

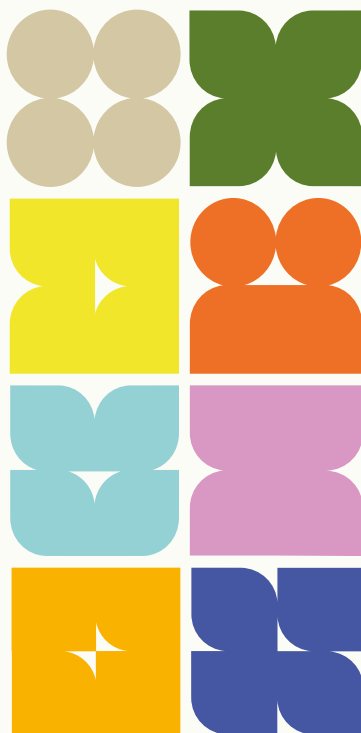
Bachelor's Degree in

# Graphic Design



**LCI  
Barcelona**

**The World is  
Your Classroom**



What motivates you? What inspires you?  
What causes time to fly by for you?

What do you want to shine in?  
Take what you are passionate about and make it big. Reach out to other profiles that enrich you.

Learn from other talents, boost your own  
and combine them. Why learn about only one  
thing when you can grow in many directions?

With LCI, you can take your vocation even  
further. Graphic Arts, Photography, Fashion,  
Animation and Video Games, Interior Design,  
Product Design; say yes to them all.

A School of Design and Visual Arts, but of a  
different kind. Because when you perceive the  
world, education and your professional future  
differently, it's only logical that you'll aspire to  
something out of the ordinary, right?

# LCI Education

LCI Education is a diverse learning community of 12 select higher education institutions with 23 campuses on 5 continents, and 2,000 colleagues involved in educating over 20,000 learners worldwide each year. LCI Education also provides solutions to workforce challenges with adaptive digital learning options and much more.

LCI Education harmonizes its programs from one country to the next, promoting greater flexibility and life-ready learning experiences, better control over the quality of its services, and deeper respect for the various cultures with which it works.

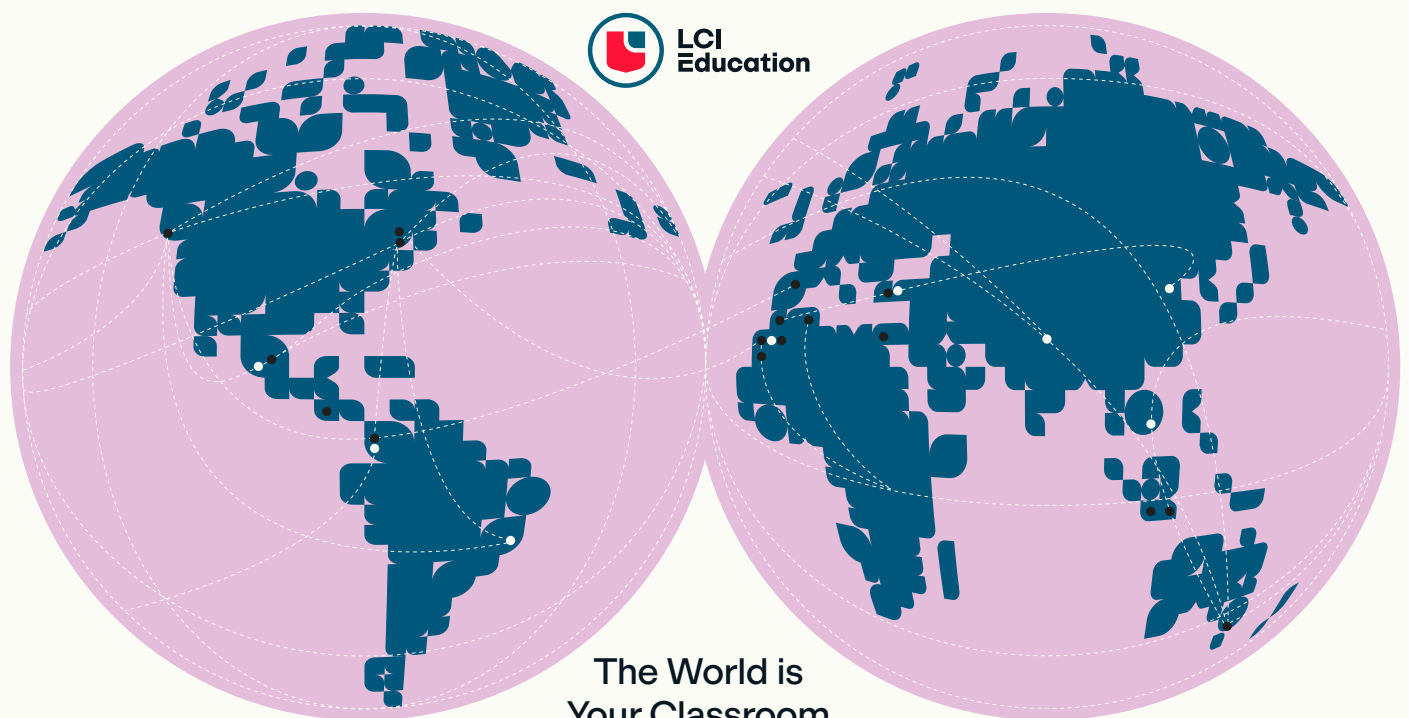
LCI Education has been named one of Canada's Best Managed Companies.



