Lodz University of Technology

Study programme

Faculty:	Faculty of Textiles and Design
Major:	Design (in English)
Level of study:	second-cycle programme (magister)
Form of study:	full-time studies
Academic year:	2026/27

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Basic information

Name of the field of study:	Design (in English)
Level of study:	second-cycle programme (magister)
Study profile:	practical
Form of studies:	full-time studies
Duration of studies (number of semesters):	3
The number of ECTS points required to complete studies:	90
Total number of hours of classes:	1125
The number of ECTS points a student obtains as part of classes conducted with the direct participation of academic teachers or other persons conducting classes:	45
Professional title awarded to graduates:	magister
ISCED code:	09999
Language of study:	English

Assigning the course to the disciplines to which the learning outcomes relate

Discipline	**Percentage share**
Material Engineering	51%
Visual arts and art conservation	49%

Learning outcomes (in relation to the PQF)

No.	Learning outcome code	Learning Outcome Content	Reference to the universal characteristics of the first level of PRK	Reference to the second-level characteristics of the PRK, taking into account the second-level characteristics enabling the acquisition of engineering competences
1	**2WZO1**	Has in-depth and functional knowledge and understanding of issues related to the history and theory of art and design, including cultural, social and economic conditions relevant to critical and responsible design decision-making in contemporary design practice.	P7U_W	P7S_WG
2	**2WZO2**	Has in-depth knowledge and understanding of the principles of implementing advanced design projects, including the selection of means of expression, materials, technologies and design tools, as well as complex relationships between aesthetic, ethical, functional, technological and production requirements, and is able to consciously apply this knowledge in the implementation of original projects with a high degree of innovation and originality.	P7U_W, P7U_U	P7S_WG, P7S_UW
3	**2WZO3**	Has in-depth knowledge and understanding of issues related to the impact of design on the environment, as well as social and economic conditions relevant to responsible and sustainable product design.	P7U_W, P7U_K	P7S_WG, P7S_WK, P7S_KO
4	**2WZO4**	Has in-depth knowledge and understanding of issues related to entrepreneurship, marketing, project management and intellectual property protection necessary for planning, implementing and commercialising own design projects in various professional contexts.	P7U_W, P7U_K	P7S_WK, P7S_KO
5	**2WZO5**	Is able to use creative personality to independently initiate and carry out complex design projects, both experimental and implementation-oriented, integrating theoretical, design, and technological knowledge with acquired professional experience, while adapting design decisions to changing aesthetic, ethical, functional, technological, and production conditions.	P7U_U	P7S_UW
6	**2WZO6**	Is able to creatively and consciously apply materials and advanced design technologies, analogue and digital tools, as well as methods of prototyping and testing innovative design solutions.	P7U_U	P7S_UW
7	**2WZO7**	Is able to independently and collaboratively plan, organise and implement complex design processes in a professional environment, taking into account the requirements of various stakeholder groups, to assume a leadership role within a team and integrating different stages of the design process from concept to implementation.	P7U_U	P7S_UO
8	**2WZO8**	Is able to professionally communicate design concepts in visual, oral and written form, adapting language, tools and means of expression to different audiences, including in an international environment, using a foreign language at B2+ level according to the Common European Framework of Reference for Languages and specialist design terminology. Is able to conduct substantive debate and communicate complex design information clearly at the stages of design, prototyping, implementation and promotion.	P7U_U	P7S_UK

No.	Learning outcome code	Learning Outcome Content	Reference to the universal characteristics of the first level of PRK	Reference to the second-level characteristics of the PRK, taking into account the second-level characteristics enabling the acquisition of engineering competences
9	**2WZO9**	Is prepared for critical evaluation of information, own design activities and teamwork, and is able to analyse the consequences of own decisions, adapt design strategies to changing circumstances and initiate and coordinate the process of improving own skills as well as supporting the development of other team members.	P7U_U, P7U_K	P7S_UU, P7S_KK, P7S_KR
10	**2WZO10**	Is prepared to perform the role of a design professional in a professional environment, acting in an ethical, entrepreneurial and socially responsible manner, using appropriate psychological mechanisms supporting the design process, reflecting on the social, scientific and ethical aspects of own work and initiating actions that take into account user needs, the socio-economic environment and the principles of sustainable development.	P7U_W, P7U_K	P7S_WK, P7S_KO, P7S_KR

