LEARN DESIGN FROM MASTER DESIGNERS

Online studies | Live classes | Unique curriculum |
Mentoring & career coaching | 25+ courses
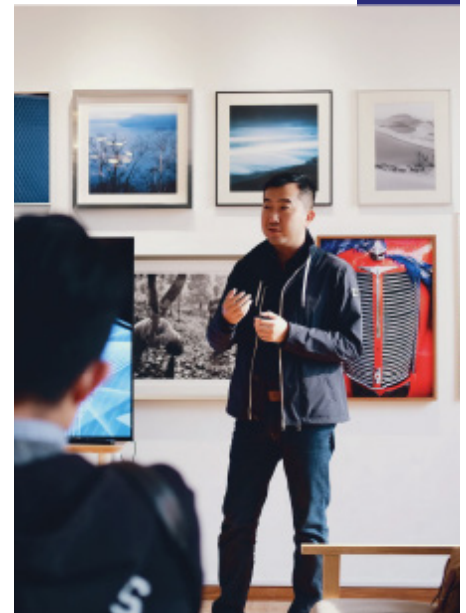
Masters Design Lab

ECIC EL
European Centre of Independent Certification in E-Learning

THE CPD GROUP
ACCREDITED PROVIDER
#779527
Verify @ https://thecpdregister.com

EADL
European Association
for Distance Learning

MDL - AN INNOVATIVE APPROACH
TO DESIGN EDUCATION

Masters Design Lab is a design school powered by an innovative approach to design education. We utilize the power of technology and global reach to give people from all around the world a chance to learn and collaborate with some of the world's best designers in a vibrant design community.

Our certificate & diploma programs are focused, hands-on, and up to date with industry trends and shifts. Our unique curriculum contains over 25 courses that will equip you with what we believe are the most important skills a modern designer needs.

If you're ready to dive into the design world, Masters Design Lab will give you all the guidance you need.
Unlike other programs, ours not only teaches design but also immerses students in the design world and gets them career-ready through instruction from elite designers.
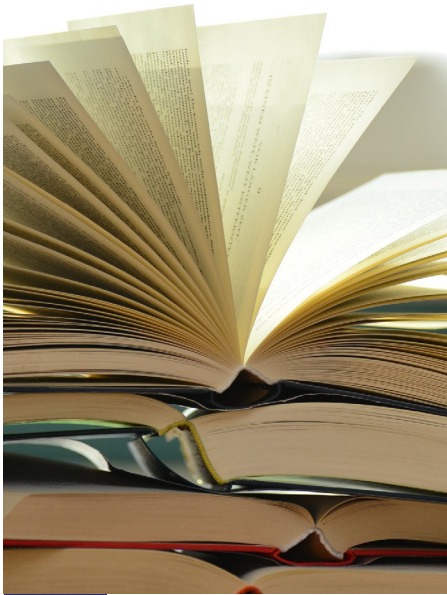
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HOW DOES IT WORK?

At Masters Design Lab, we believe in a hands-on teaching approach. Students enjoy a mix of self-paced and live classes. This includes weekly studio classes, ongoing assignments, and one-on-one time with our world-class teachers and mentors. We believe Masters Design Lab gives an unmatched learning experience, as our hands-on approach means you are taken care of and encouraged to reach your full potential.

1. **All our course materials are online**. You will watch videos, read articles, and view presentations.

2. Every week you will meet with your peers at **the live studio lesson**. In this lesson you will receive your weekly assignments and / or feedback from your peers and teachers. The live sessions are recorded in case you are unable to join the session.

3. Every two weeks (in addition to the studio class) there will be **specific live lessons for each design course**.

4. Some courses within the program are self paced and do not have live sessions, but do have assignments and / or tests. **The live sessions are recorded in case you are unable to join the session.**

5. In each course, you will need to submit assignments and **will receive personal feedback on your work** from your teacher using special software.

6. You can ask for a **personal meeting with the teacher whenever you like**. Sometimes the teacher will be the one scheduling the meeting.

7. The **teacher will communicate with the students via our Slack channel**. They will post design news, extra learning material, and more.