FIND OUT MORE

## Our DNA

We provide you with comprehensive learning experiences in a warm, inclusive, and dynamic environment. We push you to develop your skills in entrepreneurship and encourage you to innovate by fully assuming your place in society, as global citizen.





# LCI Barcelona

We are Barcelona's most international School of Design and Visual Arts. Our journey begins with Felicidad Duce, innovative trailblazer and contemporary pioneer, whose fashion school (est. 1928) empowered hundreds of careers under the mentorship of fashion icons such as Pedro Rodriguez (who also worked with Balenciaga and LCI's own Miguel Elola). LCI carries Duce's torch, emblazoned by her belief in the power of innovation and education to spark individual and international change.

Our creative multiverse now expands across the disciplines of Fashion Design, Graphic Design, Interior Design, Product Design, Animation, Video Games, and Photography, with international Bachelor's, CFGS (Higher Technical Education), and Master's degrees and continuous education programs.

We are 100% connected to and aligned with the world of business. Committed to the Learning by Doing methodology, we promote synergy across creative disciplines, in hands-on classrooms led by working professionals whose mentoring applies the industry's day-to-day, every day.

## New campus

- 11,000 M2  
TOTAL AREA
- 1,800 M2  
COMMON AREAS
- 3,000  
STUDENTS  
PER YEAR



The future  
begins here!



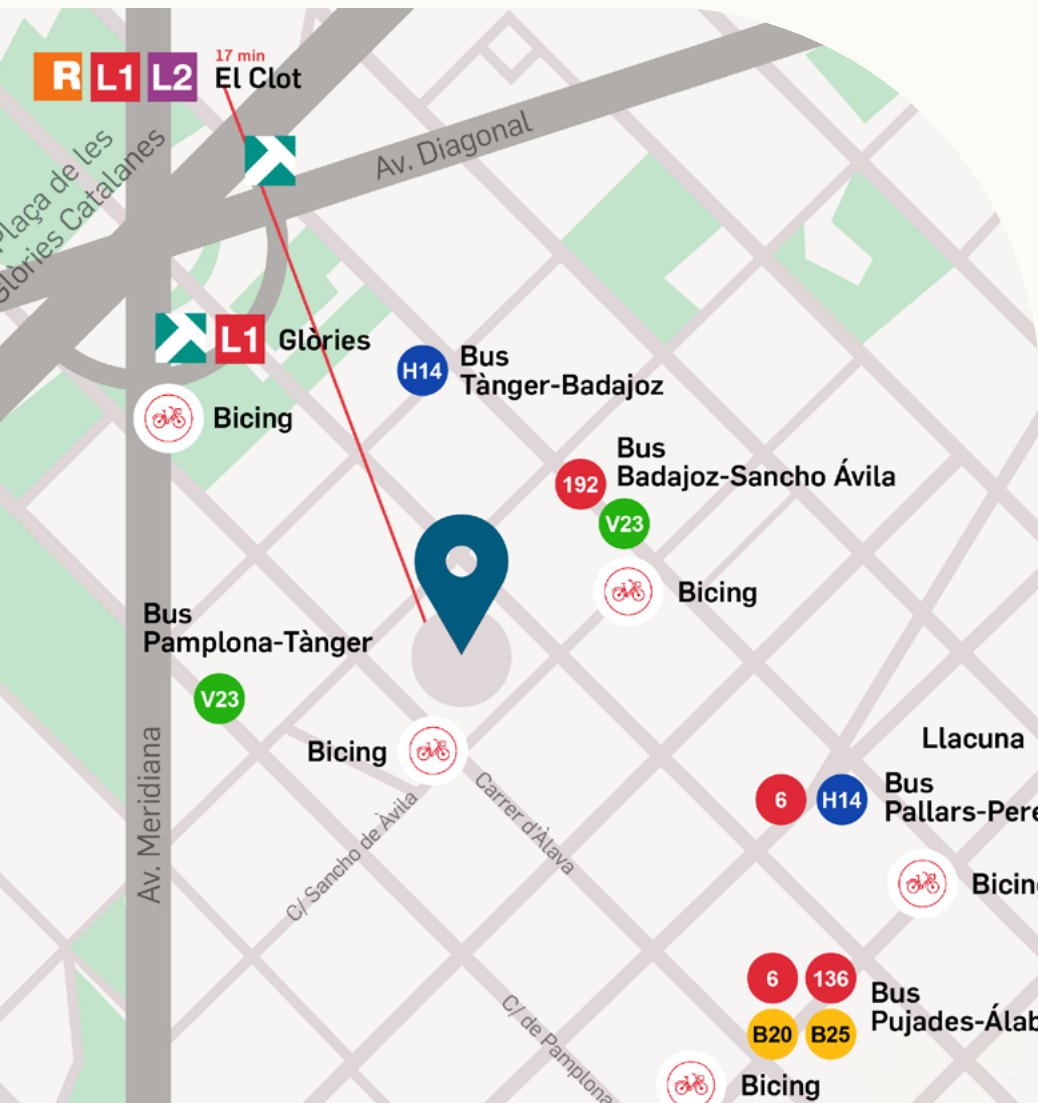
## Where will you study?

A spectacular 11,000 m2 campus housing Barcelona's most International Design and Visual Arts school. A building with sustainable architecture, state-of-the-art facilities, surrounded by public park.

An inspiring community of emerging creatives located next to the Disseny Hub in the heart of 22@, Barcelona's innovation district, with over 1,500 companies, clusters, and entities from different fields (technology, research, ICT, media, etc.).