Matrix of course modules in relation to learning outcomes and curriculum content

No.	Course name	Program content	2WZO1	2WZO2	2WZO3	2WZO4	2WZO5	2WZO6	2WZO7	2WZO8	2WZO9	2WZO10
1	History and Theory of Design	History of artistic and industrial design and applied arts in the 20th and 21st centuries. Knowledge in the field of aesthetics. Ethics of design in industrial design. Classical and contemporary design concepts.										
2	Critical Design BioLAB	Topics related to biological inspiration and the application of biomimetic materials in art and design. Experimental workshop activities in the field of biofabrication – the production of alternative materials for use in design projects. A project in the field of critical/speculative design. Product design with the circular economy in mind.										
3	Composite Materials and Experiment Planning	Topics related to methods of experimental design and planning. search for innovative solutions in the field of knitted composite materials and composites produced using embroidery techniques, as well as resin-based composites.		x				x				
4	Product Design - Decorative Textiles	Design of decorative textile collections to achieve diverse design effects based on advanced structures. Analysis of possibilities and limitations of implementation in various techniques of matched pattern designs with specific dimensions and applications, compatible with furniture industry products.										
5	Product Design - Apparel and Accessories (Premiere Vision)	Design of original garment forms based on independent trend forecasting. A process grounded in critical analysis of social phenomena, enabling the creation of product innovations in clothing and accessories.										
6	Product Design - Special Publications and Packaging	As part of the course, students complete projects involving serial publications and specialized eco-friendly packaging distinguished by the use of unconventional materials, manufacturing techniques, and experimental formal solutions. The course develops knowledge in the areas of spatiotemporal composition, ecodesign, and the circular economy. It expands understanding of the packaging life cycle, materials, technologies, proper labeling, and greenwashing, as well as prototyping using FDM 3D printing and laser cutting.		x	x		x	x				
7	Modular Product Prototyping	The module focuses on the design and development of textile and garment product prototypes using a modular approach, enabling flexible selection of technologies depending on the design concept. Students develop the ability to integrate traditional and digital techniques, creating functional and aesthetic solutions in the context of small-series production. Available tracks (choose one): Prototyping using weaving techniques; Prototyping using knitting techniques and 3D printing; Prototyping using embroidery and garment construction techniques.		x				x				
8	Experimental Product Prototyping	The module focuses on design and material experimentation, where prototyping serves as a research tool. Students test innovative technological solutions and unconventional combinations of materials and processes, developing an original approach to product design. Available tracks (choose one): Prototyping using 3D printing (FDM) and laser cutting; Prototyping using digital printing and dyeing techniques.		x				x				

No.	Course name	Program content	2WZO1	2WZO2	2WZO3	2WZO4	2WZO5	2WZO6	2WZO7	2WZO8	2WZO9	2WZO10
9	Experimental Textiles	Design of experimental textiles based on combining traditional craftsmanship with an innovative approach to textile materials. Moving beyond conventional hand weaving and jacquard schemes (changes in fabric density, openwork structures, unconventional and recycled materials), e.g., weaving with copper, bioplastics, recycled paper, and plant-based fibers (e.g., nettle).										
10	Circular Fashion	Design of garments within the circular fashion approach using zero-waste, upcycling, and recycling strategies. Original design concepts integrated with life cycle analysis, properties of eco-materials, and technological processes. The project is treated as a starting point for identifying research problems and questions in circular materials and technologies. Classes use digital tools for modeling and simulating garment construction, enabling evaluation of material consumption, form, and potential zero-waste solutions.		x	x		x				x	
11	Inclusive Visual Communication	Developing analytical and design skills for audiences with special needs. Inclusive design in visual communication, taking into account cultural, social, and cognitive diversity. Design activities related to the selection of media and content adaptation that will best identify the issues of the social campaign.										
12	Design Internship I	Confrontation of theoretical knowledge and basic design and artistic skills with real working conditions. Development of skills related to individual and team work organisation, time management, and responsibility for assigned tasks.										
13	Product Presentation and Visualization	Development of professional drawing skills responding to contemporary needs. Technical and creative approaches to product photography. Building a portfolio by composing photographs into coherent series. Development of a selected method of multimedia visualization for a previously created product.										
14	Experimental Graphics	Projects in the field of artistic graphics, with particular emphasis on mixed techniques and printing on various substrates. Authorial works in the expanded field of graphics, with a strong focus on process and experimentation.										
15	Foreign Language for Specific Purposes	Skills related to the use of professional terminology and academic writing in a foreign language.										
16	Funding for Creative Projects	Knowledge in acquiring funding for design projects. Students become familiar with the national and international grant ecosystem and learn how to analyse funding calls and independently prepare grant proposals in accordance with the requirements of funding institutions. The outcome of the course is the preparation of a grant proposal embedded in a design, technological and market context.				x			x			
17	Design for Industry	Based on the analysis of trends, needs, and problems — the creation of a complex product combining the fields of fashion design, textile design, and visual communication. Methods of analyzing users' needs and behaviors, principles of creating mock-ups and prototypes, as well as evaluating product usability and the quality of user experience.										
18	Digital Textiles	Design of digital textile collections in 2D and 3D environments. Digital visualization of apparel and decorative textiles using AI elements. Creation of a digital sales portfolio based on analysis of leading design and color trends.										

