DPS

specializing

Master in

Design for

Public Spaces

Urban interior design in contemporary cities

in collaboration with
The 2020 edition will be the 4th of the Master DPS - Design for Public Spaces. Till the 3rd edition it was named "MUID - Master in Urban Interior Design" and was in collaboration with CEU, Universidad de San Paulo, Madrid.

Published in May 2019

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The Master is intended to train a new professional figure with creative and technical skills able to design innovative concepts for urban spaces.
ABOUT
DESIGN for PUBLIC SPACES
In today’s more and more global and interconnected world, more than half of the population of the planet now lives in urban areas. It is estimated that by 2050 urbanised areas will host 66% of the world’s population, actually inverting the distribution of rural-urban population of the mid-20th century. One of the biggest challenges of the future will be the management of huge urbanisation processes with an innovative approach, putting at the centre of the political and professional agenda not architecture, but rather the quality of urban public spaces, “a shift of focus from objects (architectural displays) to places (public spaces)” (from UN-Habitat).

Nowadays we can say that the perceived quality of a city depends more on the warm nature of its open spaces than on the magnificence of its monuments. We are now witnessing at global level important public and private investments for the design and creation of open, collective, common spaces in our increasingly populated cities, for achieving both a better quality of life of their inhabitants and users and a proper positioning on the global competitive market. This re-launch takes place with a totally different perspective from the one taken in the phase preceding the current one, which we call post-industrial. What urban spaces are now required is not the ability to express the idea of civil representation, like in the 18th-century urban society, but rather to build a more “intimate” relationship, we might say, an empathetic link with their users, to put again these very users at the centre of open spaces.

Today we live everywhere, there is not a single corner of the world having not been colonised by men and forced to his use, in such a way that it is now hard to define clear boundaries between what is urban and what is not. In fact we inhabit en passant, in ways that represent more and more, even in open spaces, a change in our status of inhabitants of the planet, with an increasing spread of neo-nomadism. In such view the city, through its squares, its streets, its huge unbuilt environment, increasingly becomes the scene of many events.

It is in such perspective, particularly well-established for its use of methods and tools to support cities’ resilience, i.e. their adaptive resistance, transformation and renewal ability when facing the challenge of contemporary economic, social and environmental crises, that we can consider the design of urban interiors capable of spotting, through new tangible and intangible tools (materials, equipment, signs and symbols, light, etc.), new ways of use and new story-telling abilities in every place.
The Specializing Master in Design for Public Spaces is a training program for public spaces designers in contemporary cities that comprehend theory, research, design and practical training. It is proposed to train professionals to be able to develop projects of scenarios, processes and forms of open spaces, symbolic places in which the community can recognize itself.

We are experiencing an unprecedented moment of urban and demographic growth and cities are facing important social, economic and cultural issues. We deal with the challenge of shaping spaces that respond to new collective needs and offer multiple opportunities for use. What is nowadays required is an increasingly marked flexibility: once the character of specialized places is lost, cities are asked to adapt to an ever wider number of activities: exhibitions, spectacular events, markets, parties, political events. These are places where the private and collective dimensions have to learn somehow know how to coexist.

The designer of the Public Spaces operates on non-built areas such as squares, streets, parks, roundabouts and other undefined urban voids, taking into consideration both the container (the built form) and the content (the uses, even temporary). The design of Public Spaces requires a complex design approach, capable of combining different factors: from the urban configuration to its role in civil life, from existing participatory processes to the processes of use that are established. The Master offers analysis tools, scenario generation and innovative concepts; develops skills in managing processes and relationships with all the players involved; deals with project cases "in the field" in which one is confronted with real stakeholders and clients. The training activity will be based on the adoption of two observation methods, two different though complementary views: one addressed to the temporary city and the other to the contemporary city. One more interested in short-term transformations and the other in deeper changes: both, however, aimed at putting the many questions of use coming from society and its new social actors at the center of these changes.