Poblenou, a vibrant and trendy neighborhood in Barcelona, has become a hub for leisure, culture, and culinary delights, bustling with a variety of activities and experiences. Wander its streets and discover an array of museums, theaters, concert venues, art galleries, shopping malls, boutiques, markets, cozy cafes, diverse restaurants, and much more.

Additionally, a leisurely 20-minute stroll will take you to the beach!





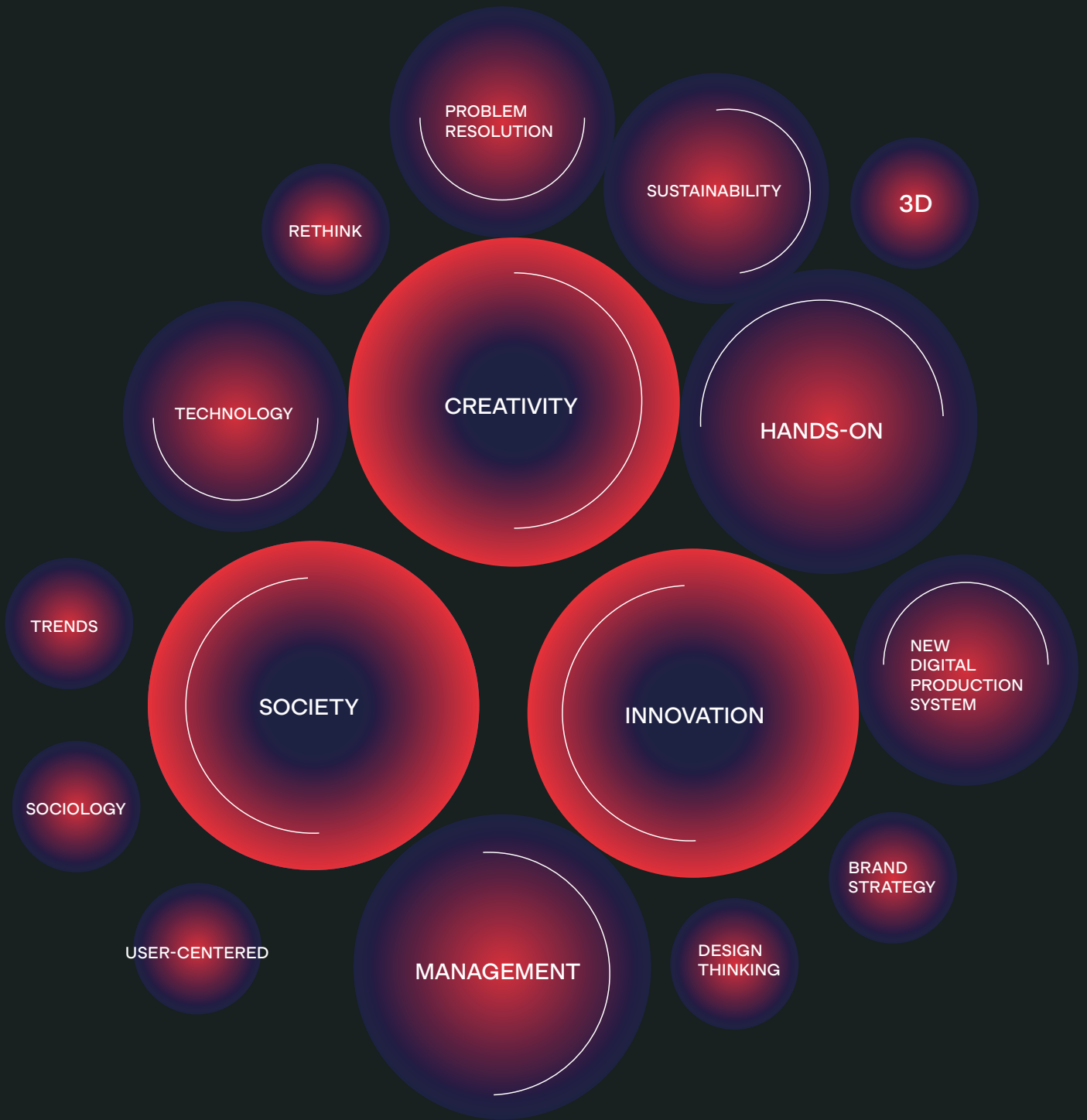
## **We guide you on your path towards a professional career**

In our teaching approach, you take center stage. Our skilled experts will assist you in nurturing your talents and realizing your full potential, enabling you to become a competitive professional in the creative industries.

Our methodology is grounded in project-based learning and specialization from day one, all within the setting of small, focused class groups. Our goal is to empower you through an interactive educational experience that embraces elements such as sustainability, a collaborative spirit, and social responsibility.

Develop your career while staying true to yourself!





**Our Educational Project**

## Connected to the world of business

At LCI Barcelona, the employability of our graduates is top of mind. We strive to support every step of the transition from studies to fashion work room. The **Catalan University Quality Assurance Agency (AQU)** rated our Occupational Quality Index as outstanding in its latest review due to our high graduate employability rates.

Take advantage of LCI Barcelona's Business Service for personalised career advice, job search support, and internship placements.

**Our goal is to guide you, support you, and provide resources and tools to manage your professional development.**

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### Job vacancies and internships

Work at what you are truly passionate about! Check out our job and internship service and choose your best job from our bank of job vacancies.



### EMPLOYABILITY DAYS

Renowned companies such as Michael Page, a leading recruitment agency, attend our Employability Days conferences to share effective job search and CV optimisation strategies.