8. **Become part of our design community.** As a Masters Design Lab Alumni, you will have access to our channels and receive invaluable information. In addition, you will have access to special design events.

WHY MASTERS DESIGN LAB?

A unique blend of an outstanding curriculum, hands-on mentoring, and inspiration from excellent designers.

1. Learn from some of the best designers in the world

2. Learn from anywhere

3. Continuous feedback and mentoring

4. Live classes

5. 25+ courses

6. Unlimited one-on-one sessions

7. FREE access to the ADOBE suite

8. Unique course portal www.mdlplatform.com

9. Visting lectures from award leading designers

10. Small cohorts

11. Career advising and tips

12. Internship placement service

13. Fees that are paid in full with one payment are subject to a 15% reduction

14. The fees are fully inclusive; there are no hidden extras

15. Portfolio classes are included in all of our programs

16. Accredited by the European Centre of Independent Certification in E-Learning and CPD UK, Recognized by the European association for distance learning.

Masters Design Lab is accredited and recognized by leading awarding organizations:

The CPD Certification Service evaluates further learning activities to the highest standards. Hundreds of thousands of professionals recognise our CPD Certified symbol as the qualitative benchmark that, not only reflects but also sets those standards. The CPD Certification Service supports the Continuing Professional Development policies of institutional and professional bodies on an increasingly international basis.

The European Centre of Independent Certification in E-Learning (ECICEL) is a professional organization governed by Council and officers; it was established to enhance professionalism by maintaining the standards of distance programs and also improving on them.

Presently the body of the centre includes 180 organizations in Europe and worldwide. Educational institution, business schools, higher educational institutions, and IT companies are members of the ECICEL network.

The mission of EADL is to represent all privately-owned and non-governmental European organisations offering high quality and educationally sound distance learning. EADL aims to improve the quality and acceptance of distance learning to ensure the maximum benefit for students. EADL provides its members with a forum for open discussion of all issues related to distance learning and for sharing ideas and good practice.

We are proud to be an institutional partner with the International Society for Typographic Design.

International Society of Typographic Designers, ISTD, is a professional body run by and for typographers, graphic designers and educators. The Society has an international membership who share and support its aim to create and inspire interest in all forms of typographic communication.

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FOUR DESIGN PROGRAMS SUITED TO YOUR NEEDS & GOALS

Whether you're an aspiring designer or someone who is a fully fledged, working designer seeking to elevate yourself with new skills, concepts, and techniques, one of our programs will cater to your needs. Our three programs have been put together by a panel of leading experts, with designers at every level in mind. You'll find something to suit your budget, current level of designer capability (from beginner to advanced level), professional goals, and desired duration.

INTRODUTION TO GRAPHIC DESIGN (9 week program)

Our introduction to graphic design course is designed for people who want to step into the world of graphic design through an introductory program.

Students are introduced to key graphic design concepts while also enjoying two in-depth courses in the development of graphic design and the fascinating topic of color theory.

This program includes bi-weekly live sessions, hands-on projects with professional, personal feedback, mentorship, and community support.

Courses in this program (4 courses): Illustrator, Introduction to Graphic Design, Color Theory, Graphic Design History.

GRAPHIC DESIGN (4.5 month program)

This is an eleven course program showcasing the most basic skills needed for modern designers. This program is good for anyone that wants to start in graphic design or wants to acquire a new skill set. The Graphic Design program teaches the basic concepts of graphic design such as color theory, typography, and composition, and working with the relevant software.

All of our programs include special studio classes, live classes, hands-on projects, and mentorship.

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Courses in this program (11 courses - 2 studio courses) :
Illustrator, Introduction to Graphic Design, Color Theory, Graphic Design Studio A (Logo Design), Graphic Design Studio B (Layout Design), Graphic Design History, Design Critique, Portfolio, Photoshop, Typography, Grids and Layouts (InDesign).

GRAPHIC DESIGN ADVANCED
(12 month program)

This 25 course program is for aspiring graphic designers who want to dive deep into the world of branding, identity, and design. In this one year diploma, you will learn all the basic and advanced concepts of design, storytelling, copywriting, and even website building with WordPress. In this program, you will create a branding project from A-Z including market research, creating corporate identity, and production.