It is an innovative Specializing Master, based on the long tradition of public space developed in Italy and in Europe and which is fed on the culture that made the city of Milan a recognized capital of design in the world. The training proposal is also enriched by the contributions of other European excellences, such as the prestigious ESNE school of Madrid. It also calls on an international faculty, which brings contributions from all over the world. Improving specific professional skills in a high-level academic and professional context is an opportunity that allows to gain direct experience of urban, historical and contemporary spaces, full of planning, sociality and symbolic meanings.
Public Living Spaces in Contemporary Cities require a human centered design approach.
The Specializing Master in Design for Public Spaces in particular addresses the complexity of contemporary urban interiors by investigating 5 project areas:

- **Contemporary urban interior**: design and semantic. It is the ambit of the urban space project in the narrowest sense, and covers all outdoor and public areas: it is the project of squares, meeting and symbolic places, but also of interstices, green spaces, semi-public areas.

- **Public space and social engagement**: processes and actions. It is the area of the preparatory processes for the project, aimed at involving multiple stakeholders with human (or community) centered design tools and approaches. It is also the context of projects that design new forms and new ways of relating between users and between users and spaces.

- **Equipment and furniture, materials and technologies**: This covers the ambit of the material aspects that build a space, but also the technological components that structure the interaction. It is aimed at enhancing the perceptive and sensory components of space, with a view to environmental and social sustainability.

- **Communication, identity and territory**: city branding and narrative design. This is the ambit of the project that interfaces with a territorial scale or with the identity and the tangible and intangible heritage of the places, with a strategic and systemic approach.

- **Events and temporary settings**: It is the ambit of the project of ephemeral devices for the development of temporary activities in the urban space, such as collective communicative, expository, celebratory, cultural events.
This is the field of public space design in the traditional sense, and refers to all outdoor and public environments: it is the project of squares, of meeting and symbolic places, of urban parks and green areas, of semi-public spaces open to the free use of citizens. It is also the field of urban interstices, of abandoned, unwelcoming spaces without any function. Public Spaces Designers play an important role in the dialogue with the public administration as well as with private players in urban reactivation processes.
fragments

Francesco Russo_Sonali Jain
entre
Veronica Vacaro
PUBLIC SPACE AND SOCIAL ENGAGEMENT

PROCESSES AND ACTIONS

Placemaking
Public Art
Co-design Ethnography
Participatory
Urban practices
Tactical
Urbanism
Street life
Relationships
Connettivity
Community
Inclusion
Urban care
Play & Game Online Communities
Vibrant city
Pilot projects

It is the field of the processes preparatory to the project, aimed at involving the many stakeholders with human (or community)-centred design tools and approaches. It is also the field of projects aimed at designing new shapes and new forms of relationship between users and between users and space, providing models of positive sociality for the community.
la casa fuori il bosco dentro

Veronica Vacaro, Francesco Russo, Roberta Sinesio
urban stairs plaza - cuenca

Carolina Salazar
u.m.a - urban mobile activator

Lucia Sotomayor
100 Quarters
Tabreed Ozgen

U.M.A. - Urban Mobile Activator
Lucia Sotomayor
It is the field of the materials aspects constituting the space and the equipment that make it “inhabitable”, in a view to pursue social and environmental sustainability. It is also the field that explores the possibility of interaction of the space with its users through technology. It aims at enhancing the perceptual and sensorial components of space and the dimension of comfort.
da vinci volare
Cesar Buquerin_Duc Nguyen_Paola Perez

make it Lets
Derya Muratly
Lazzaretto

Cesar Buquerin_Duc Nguyen_Paola Perez
marcia-piedi

Angga Rosiawan_Lucia Sotomayor_Tabreed Ozgien_Ayman Al-Anssary
Benches for the Atrium of Conde Duque

Zienab Ezzedine
THE PEOPLE YOU LOVE
BECOME GHOSTS INSIDE
OF YOU AND LIKE THIS
YOU KEEP THEM ALIVE

Network of Third Public Places
Anthony Zgheib

Treescape
Calosa Kadim
COMMUNICATION, IDENTITY AND TERRITORY

CITY BRANDING AND NARRATIVE DESIGN

Territorial Marketing
Guerriglia Marketing
Graphics
Visual design
Storytelling
Strategies
Sistemic approach
Imageability
Local heritage