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### LCI JOB FAIR

The LCI Barcelona job fair is a whole day dedicated to connecting learners with professionals from different companies. In addition to networking, learners gain first-hand knowledge of the most in-demand employee profiles at any given time.

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### RECRUITMENT DAYS

Head-hunting companies frequently visit our campus to share insider info on the recruitment process—like what professional profiles are most sought-after, key required skills, and current salary conditions—to get you even closer to the job market.



## Our partners


We collaborate with over 250 companies and institutions in the design and visual arts sector, including:

LOEWE Morillas  Profoto 

Artofmany. MANGO plat herraiz soto&co.

APOLU films  Deaigual. VIBIA

 gamestry  365  IMC Toys  NH HOTEL GROUP 

GIGAMESH innovafoto  MECALUX Software Solutions

McCANN THUYA MaxMara HOFMANN

## Partner institutions

CSUC  Consorci de Serveis Universitaris de Catalunya

 CONSORCI PER A LA NORMALITZACIÓ LINGÜÍSTICA

INSTITUTO DE TENDENCIAS DEL LUJO ESPAÑOL

 CRISTÓBAL BALENCIAGA MUSEOA

 INDESCAT catalan sports cluster

## We are members of

 cumulus creative thinking

BCD

Modacc

 HABITAT CLUSTER BARCELONA

 CLÚSTER AUDIOVISUAL de Catalunya

 FUNDACIÓ FOTO COLECTANIA

 LEATHER CLUSTER BARCELONA

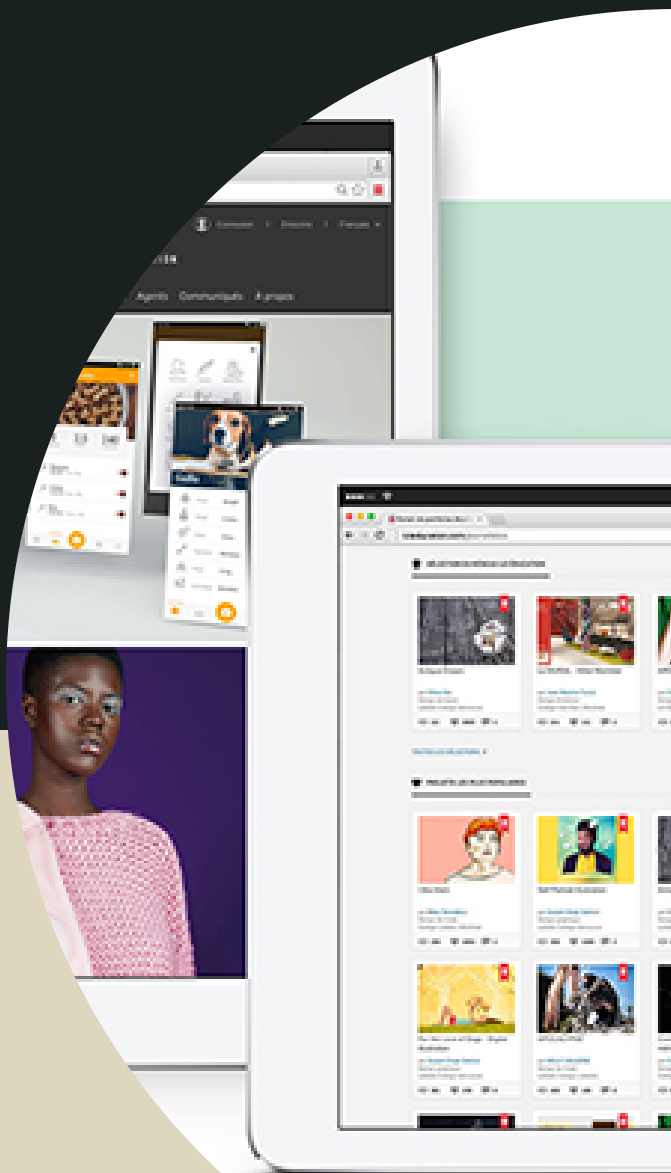
## Technological Partners

eurecat

 CETEMMSA CENTRE TECNOLÒGIC

## Portfolio

This exclusive online platform is a place for students and alumni across the LCI Education community to share their best projects and gain international exposure. Search the platform's job vacancies and contact recruiters from around the world to find your dream job.



# Student resources

## **LIBRARY**

A study and research support area that provides access to our entire collection of materials and resources. You can also borrow from other libraries that are part of the Collective Catalogue of Universities.

## **TECHNOFAB**

This multi-purpose workshop is equipped with a digital production lab (3D printers, laser cutters, CNC milling machines, etc.), a hand tool and electric machine area, a desk area, a prototype storage space, etc.

## **PHOTOLABS**

They are fully equipped digital and analogue photo studios with the best professional photography materials by Profoto, including lighting kits, portable flashes, light modifiers, backgrounds, filters, Mac computers with Capture One software, etc.

## **WORKSHOPS**

Your ideas come to life in these creativity labs. Equipped with the most advanced tools and technology, they are the perfect place to experiment, express yourself, and innovate through your creations.

## **MULTI-PURPOSE SPACES**

Adapted to your needs, our multi-purpose spaces offer countless opportunities. Enjoy a dynamic and inspiring atmosphere to take your projects to a new level.

## **CAFETERIA**

Located on the ground floor, our cafeteria (which includes a terrace) is an area where you can disconnect, eat, have a drink, and take a break between classes while chatting with your classmates.