No.	Course name	Program content	2WZO1	2WZO2	2WZO3	2WZO4	2WZO5	2WZO6	2WZO7	2WZO8	2WZO9	2WZO10
19	Digital Fashion	Design of digital garment collections in 2D and 3D environments. Digital pattern construction, modeling, and simulation of material behavior using CAD tools and AI elements. Comparative analysis of design and technological solutions and critical evaluation of digital tools as a design and research environment.			x		x	x				
20	Design for Social Media	Design activities related to the selection of the medium and the adaptation of audiovisual content that will best document and present selected objects in the digital space of social communication.										
21	Design Internship II	Confrontation of advanced design and artistic skills and theoretical knowledge with labour market requirements. Development of independence, professional responsibility, time management skills and teamwork. Identification of one’s own professional predispositions in relation to employers’ expectations.										
22	Diploma Seminar	Guidelines for preparing a thesis, with particular emphasis on the proper use of theoretical literature and scientific methods for analyzing and evaluating collected information. Gathering, verification, and selection of bibliographic sources. Rules applicable to the protection of intellectual property. Formal and editorial guidelines for a master's thesis. Presentation as an oral and visual form of disseminating the results of one's own work.							x	x	x	
23	Diploma Thesis	Implementation and presentation of a design research project. Theoretical analysis of a design problem. Building design assumptions based on the theoretical analysis of a specific design problem. Conducting the design process. Implementation of an optimal design solution. Visualization and presentation of the implemented design solution. Conclusion.										
24	Design and Business	Relationship between design and the market; preparing students for informed professional activity within the creative industries. Issues related to copyright law, business plan development and the commercialisation of research outcomes and design projects. An important component of the course includes self-presentation techniques, and professional image building, including the use of AI tools.										
25	Printed Textiles	Design of printed textile collections based on intended use. The student defines initial assumptions and functional requirements, selects the production technique, and produces a sample series. Design of woven and knitted fabric collections for apparel based on knowledge of current trends and inspirations presented at selected European trade fairs. Implementation of collection elements in a chosen technique. Analysis of documented current trends from various sources and presentation of a multimedia mood board. The student defines and justifies the target group and selected production techniques in written form.										
26	Functional Clothing	Design of functional garments based on user needs analysis, ergonomics, and anthropometry. Integration of form, construction, and material properties in the context of functionality and usage conditions. The project is treated as a functional model enabling evaluation of design solutions in an applied context. Digital tools are used in the design process for preliminary verification of construction and fit in terms of ergonomics and usability.		x			x	x				
27	Organization of Usable Space	Design of promotional and exhibition spaces, such as trade fair stands and retail islands, using environmentally friendly materials and technologies. Use of 3D modeling and virtual reality.		x			x	x				

No.	Course name	Program content	2WZO1	2WZO2	2WZO3	2WZO4	2WZO5	2WZO6	2WZO7	2WZO8	2WZO9	2WZO10
28	Design Internship III	Independent and responsible participation in design processes within a professional environment. Enhancement of design, organisational and communication competencies in the context of real market tasks. Establishing professional contacts and presenting one’s skills to potential employers.										

