

# Masters in Design for Kids And Toys

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**\*Awaiting Final Evaluation**

Meaning drive innovation	Prof. Arianna Vignati	95.00 / 100.00
Kidnascimento	Prof. Luca Fois	90.00 / 100.00
Design as Pedagogical Method	Prof. Giovanna Vitale	90.00 / 100.00
<b>Materials</b>	<b>Prof. Sergio Antonio Salvi</b>	<b>80.00 / 100.00</b>
<b>Technologies and Processes of Production</b>	<b>Prof. Luigi Paracchini</b>	<b>100.00 / 100.00</b>
Play and Toys: Psychology, Pedagogy, Neuroscience	Prof. Gabriella Gilli	97.40 / 100.00
<b>Technology Applied to Game</b>	<b>Prof. Giuseppe Andreoni</b>	<b>100.00 / 100.00</b>
Intellectual Property in the World of Toys	Prof. Gabriella Reniero	80.00 / 100.00
Toy Safety	Giovanni Battista Orsi	96.42 / 100.00
Color Design	Francesca Valan	75.00 / 100.00
Marketing & Distribution	Prof. Marco Generali	88.90 / 100.00
Strategic Design	Prof. Francesco Zurlo	95.00 / 100.00
Project Management	Prof. Paolo Taverna	100.00 / 100.00
Becoming an Entrepreneur	Prof. Sergio Campodall'Orto	90.00 / 100.00
<b>Workshops: Learning by Doing</b>	<b>Enrica Amplo</b>	<b>100.00 / 100.00</b>
Service Design: Mindset, Process & Practices	Xue Pei	100.00 / 100.00
<b>Video Game Design</b>	<b>Matteo Pozzi</b>	<b>98.00 / 100.00</b>
Circular Economy Principles Applied in Design for Kids	Prof. Rossella Luglietti	85.00 / 100.00
Design Brief in Project Management	Michele Melazzini	70.00 / 100.00
Lean Start-up Approach	Gianluca Carella	100.00 / 100.00
Technologies for Play, Learning and Inclusion	Mirko Gelsomini	80.00 / 100.00
<b>KIDS &amp; TOYS: The Digital Era</b>	<b>Silvia D'Ambrosio</b>	<b>95.00 / 100.00</b>
Ethnographic Research Tools for Design	Benedetta Terenzi	90.00 / 100.00
<b>Product Design for Kids</b>	<b>Bernardo Corbellini and Bice Dantona</b>	<b>90.00 / 100.00</b>

Main neuropsychiatric, neuropsychological and neuromotor diseases in the developmental age	Maddalena Terracciano & Renato Ocone	90.00 / 100.00
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