## **PSYCHOLOGICAL SUPPORT SERVICE**

Your personal and academic well-being is our priority. Our Psychological Support Service provides advice and resources that support a healthy educational experience.

## **OMNIVOX**

The virtual campus is available in web and app versions, keeping you in touch with the School outside the classroom. Use Omnivox to find course information, exchange materials, hand in assignments, check grades, and more.

## **ADVICE ON GRANTS AND COMPETITIONS**

This guidance service offers advice on processing scholarships and grants awarded by the Ministry of Education and other institutions, and on applying for national or international competitions during your training.

## **LCI BARCELONA CARD**

It is an official accreditation from the School that, in addition to associating you with the LCI community, offers numerous benefits at our partner establishments, and reduced prices on a wide range of cultural activities in Barcelona.

# International mobility

Want to expand your horizons, discover new countries, and immerse yourself in other cultures?  
LCI Barcelona is a door to the world. Get global experience and opportunity beyond borders!



## LCI Education international mobility program

Access unique LCI experiences through our international mobility program. Study at any of LCI's 23 international campuses on 5 continents!



## Erasmus+ program

Erasmus+ exchanges take place in the third year of the degree program. For one semester, study at one of our 25+ European Erasmus+ partner universities. We also welcome Erasmus+ students from different countries each year.



## University exchange program partners

We offer the possibility of studying at one of our partner universities, with the same goal of broadening your personal and professional horizons.



LEARN MORE







## Educational offering



**4 years**  
240  
ECTS

### **BACHELOR'S DEGREES**

Qualification:  
Bachelor's Degree in Higher  
Artistic Education in Design

Credits: 240 ECTS

Duration:  
4 years

Start date:  
September

Modality: On-campus



**2 years**  
2000  
HOURS

### **CFGS (Higher technical education)**

Qualification:  
Higher Technician

Hours: 2000

Duration:  
2 years

Start date:  
September

Modality: On-campus



**1 year**  
60  
ECTS

### **MASTER'S DEGREES**

Qualification:  
Master's Degree (official,  
dual-degree or private)

Credits: 60 ECTS

Duration:  
1 year

Start date:  
October

Modality: On-campus



**1 semester**  
30  
ECTS

### **POSTGRADUATE DEGREES**

Qualification:  
Postgraduate Degree

Credits: 30 ECTS

Duration:  
1 semester

Start date:  
March

Modality: On-campus

## BACHELOR'S DEGREE IN Graphic Design

We are surrounded by graphic design. The websites and apps that we use every day, the credits at the end of a television series, any brand logo, a concert poster, the fonts and illustrations of magazines... all these contents have something in common: a graphic designer played a fundamental role in their creation, as a specialist who is able to appreciate market needs, find creative and innovative solutions to problems and generate satisfaction.

Our Bachelor's Degree in Graphic Design offers all the tools and knowledge required to become a creative, critical designer, with the ability to investigate, organise and plan, who is open to change, but sure of your decisions.

The program takes a very practical approach based on learning by doing and design thinking. The goal is to endow graphic design professionals with the necessary skills and aptitudes to develop their talent in a broad, cross-curricular manner, taking into account all the disciplines and work areas that the designer might face. Special attention is paid to the digital and interactive field and motion graphics, two sectors that are growing fast in reaction to current industry demands.

## Technical information

**Degree:** Bachelor's Degree in Design, Graphic Design specialisation

**Credits:** 240 ECTS

**Duration:** 4 academic years

**Start Date:** September

**Language:** English, Spanish

**Modality:** On-Campus



**ANNA PALLEROLS**  
Graphic Design Area Director

Master's Degree in Advanced Social Communication Studies from Pompeu Fabra University, graduate in Advertising and Public Relations from Ramon Llull University and graduate in Digital Design and Electronic Art. She is currently head of the Graphic Design Department at LCI Barcelona. She also runs a graphic design and digital development studio that works on the generation of innovative design solutions, with a special focus on user experience.

## Structure

### CORE COURSES

Introductory subjects that will provide students with the basic knowledge that is required to take the subsequent subjects in the degree program.

### COMPULSORY COURSES

In this group of subjects, taught during the first two years of the program, students will learn more specific material and will be asked to study concepts, techniques and working methodologies in greater depth.

### COMPULSORY SUBJECTS FOR SPECIALISATION

These subjects are studied during the last two years of the degree and are the corpus for specialisation of studies. Students will be asked to demonstrate additional personal initiative for experimentation and the ability to innovate.

### IN-COMPANY INTERNSHIPS

These are essential for the student to acquire knowledge of the labour world, cultivate cross-curricular competences and make contact with the most advanced methodologies and vocational training. We have signed partnership agreements with multinational companies, medium-sized national and international companies and studios dedicated to design, communication, photography, corporate image, websites, publication and commercial premises.

### ERASMUS+

Studying at LCI Barcelona offers exceptionally unique opportunities for international mobility through the Erasmus+ exchange program with other European universities. Erasmus+ exchanges take place during the third year of the degree program.

### INTERDISCIPLINARY PROJECTS

The wide variety of specialisations that we teach means we are able to organise cooperative activities and projects to foster synergies among students from different areas and programs. Thanks to these initiatives, students will have a comprehensive, panoramic vision of the creative world and will develop an extensive network of contacts.

### FINAL DEGREE PROJECT

Group project carried out under the supervision of a tutor and which is presented before an examining board. This is a complete, complex study in which students can integrate and demonstrate the content and competences that they have acquired in association with the degree.