This program is great for people with no design background who want to take a serious step into the design world and work as a graphic designer. All of our programs include special studio classes, live classes, hands-on projects, and mentorship.

Courses in this program (25 courses - 5 studio courses):
Illustrator, Introduction to Graphic Design, Color Theory, Graphic Design Studio A (Logo Design), Graphic Design Studio B (Layout Design), Graphic Design Studio C (Poster Design), Graphic Design Studio D (Advertising) Graphic Studio Design E (Branding), Graphic Design History, Design Critique, Portfolio, Photoshop, Typography, Grids and Layouts (InDesign), Creative Thinking, Photography, Composition, Copywriting, The History of Graphic Design B, Marketing and Strategy, Text and Image, Storytelling, Branding, WordPress, Final Project.

UX & DIGITAL PRODUCT DESIGN
(Coming soon)

This program is actually the second year of the full Masters Design Lab Graphic program. If you are an experienced designer looking to learn from some of the best designers in the world and take unique courses such as game design, interactive design, motion design, project management,

design sprints, and (of course) our unique studio classes, then this program is for you.

Courses in this program*: UX Design, Digital Advertising, Interaction Design, Figma, After Effects, Data Visualization, Advanced Graphic Studio, Design Management, Digital Design Studio, Product Design Course, Design Sprints, Design for Emerging Technologies, Portfolio and CV, Game Design, Motion Design, Final Project. (*This course list is not final)

All courses are delivered online. Some are self-paced courses with no live sessions (mainly theory or technical courses but not only), and some are mixed (self-paced & live sessions). Live session classes, especially studio classes, are crucial for your success. All courses feature full technical support and mentorship from our staff members. All courses are graded and consist of either a project, test, or an online quiz. Students must pass the initial courses in order to advance to the following ones. MDL has a demanding study environment and you can expect a study load of at least 20-25 hours per week.
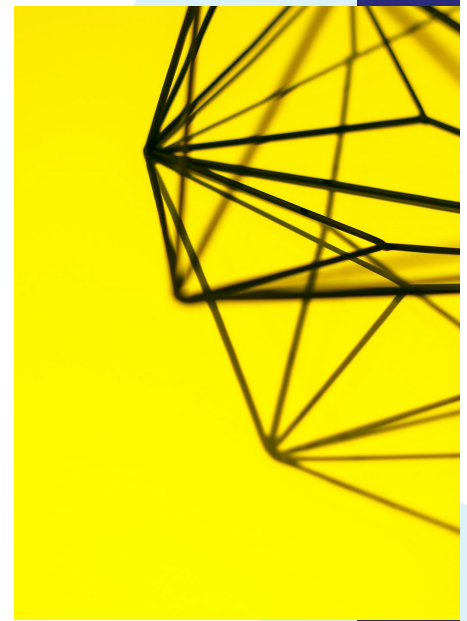
REMOTE BUT PERSONAL, ONLINE AND PROFESSIONAL

We fill the gap between fully self-paced video based education and in-person learning. Elevating the best from both worlds to create an effective learning experience.

Our online study environment contains self-paced courses and engaging live sessions.

We create interpersonal connections between master designers and students. We connect students worldwide with top talent in the global design industry.

We are self-paced and affordable but yet nurturing and personal.

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STUDENT TESTIMONIALS

"At Masters Design Lab, my overall experience has been fantastic. The programme is comprehensive and includes online classes and live sessions with very interesting content. The interaction with professors and peers is amazing and helpful. I am thrilled to pursue my dream to become a graphic designer at Masters Design Lab. I definitely recommend it!"

Victoria Brió

"Being a part of the program has been a dream come true literally. The lessons are detailed but still concise and very interestingly laid out. The assignments have been a great way to put the theory learned into practice.

I highly recommend Masters Design Lab to anyone looking for a no fluff, hands on, relevant, comprehensive, creative, interactive and fun course!"

Lisa Davis

"This course takes you through live discussions and applies best practices which really helps you garner the necessary skills for a graphic designer. When you're not in a class, you are given assignments that are designed to empower you with your creativity. And if you need help, there is a community of like-minded individuals and mentors ready to step in and give you a hand."