It is the field of the project dealing with a territorial scale, i.e. with the identity of urban spaces in relation to the context to which they belong. It investigates the tools, processes and methods to read and promote the tangible and intangible heritage of places, with a strategic and systemic approach.
piazza nettuno

Roberta Sinesio
the next prato

Angga Rosiawan
floating

Cesar Buquerin_Duc Nguyen_Paola Perez
EVENTS AND TEMPORARY SETTINGS

Stage
Scenography
Urban installations
Pavilions
Cultural
Heritage
Rituals
Celebration

It is the field of the project that uses ephemeral devices for carrying out temporary activities within the urban space: collective exhibition, celebration and cultural events. It implies the design of setups that transform the space for a short period of time: scenic design, communication, movable furniture and temporary settings.
Network of Third Public Places

Anthony Zgheib
The DPS students come from all over the world; this allows to organise interdisciplinary, but also intercultural working groups. The variety of points of view, of original cultural traditions and of different educational backgrounds offer an invaluable opportunity to discuss complex issues within an international context.
25 Students
18 Nations
3 Editions
25 Professional
03 Join Workshop
34 Internship Offices
29 Teachers
8 Companies
03 Universities
DPS PLUS

Exhibitions
Explorations
Realizations
The projects developed during the Master’s workshops are always promoted through public exhibitions in various universities or in prestigious locations of the city of Milan. The exhibitions are indeed designed, curated and set up by the students, who can enjoy the opportunity to enhance their own works, being able to communicate their own proposals to the local stakeholders but also to a broader public, also through talks and conferences. In this way they live a complete and high-level professional process that require cross-sectoral setup, communication and expressive skills.
Our faculty in Milan and Madrid features a multidisciplinary range of professionals and scholars in urbanisation, architecture, interior design, service, product and industrial design, design-thinking, construction, landscape, sociology, legislation, public management and sustainability. Additionally, DPS organises open conferences, the DPS talks, where top international speakers share their experience in research and practice.
Cino Zucchi
CZA
The design of urban spaces cannot exclude the knowledge and direct observation of the city, of its shapes, its signs, the processes of spontaneous appropriation and use of its inhabitants, whether permanent or in transit. The contemporary flaneur explores the city from a global perspective, creating maps and decryption methods with new tools and technologies. The Master offers students reading and interpretation tools as well as opportunities to have a direct experience, individually or in groups, of contemporary and innovative but also historic and traditional urban spaces of which Italy, Spain and Europe have a long tradition.
graffittismi urbani

survey

DPS 2

DPS 2

DPS 2

DPS 2

DPS 2
survey - MUST out

DPS 3
survey - concrete island
DPS 3
Ephemeral events in urban space interpret temporary changes; gather people together in a new way, transforming the space for a moment. But that is not all. Many contemporary practices of the approach to public urban space design adopt participatory processes of DIY, of self-building that push local communities towards new social and urban structures. DPS has offered students the opportunity to take a leading role in urban spaces setup processes for temporary cultural events, experimenting with lightweight and reversible materials and an aesthetic of the ephemeral.
piano city
DPS 1
DPS AMBASSADORS