## Career Opportunities

**Graphic design and visual communication**

**Art direction**

**Brand identity design**

**Editorial design**

**Web design**

**Application design**

**Audiovisual design**

**Packaging design**

**Signage design**

**Information design**

**Graphic design applied to space**

**Typography design**

**Graphic production**

**Project management and coordination**

**Occupations related to design, art and advertising**

**Research and teaching**



## Bachelor's Degree in Design, Graphic Design specialisation

EN  
ES

## FIRST SEMESTER

## SECOND SEMESTER

6 ECTS COS Graphic Design Projects VI  
4 ECTS COS Digital Marketing  
12 ECTS COS Final Degree Project



# BACHELOR'S DEGREE IN Graphic Design

## Titulación

Grado en Diseño con especialidad  
en Diseño Gráfico

## 1st year

### FUNDAMENTALS OF DESIGN

Engage with introductory theories and principles of perception and visual language. Experiment with basic visual grammar: its elements (structure, form, colour, space and volume) and their interrelationships. Develop perception, analysis, and plastic composition skills.

### COLOUR THEORY

Engage with introductory colour theory and psychology. Investigate and experiment with the properties, principles, and possibilities of colour as a symbolic and expressive element and its role in creative and design processes.

### EXPRESSION AND REPRESENTATION I

Experiment with the representation of reality through drawing. Develop capacity for observation and analysis. Conceive and generate formal proposals. Experiment with drawing materials, media, techniques, tools, and technologies. Create an individual style of representation.

### EXPRESSION AND REPRESENTATION II

Engage with introductory geometry and drawing of representations. Research and experiment with laws governing two-dimensional figures and bodies in space. Explore, interpret, and graphically represent ideas and concepts in a precise and detailed manner.

### REPRESENTATION TECHNIQUES I

Engage with the fundamentals of two-dimensional digital representation. Apply practical knowledge to creating and editing vector graphics (e.g., flat drawing, stamping, illustration) using computer applications. Formalise a concept of technical, expressive, and aesthetic quality.

### LANGUAGE AND DIGITAL TECHNIQUES

Explore in-depth communicating ideas and concepts through graphic representation, using the main digital technologies in the field of graphic design. Apply practical knowledge to generate and process images. Create and edit texts.

### HISTORY OF THE ARTS AND DESIGN

Take a journey through different concepts, scenarios, and perspectives on the world of art and design. Apply a critical view and develop creative tools for analysis. Engage with the history of art and aesthetics, from Antiquity to Post-modernism, including artistic movements. Explore the main trends in art and design, connecting art, fashion, culture, and society.

### APPLIED SCIENCE AND TECHNOLOGY

Apply foundational scientific and mathematics to solve problems in the field of design. Engage with basic knowledge and tools. Analyse, model, calculate, and solve problems using scientific method. Discuss aspects related to sustainability and environmental efficiency as applies to graphic design.

### CULTURE AND SOCIETY

Engage with the main definitions, theories, and concepts of design across different disciplines within the social sciences. Engage with the social function of design, its cultural and symbolic value, and its importance in relation to individual experience from the perspective of user-centred design.

### TYPOGRAPHY

Explore the fundamentals of typography and text composition. Apply necessary knowledge of letters as a form and expression, their origin and history, and basic concepts of effective use in design projects.

### PROJECT I

Demonstrate understanding of basic principles of graphic design by developing a project through methodological phases, using different techniques for generating ideas, acquiring resources that enable solutions to certain communication problems.

### PROJECT II

Develop a project in the field of visual communication and identity design that promotes different project methodologies (research, conceptualisation, formalisation). Adapt to different situations typical of professional practice. Apply and interconnect knowledge acquired in the first year of the program. Foster a critical and self-critical spirit, expression, representation, and communication skills.



# BACHELOR'S DEGREE IN Graphic Design

## Titulación

Grado en Diseño con especialidad  
en Diseño Gráfico

## 2nd year

### REPRESENTATION TECHNIQUES II

Explore drawing as a creative and narrative tool. Take a journey through the history of illustration. Put into practice different techniques and types of illustration as applied to the field of design.

### AUDIOVISUAL COMMUNICATION AND MEDIA

Explore fundamental aspects of image theory and photography. Engage with the basics of photography as related to the capture, processing, presentation, and retouching of images, both from a technical and expressive language point of view. Acquire the technical and conceptual skills required for the production of suitable photographic images for communication purposes.

### MANAGEMENT IN CREATIVE INDUSTRIES

Engage with fundamental concepts of business economics. Contextualise the practice of design in with corporate and market frameworks. Apply basic tools to discovering the purpose of a company and the fundamentals of starting a business in the creative industry. Use necessary work and management tools based on the standards of the company, the competition, and the market.

### GRAPHIC DESIGN AND VISUAL ARTS MANAGEMENT

Acquire skills related to working as a professional in graphic design. Address the management of graphic design projects. Apply the knowledge set required to analyse, assess, and verify a project's productive feasibility by accounting for aspects of innovation, business management, and market demand.

### AUDIOVISUAL LANGUAGES

Engage with introductory audiovisual language and traditional animation techniques. Apply different video production and postproduction tools and technologies to create audiovisual content and graphic animations.

### DIGITAL TECHNOLOGY

Engage with the fundamental concepts of user experience design, interaction design, and interface design used to create websites and mobile applications. Acquire specialist terminology, and apply methodology, tools, and technologies in digital design.