Simon Matthew B. Bunyi

MDL students receive the International Student Identity Card. ISIC offers both virtual and plastic cards, allowing students around the world to instantly prove their official student status and access over 150,000 student discounts and offers worldwide.

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Full Course Catalog

Illustrator (All basic programs)

Adobe Illustrator is an essential tool in a designer's repertoire. Many key visuals, such as logos, typography, icons, sketches, and other key brand visuals are designed with Adobe Illustrator. This course will teach you how to master this tool, laying the foundations for your design education. Upon completing this course, you will have a strong understanding and practical knowledge of how to design basic and complex vector graphics. You'll also learn about how to use Adobe Illustrator for different formats, such as print, web, interactive, video and mobile devices, equipping you to build the basics of a brand's visual aspects.

Introduction to Graphic Design (All basic programs)

Graphic design is a core part of the way ideas and concepts are communicated out into the world. Every day we come into contact with something that has been graphically designed, including advertising, packaging, websites, mobile apps, and more. In this course, you will learn the basics of graphic design, from the concepts which dictate good design practices, to the key skills you'll wield on a daily basis as a graphic designer, such as typography, color schemes, and layouts. Upon completion of this course, you'll also have learned to use several fundamental tools of the graphic design industry. Using these tools and the concepts you've learned, you'll begin to experiment and practise using your own ideas.

Color Theory (All basic programs)

Understanding the concepts of color theory is one of the key elements of being successful in design. From the psychological and emotional reactions caused by different color schemes to the practical application of the color wheel, you'll learn about color theory and how to apply it. By the end of this course, you'll know about the categories of color, best practices, and the terminology of color theory.

Graphic Design Studio (All basic programs)

The Graphic Design Studio presents the opportunity to apply the concepts, theories, skills and tools that you've learned in practice. This course runs throughout the year and exists for students to experiment and see the knowledge they've acquired earlier come to life through their own designs. It's also the perfect time to receive feedback on your work, and discover which skills or concepts you may need to improve on.

Graphic Design History (All basic programs)

This course will help you understand the rich history of graphic design, from the very start of human visual communication to the complex, technology-driven design movements of the twenty-first century. Since its introduction, graphic design has been subject to politics, the natural environment, social phenomena and human movement across the globe. Who were the most influential graphic designers? Which historic moments changed graphic design forever? In what ways has graphic design affected world events and social change? By the end of this course, you'll have these answers and will more deeply appreciate graphic design as it stands today.
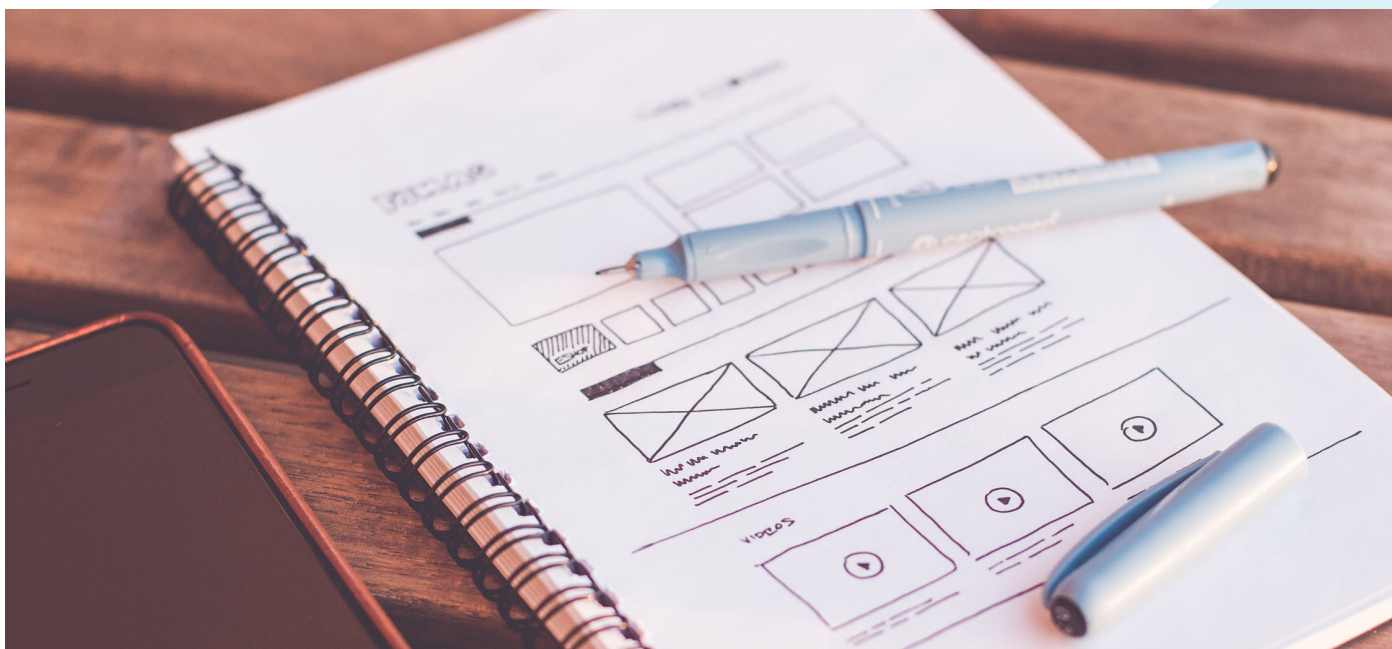
Design Critique (All basic programs)