ECTS - subjects

No.	Course name	ECTS	Subjects in the field of humanities and social sciences	Elective subjects	Profile items	Classes in a foreign language
1	History and Theory of Design	4	4			4
2	Critical Design BioLAB	5			5	5
3	Composite Materials and Experiment Planning	2			2	2
4	Product Design - Decorative Textiles	6		6	6	6
5	Product Design - Apparel and Accessories (Premiere Vision)	6		6	6	6
6	Product Design - Special Publications and Packaging	6		6	6	6
7	Modular Product Prototyping	4		4	4	4
8	Experimental Product Prototyping	4		4	4	4
9	Experimental Textiles	5		5	5	5
10	Circular Fashion	5		5	5	5
11	Inclusive Visual Communication	5		5	5	5
12	Design Internship I	4			4	4
13	Product Presentation and Visualization	6			6	6
14	Experimental Graphics	4			4	4
15	Foreign Language for Specific Purposes	2		2		2
16	Funding for Creative Projects	4	4		4	4
17	Design for Industry	6			6	6
18	Digital Textiles	4		4	4	4
19	Digital Fashion	4		4	4	4
20	Design for Social Media	4		4	4	4
21	Design Internship II	4			4	4

No.	Course name	ECTS	Subjects in the field of humanities and social sciences	Elective subjects	Profile items	Classes in a foreign language
22	Diploma Seminar	2			2	2
23	Diploma Thesis	20		20		20
24	Design and Business	2			2	2
25	Printed Textiles	2		2	2	2
26	Functional Clothing	2		2	2	2
27	Organization of Usable Space	2		2	2	2
28	Design Internship III	4			4	4

ECTS indicators

Name	Value
The total number of ECTS credits that a student must obtain through elective courses (amounting to no less than 30% of the total ECTS credits required to obtain the qualification corresponding to the given level of study)	43/90 (47.78%)
The total number of ECTS credits to be earned by a student through courses in the fields of humanities or social sciences	8
The total number of ECTS credits that a student must obtain from courses developing practical skills, amounting to more than 50% of the total ECTS credits required to graduate from a given level of study	64/90 (71.11%)

Methods of verifying and assessing learning outcomes

The verification of learning outcomes is multi-level and appropriate to the practical profile and Level 7 of the Polish Qualifications Framework (PRK), with a clear alignment between assessment methods and course/programme learning outcomes as specified in syllabi. The following methods are applied:

1. Written and design assignments (essays, reports, projects, posters, technical documentation, diploma thesis, etc.);

2. Oral statements and presentations (papers, discussions, etc.);

3. Practical/design tasks — individual and team-based (laboratory work, studio-based learning, case studies, prototypes, mock-ups, models, pilot implementations, etc.);

4. Observation of student activity during classes (including assessment of teamwork);

5. Self-assessment and peer assessment (especially in team projects);

6. A competency examination (integrating key programme learning outcomes) and a diploma examination (including evaluation by the supervisor and reviewer).

Professional internships

Internships are mandatory and last 3 months (12 ECTS), completed over three semesters. They may be carried out in companies, cultural institutions, design studios, or R&D units, or through

relevant employment or self-employment. Students work on real design tasks, gain insight into organisational structures, and develop professional, technological, and ethical competencies. Documentation includes an internship programme, activity log, final report, and supervisor evaluation.

Characteristics of the course

Graduate profile

Graduates of the MA in Design gain advanced artistic, design, and technological competencies aligned with Level 7 of the Polish Qualifications Framework. They are prepared to work independently and in teams across textile design, fashion design, and visual communication, considering technological, economic, and market contexts.

They can identify design problems, conduct user–market–technology research, develop concepts, prototype, and prepare solutions for implementation. They work confidently with digital tools and create clear design documentation.

Graduates understand discipline-related market realities, iterative design methods, and implementation processes. They develop entrepreneurial skills, can manage projects, and prepare funding applications. They act responsibly, considering user needs and sustainable development.

Career paths include: textile designer, fashion designer, garment technologist, UX/UI designer, graphic/brand/motion designer, textile product specialist, art director, and independent design practitioner, among others.

The relationship between the field of study and the university's strategy

The programme supports the strategic goals of Lodz University of Technology in education, innovation, sustainable development, and internationalisation. It develops critical thinking and responsible decision-making, while allowing students to personalise their learning path.

Teaching is closely linked to real industry challenges and often carried out with external partners. The programme integrates material engineering and artistic knowledge and skills, reflecting the needs of an innovation-driven economy.

Sustainable development, circular economy principles, and design ethics are embedded throughout the curriculum. Students also gain competencies for working in international environments.

Classes are taught by academic staff and industry practitioners, ensuring up-to-date content and strong links with professional practice. Modern teaching methods include UCD/UX, Design Thinking, case studies, flipped classroom, and interdisciplinary teamwork.

Educational objectives and employment and continuing education opportunities

The programme prepares students for advanced, responsible design practice connected to contemporary technological, material, social, and market conditions. It deepens competencies

in textile design, fashion design, and visual communication, combined with materials engineering knowledge.