### GRAPHIC PRODUCTION

Engage in-depth and experimentation with different aspects, techniques, and resources within the field of graphic arts to produce formal solutions for graphic design projects. Acquire and apply knowledge related to printing systems, supports, finishes and materials, and relate them to suitable formal and expressive solutions in design proposals.

### HISTORY OF IMAGE AND DESIGN

Engage with the main types of graphic design throughout history through debate and critical thinking. Develop a valid social and aesthetic culture for professional practice. Take a journey through the various concepts, currents, authors, and trends in the history of graphic design, from the Industrial Revolution to the 20th century.

### PROJECT III

Develop a project in the field of advertising, promoting different project methodologies (research, conceptualisation, and formalisation). Use and interconnect acquired knowledge to adapt to different situations typical of professional practice. Foster a critical and self-critical spirit and skills in expression, representation, and communication.

### PROJECT IV

Develop a project in the field of publishing field that promotes different project methodologies (research, conceptualisation, and formalisation). Adapt and interconnect acquired knowledge to different situations that are typical of professional practice. Foster a critical and self-critical spirit and skills in expression, representation, and communication.

### COMMUNICATION AND VISUALISATION

Engage with introductory concepts in the field of information design. Gather and analyse information and communicate it visually, using different resources for graphic representation.

### VISUAL COMPOSITION

Engage more in-depth with the formal, practical, and technical aspects of typography, as well as its expressive resources. Continue to apply knowledge acquired in first-year Typography by designing longer texts, paying special attention to typographic hierarchy and macro-typographic composition.





# BACHELOR'S DEGREE IN Graphic Design

## Titulación

Grado en Diseño con especialidad  
en Diseño Gráfico

## 3rd year

### CONTEMPORARY ART AND DESIGN

Reflect critically on and debate productions from the end of the Second World War to the 21st century.

### DESIGN AND THINKING

Engage with introductory critical thinking theory and its relationship with design. Explore the main contemporary social, cultural, political, ethical, and aesthetic paradigms, and the concepts and tools required to understand and analyse them. Acquire a critical view of society and design.

### WEB PROGRAMMING

Engage with the main technologies involved in front-end website development. Explore the main programming languages and related tools. Practice efficient web design, demonstrate understanding of technical profiles, and build functional prototypes.

### MOTION GRAPHICS I

Conduct research in the audiovisual industry, experiment with its aesthetic and narrative components and with technologies for video editing and creating two-dimensional motion graphics. Students will acquire the specific work methodology for this subject and skills in the use of different computer languages.

### ADVANCED TYPOGRAPHY

Engage in-depth with typographic knowledge and techniques in creating new alphabets. Research and experiment with a full range of typography elements, apply various perspectives, tools, and resources to plan, manage, and execute different typography projects.

### REPRESENTATION TECHNIQUES III

Conduct in-depth interpretation and representation of images through illustration and photography. Use suitable media and techniques to create different types of images, while fostering their use as an expressive and creative resource.

### MANAGEMENT AND PROFESSIONAL

Engage with aspects of career guidance to support academic performance and comprehensive personal and professional development. Practice decision-making, time management, career guidance, and project communication. Explore customized interests and concerns to design a personal portfolio-applied identities.

### GRAPHIC DESIGN PROJECT I

Demonstrate advanced graphic design learning in the field of interaction design by promoting and expanding on different project methodologies. Adapt to different situations typical of professional practice and to interconnect acquired knowledge. Foster a critical and self-critical spirit and skills in expression, representation, and communication.

### GRAPHIC DESIGN PROJECT II

Demonstrate advanced graphic design learning in the field of identity and packaging design by promoting and expanding on different project methodologies. Adapt to different situations typical of professional practice and to interconnect acquired knowledge. Foster a critical and self-critical spirit and skills in expression, representation, and communication.

### GRAPHIC DESIGN PROJECT III

Demonstrate advanced graphic design learning in the field of audiovisual design and motion graphics, by promoting and expanding on different project methodologies. Adapt to different situations typical of professional practice and to interconnect acquired knowledge. Foster a critical and self-critical spirit and skills in expression, representation, and communication.

### INTERDISCIPLINARY PROJECT

Develop an interdisciplinary design project based on practical project work, that interrelated different design specialities and applies learning methodology collaboratively to address complex challenges that require the work of multidisciplinary teams.

### IN-COMPANY INTERNSHIP

Complete a professional internship in a company or institution. Perform the typical duties of graphic design, and gain experience in the work environment.



# BACHELOR'S DEGREE IN Graphic Design

## Titulación

Grado en Diseño con especialidad  
en Diseño Gráfico

## 4th year

### DESIGN RESEARCH

Analyse structural processes involved in design and apply to society. Engage with typical design research methodology according to contemporary paradigms. Extract relevant data and build analysis models. Approach social phenomena in a theoretical manner, accounting for the complexity of the factors involved, their causes and effects, and their relationship with design.

### MOTION GRAPHICS II

Engage with the fundamental concepts and techniques of 3D rendering, modelling, lighting, and animation. Explore trends and techniques associated with motion graphics. Acquire necessary technological tools for creating three-dimensional graphic animations.

### DESIGN AND TECHNOLOGY

Engage with a contemporary overview of the latest technologies related to graphic design. Explore of key concepts, such as creative programming, artificial intelligence, and immersive realities. Analyse real, topical examples of new media. Explore design and interaction possibilities based on smart experiences.

### DIGITAL MARKETING

Focus on the basic fundamentals of Internet marketing and plan activities and design in digital media. Consider different markets and sectors.

