the Management and Governance Commission, Beatrice Fasana

This document is the English translation of the original text written in Italian. In the event of any doubt or dispute, the original Italian version is the one that shall be considered as valid and official.
Scholarships
Students can benefit from cantonal scholar-
ships under certain conditions of income
and residence in Ticino (their own or their
parents, if they are dependent on them).

Ufficio degli aiuti allo studio Residenza
governativa
Piazza Governo 7
CH-6501 Bellinzona
+41 (0)91 814 34 32
www.ti.ch/aiutistudio

Career, Experience and Study Advisory
Area gestione amministrativa studenti
Via Pobiette 11
CH-6928 Manno
+41 (0)58 666 60 04
amministrazione.studenti@supsi.ch

Bibliography
Teaching activities are carried out with the
support of digital documentation consisting
of a basic bibliography and handouts pre-
pared by the teachers.

Canteen
At the DACD Campus in Mendrisio, there
are a canteen and a bar available to stu-
dents and staff.

Library
SUPSI has specialized thematic libraries,
integrated with the national university
catalog Swissuniversities. The libraries are
available to students from Monday to Fri-
day. For timetables, databases, and further
information: https://www.supsi.ch/biblio-
teca.html
At the Department of Environment Con-
structions and Design, there is also the Ma-
terioteca which, along with the library, is
part of the DACD bibliographic hub.

Languages and Mobility
Language courses for SUPSI students are
organized by a unit dedicated to foreign
languages. The purpose is to provide stu-
dents with the necessary language skills to
facilitate their integration into the profes-
sional world in Switzerland and abroad.

Area Lingue Straniere (LIST)
Dipartimento formazione e apprendimento
(DFA)
Palazzo E, Via Cantonale 16e
CH-6928 Manno
+41 (0)58 666 61 33/34
dfa.list@supsi.ch

The International Office manages SUPSI’s
mobility programs.
It is possible to carry out semesters of study
or internship in a partner institution, obta-
ining recognition of the earned credits.

SUPSI International Office
Le Gerre, Via Pobiette 11
CH-6928 Manno
international@supsi.ch

Laptops, Notebooks
All students are required to use their laptop
computers during courses.
The Department of Environment Con-
structions and Design provides an adequa-
te number of connections to the computer
network. IT services can advise students
about the purchase of laptops and pro-
grams suitable for their chosen degree
course.
https://si.supsi.ch/
it.dacd@supsi.ch

Internet, e-mail
Throughout their studies, SUPSI students
have free access to the Internet and receive
a personal email address in the format firs-
tname.lastname@student.supsi.ch.
To use these services, all students must re-
spect SUPSI’s norms and regulations for the
use of IT infrastructure.

Access to Facilities
Access to the Campus is granted without
particular time restrictions for carrying out
the planned activities. Students receive a
badge that allows them to access the Cam-
pus and the department’s IT infrastructure.
Smoking is prohibited in enclosed areas of
public use, including hallways. The regula-
tions and orders handed out by the respon-
sible staff also apply.

Language of instruction
The courses are held in English.

SUPSI Sport
A dedicated service, addressed to students,
organizes sports activities aimed at pro-
moting socialization and the improvement
of students’ personal values and skills. An
exclusive program allows them to partici-
pate in weekly activities, group and training
courses, and national/international events.

Servizio carriera, esperienza e orientamento
Area esperienza universitaria
Via Pobiette 11
CH-6928 Manno
sport@supsi.ch
www.sport.supsi.ch

Insurance
Students are not insured by SUPSI for tre-
ating in case of illness or accident, and
therefore they must be insured privately
(LaMal or European Health Card). Enrolled
SUPSI students are insured in the event of
bodily or material damage to third parties
occurring during work/study time through
SUPSI’s civil liability insurance.

Sportello Assicurazioni SUPSI
Stabile Le Gerre, Via Pobiette 11
6928 Manno
assicurazioni@supsi.ch

Military Service
In case of military duty please contact
course secretary or the following address:

Sezione del militare e della protezione della
popolazione
Piazza Governo 7
CH-6501 Bellinzona
Tel. +41 (0)91 814 33 21
di-smpp@ti.ch
www4.ti.ch/di/smpp/section/

Arriving by Public Transport
It is possible to reach the Department of
Environment Constructions and Design by
using public transport. Stop at FFS station
in Mendrisio.
FFS: Ferrovie Federali Svizzere
AMSA: Autolinea Mendrisiense
AutoPostale
SUPSI grants a 20% contribution towards
the purchase of an Arcobaleno annual pass
to students who purchased one before De-
ember 1st.
For further information on public transport,
please consult the following websites:
www.ffs.ch
www.amsa.ch
www.postauto.ch/it
www.arcobaleno.ch

Arriving by Car
(see QR code on the following page)
It is possible to reach the Department of
Environment Constructions and Design by
car, follow the directions below:
1. Take the A2 highway
2. Exit in Mendrisio
3. Drive towards the Mendrisio FFS train
   station

Parking
On the lower floors of the Campus, there is
a parking garage (Park & Ride della stazio-
n FFS di Mendrisio).

Address
Via Flora Ruchat-Roncati 15
Helpful Addresses
master.mid@supsi.ch

SUPSI Direction
Le Gerre
CH-6928 Manno
tel. +41 (0)58 666 60 00
fax +41 (0)58 666 60 01
info@supsi.ch
www.supsi.ch

Department of Environment
Constructions and Design
Via Flora Ruchat-Roncati 15
CH-6850 Mendrisio
tel. +41 (0)58 666 63 00
fax +41 (0)58 666 63 09
info@supsi.ch
www.dacd.supsi.ch

Department of Business Economics,
Health and Social Care
Business and social sciences
Palazzo E
CH-6928 Manno
tel. +41 (0)58 666 61 00
fax +41 (0)58 666 61 01
ddas.economia@supsi.ch
ddas.sociale@supsi.ch
www.dsas.supsi.ch

Department of Business Economics,
Health and Social Care
Healthcare
Stabile Piazzetta, Via Violino 11
CH-6928 Manno
tel. +41 (0)58 666 64 00
fax +41 (0)58 666 64 01
dsan@supsi.ch
www.dsan.supsi.ch

Department of Innovative Technologies
Galleria 2
CH-6928 Manno
tel. +41 (0)58 666 65 11
fax +41 (0)58 666 65 71
dti@supsi.ch
www.dti.supsi.ch

Department of Education
and Learning
Piazza San Francesco 19
CH-6600 Locarno
tel. +41 (0)58 666 68 00
fax +41 (0)58 666 68 19
dfa@supsi.ch
www.dfa.supsi.ch

E-mail addresses of collaborators of the
Department of Environment Constructions
and Design:
All SUPSI collaborators have an email
address in the format
firstname.lastname@supsi.ch