Students develop skills in research, experimentation, prototyping, VR/AR tools, critical and circular design processes. They also gain knowledge in entrepreneurship, intellectual property, and funding acquisition.

Graduates work in textile and apparel companies, design studios, branding and UX/UI agencies, cultural institutions, R&D units, and creative industries. They are also prepared to run their own businesses. The programme enables continuation into doctoral studies or specialised postgraduate programmes.

Description of the process and outcome of consultations on the proposed study program with the socio-economic environment

The programme is regularly consulted with industry partners through the Business Council, internship partners, and collaborative projects. Feedback from employers and supervisors ensures that the curriculum remains aligned with labour-market needs.

Description of competencies expected from a candidate applying for admission to studies

Applicants must hold a Bachelor’s degree in Design or another artistic field, or an engineering/MA degree in:

• Textile Engineering and Fashion Industry

• Industrial Design Engineering

• Interior Architecture

• Graphic Design

Verification and Assessment Methods

Assessment includes:

• written assignments and practical design projects,

• presentations,

• individual and team practical tasks,

• observation of class activity,

• self- and peer-assessment,

• competency and diploma examinations.

The unit organizing education

Faculty of Textiles and Design

Education program

Semester 1

Course	Number of hours	ECTS points	Form of verification	Obligatory
History and Theory of Design	Project work: 15 Lecture: 75	4	Exam	Obligatory
Critical Design BioLAB	Laboratory classes: 40 Project work: 40	5	Graded assignment	Obligatory
Composite Materials and Experiment Planning	Project work: 27 Lecture: 8	2	Graded assignment	Obligatory
Elective Block 1		6	Graded assignment	Obligatory group
The student chooses 1 block				
Product Design - Decorative Textiles	Project work: 65	6	Graded assignment	Optional
Product Design - Apparel and Accessories (Premiere Vision)	Project work: 65	6	Graded assignment	Optional
Product Design - Special Publications and Packaging	Project work: 65	6	Graded assignment	Optional
Elective Course 2		4	Graded assignment	Obligatory group
The student chooses 1 course from the group.				
Modular Product Prototyping	Project work: 40	4	Graded assignment	Optional
Experimental Product Prototyping	Project work: 40	4	Graded assignment	Optional
Elective Course 3		5	Graded assignment	Obligatory group
The student chooses 1 course from the group.				
Experimental Textiles	Project work: 40	5	Graded assignment	Optional
Circular Fashion	Project work: 40	5	Graded assignment	Optional
Inclusive Visual Communication	Project work: 40	5	Graded assignment	Optional
Design Internship I	Internship: 0	4	Pass	Obligatory
Sum	**350**	**30**		

Semester 2

Course	Number of hours	ECTS points	Form of verification	Obligatory
Product Presentation and Visualization	Project work: 105	6	Graded assignment	Obligatory
Experimental Graphics	Laboratory classes: 5 Project work: 35	4	Graded assignment	Obligatory
Foreign Language for Specific Purposes	Tutorials: 45	2	Graded assignment	Obligatory subjects to choose from
Funding for Creative Projects	Tutorials: 20 Project work: 15 Lecture: 10	4	Exam	Obligatory
Design for Industry	Project work: 80	6	Graded assignment	Obligatory
Elective Course 4		4	Graded assignment	Obligatory group
The student chooses 1 course from the group.				
Digital Textiles	Project work: 35	4	Graded assignment	Optional
Digital Fashion	Project work: 35	4	Graded assignment	Optional
Design for Social Media	Project work: 35	4	Graded assignment	Optional
Design Internship II	Internship: 0	4	Pass	Obligatory
Sum	**350**	**30**		

Semester 3

Course	Number of hours	ECTS points	Form of verification	Obligatory
Diploma Seminar	Seminar: 15	2	Graded assignment + exam	Obligatory
Diploma Thesis	Diploma Thesis: 0	20	Pass	Obligatory subjects to choose from

Course	Number of hours	ECTS points	Form of verification	Obligatory
Design and Business	Project work: 55	2	Graded assignment	Obligatory
Elective Course 5		2	Graded assignment	Obligatory group
The student chooses 1 course from the group.				
Printed Textiles	Project work: 55	2	Graded assignment	Optional
Functional Clothing	Project work: 55	2	Graded assignment	Optional
Organization of Usable Space	Project work: 55	2	Graded assignment	Optional
Design Internship III	Internship: 0	4	Pass	Obligatory
Sum	**125**	**30**		