### GRAPHIC DESIGN PROJECT IV

Demonstrate advanced graphic design learning in the field of branding and art direction by promoting and expanding on different project methodologies. Adapt to different situations typical of professional practice and to interconnect acquired knowledge. Foster a critical and self-critical spirit and skills in expression, representation, and communication. expresión, representación y comunicación.

### GRAPHIC DESIGN PROJECT V

Demonstrate advanced graphic design learning in the field of graphics applied to space by promoting and expanding on different project methodologies. Adapt to different situations typical of professional practice and to interconnect acquired knowledge. Foster a critical and self-critical spirit and skills in expression, representation, and communication.

### GRAPHIC DESIGN PROJECT VI

Demonstrate advanced graphic design learning in the field of exhibition design and data visualisation by promoting and expanding on different project methodologies. Adapt to different situations typical of professional practice and to interconnect acquired knowledge. Foster a critical and self-critical spirit and skills in expression, representation, and communication.

### FINAL DEGREE PROJECT

Degree courses conclude with the preparation and presentation of a final project that culminate in an overall assessment of all the competences covered by the Graphic Design degree.

# Projects that define our values



## **MOLTES GRÀCIAS**

As part of the “Dissenyem Comerç” initiative, organized by the Barcelona City Council and other entities, six Graphic Design learners and two teachers from the School developed a comprehensive brand and visual identity project. This project aimed to revitalize and promote local commerce in the Gràcia neighborhood.



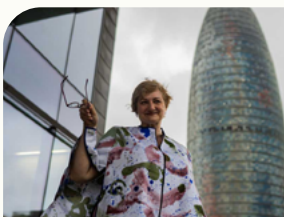
## **B-SEARCULAR**

Aiming to cleanse the Mediterranean Sea of plastics and reintroduce them into the market via circular economy, we teamed up with Epson and Seaqual for this sustainable initiative. Four Fashion Design learners crafted their final collections using fabrics derived from recycled marine debris.



## **MADE IN SLOW**

Our Fashion area collaborates annually with this platform that recovers and preserves the wool of migratory sheep. Our bachelor's degree learners participate in a contest to create a capsule collection, and the winner receives all the necessary knit materials to craft various pieces for his/her final project.



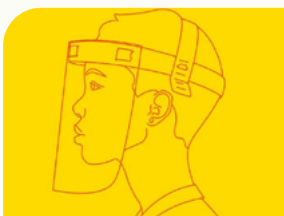
## **DESIGN FOR INCLUSION**

In the first two editions of this project, promoted by Disseny Hub and Ojalá Projects, a group of bachelor's degree learners worked for weeks with the Superar el Ictus - Barcelona Association and ONCE Cataluña. Their goal was to find effective solutions through inclusive design.



## **VAL VENOSTA**

Fashion degree learners crafted various garments for the fruit sellers of the Val Venosta Cooperative Association using a fabric made from apple peel powder. This is yet another example of the outstanding results achievable by combining design, creativity, and sustainability.



## **LIBREGUARD**

During the early weeks of the pandemic, amid the global crisis caused by COVID-19, we joined the LibreGuard project. From our TechnoFab, we started producing these open-source design face shields to assist healthcare workers in protecting themselves in the fight against the virus.



## **LCI EDUCATION FOUNDATION**

This social engagement program gives you the opportunity to contribute your time, talent, and effort to help change and improve the world by promoting child literacy in needy countries. We have already partnered with Shakira's Pies Descalzos Foundation and the Maman Dion Foundation, among others.



**Chris Grant, former UX Director at King, delivering one of the DI55ECCIONS lectures.**

## Campus experiences

LCI Barcelona is a lively, innovative, and constantly evolving campus. Something is always happening outside the classroom!

### **DI55ECCIONS**

High-profile professionals such as Martí Guixé, Chris Grant, Domestic Data Streamers, and Carmelo Zappulla have attended our conference season, anticipated annually since 2006. We dissect different themes (design, visual arts, innovation, creativity) in a relaxed, friendly, educational atmosphere.

### **Prospect Design**

The official LCI Barcelona festival includes workshops, masterclasses, and other events, both on- and off-campus. Each year, the festival focuses on a new theme and features guest professionals from outside the LCI community. And Prospect Design always goes out with a bang: the closing party is huge, and the entire LCI community is invited!

### **Christmas Market**

Every December, LCI Barcelona's Christmas Market highlights products by learners, alumni, and teachers. Pick up some original creations. Or sell your own! The event is held on campus and is open to the public.

### **LCI Barcelona Fashion Film Festival**

We sponsor the only fashion film festival in Barcelona, and the first in the world to showcase up-and-coming talent in the world of fashion, audiovisual arts, and advertising. Check out all the activities leading up to the competition, take in the nominated films, and don't forget the final awards ceremony.

### **Speed Dating**

Get in touch with colleagues from other areas and programs to discuss your projects and explore possible cooperative efforts at these events designed to generate synergy and promote interdisciplinary networking.

### **Study trips**

Take field trips or travel with some of our programs. Enhance practical training and get to know other countries and cultures first-hand.

### **And many more activities:**

We sponsor Blanc!; participates in Llum BCN; collaborates on animation festivals such as b'Ars VFX, Mecal Pro, and Mi Primer Festival de Cine; are part of Foto Colectania's El Proyector; etc.





Centre Autoritzat (Codi 08058398)



+34 93 237 27 40  
admissions@lcibarcelona.com  
[www.lcibarcelona.com](http://www.lcibarcelona.com)