Students Feedbacks
Country: Syria
Background: Architecture
Internship: SGS Architetti Associati, Milano
“Living in an age of globalization and similarity, besides having spent most of my life far from my city, raised my interest to do research in place making, humanizing, context, localization, intersection between the built environment with psychology and sociology. Urban design is new as a profession. This is the century of cities. The future is urban.”
Country: Lebanon
Background: Architecture
Internship: Les Ateliers (Paris)
The past year was a very important phase in my personal and professional life and I couldn’t achieve anything if I wasn’t a DPS student. This master offered me a lot of new opportunities! I’ve been highly inspired as living and studying in Milan was just like eating and breathing design.
Country: Indonesia
Background: Architecture
Internship: ma0, Rome
Despite the knowledge that we all must have had being an inhabitant of a city, the program was an eye opener to so many interesting things not just in architectonical field, but also art, technology, graphic design, communication, sustainability, history, culture, and many others.
Country: Pakistan
Background: Architecture
Internship: Studio Cerri [Milan, Italy]
The selection of workshop projects was quite interesting as we got to learn and work with the concerned communities closely. I, not only learnt how to be a better architect but developed into a public space designer, learnt tremendously about life in general, passion and design.
Country: Bolivia
Background: Architecture
Internship: Alberto Garrutti [Milan, Italy]
“The Masters also allowed us to look at urban design in a new way due to the approach of and interior design comfort for public space.”
Country: Italia
Background: Architecture
Internship: Attilio Stocchi [Milan, Italy]
The master was really useful, it helps me to combine the knowledge I got from the university with new skills. The public spaces are not just the result areas between the buildings; they are instead the living room of the city.
DPS’s main location is the city of Milan, heart of Italian design. Starting in the post-war period, Milan has been able to develop a fertile environment – made of enlightened entrepreneurs, universities, design studios, cultural players (publishers, trade fair organisations, museums, etc.) – that has built a design culture known all over the world. Today Milan houses every year the Milan Design week, that attracts over 300,000 visitors from more than 165 countries. Studying in Italy also means dealing with the European tradition of living and designing welcoming and warm urban spaces.
with Attilio Stocchi
DPS 3
A period of study in a European city, whose tradition in planning public space has its roots in a design culture grounded in history but also in the contemporary world. The courses on offer will address the taxonomy of a public space, exploring the various aspects of design and management by means of historical and contemporary case studies. The workshops will explore cases in relation to the city of Madrid.

Teaching Modules:

- Conceptualisation and Design of Public Spaces;
- Fundamentals of Public Spaces.
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COMPANIES

ENERGY SOLUTION
sustainably

IDEAS
prototyping

MGS
natural stones

NASOALLINSU
inflatable structures

RIVA GIARDINI
garden & landscape projects

TIDEO
enhancement of surfaces

modo arredo
furnitures

iguzzini
lighting
INTERNERSHIPS

ASZ ARCHITECTS [Firenze, Milano, Dubai, Shanghai]

MAo [Roma]

DESIGN 2 USERS [Milano]

STUDIO ALBERTO GARUTTI [Milano]

ESTERNI [Milano]

RENZO PIANO BUILDING WORKSHOP [Genova, Parigi]

MIGLIORE E SERVETTO [Milano]

PARK ASSOCIATI [Milano]

MMASS PROJECT [Milano]

STUDIO LIBESKIND [Milano, Zurigo, New York]

LAND SRL [Milano]

RIVA GIARDINI [Como]

STUDIO GHIGOS [Monza]

STUDIO ORIGONI STEINER [Milano]

STUDIO ATILIO STOCCHI [Milano]

ENZO ET ROSSO [Toulouse]

STUDIO AZZURRO [Milano]

UAP COMPANY [Australia]

STUDIO CASTELLI [Milano]

SGS ARCHITETTI ASSOCIATI [Milano]

STUDIO CERRI [Milano]

STUDIO MVRDV [NL] [Milano]

STUDIO DE LUCCHI [Milano]

STEFANO BOERI ARCHITETTI [Milano]

STUDIO ZUCCHI [Milano]

ANTONIO CITTERIO DESIGN [Milano]

STUDIO ZANETTI DESIGN ARCHITETTURA [Milano]

MATTEO THUN [Milano]

TOPOTEK [Berlino]

DONTSTOP ARCHITETTURA [Milano]

STUDIO LUCA ROLLA [Milano]

CIBIC WORKSHOP [Milano]

N!03 [Milano]

ECOSISTEMA URBANO [Madrid]
The 3rd phase will be in another European city. The 4th phase can be everywhere, depending on the professional’s location.

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Politecnico di Milano is a State University, founded in 1863, which trains engineers, architects and industrial designers.

- Politecnico di Milano appears in QS World University Rankings by subject [Art & Design] as University: + 1st in Italy, + 2nd in Europe, + 5th Worldwide