Looking critically at designs is the only way to improve them. This course will teach you how to give and receive feedback on design work. You will learn to graciously accept constructive criticism as a matter of course from peers, teachers, and clients. You'll also learn to think critically and creatively when viewing the work of other designers, facilitated through organized group conversations which result in diverse and dynamic feedback. Design Critique is a short, intensive course which will equip you with the necessary skills to work constructively in a design team.

Photoshop (All basic programs)

Images are a key aspect of graphic design, and being able to easily manipulate them is a fundamental skill of a graphic designer. Adobe Photoshop is one of the most commonly used image manipulation tools, and you will learn how to master it in this course. By the end of this course, you'll have acquired skills such as photo retouching, color replacement, and image layering, as well as best practices and techniques.

Typography (All basic programs)

In this course, you will learn all the terminology, best practices, techniques and concepts of typography, a detailed and dynamic art. You will become well-versed in practical concepts such as type alignment, baselines, weights and letter-spacing, and will form a complex understanding of how typography affects the look, feel, and perception of a message or

brand. By the end of this course, you'll be able to appreciate the subtleties of typography, and how they can make all the difference in the world.

Grids and Layouts (InDesign) (All basic programs)

Grids and layouts form the very foundation of publications such as e-books, flyers, print-outs, etc. They enable consistency and continuity, and mastering them is a is an essential graphic design skill. This course will teach you how to use Indesign, a grids and layouts design tool. Using Indesign, you'll need to apply techniques learned from the Typography course to experiment and create layouts to an industry standard. Upon completion of this course, you'll have perfected a skill which will serve you throughout your graphic design career.

Creative Thinking (Graphic Design Advanced)

By its very nature, design requires creative thinking. However, what are the most productive, practical and effective ways of harnessing your creativity? This course will teach you how to develop and refine your ideas into something tangible and within scope. You will learn how to foster creative concepts through brainstorming techniques, applying them in different frameworks, and through techniques of teasing out their individual elements. Upon completion of this course, you'll have a more mature and professional approach to creative thinking.

Understanding Photography (Graphic Design Advanced)

Upon completion of this course, you will understand all the basics of photography, from acquiring practical skills such as lighting, depth, and portraiture, to the philosophical underpinnings of lens-based media and how it affects messaging. You'll engage practically and theoretically with different visual strategies and styles, honing your ability to take the

perfect shot. By examining photographs through a critical-thinking lens, you'll also form a complex understanding of their tremendous socio-economic influence in the world.

Composition (Graphic Design Advanced)

After mastering the arts of color, typography, layout, etc., it's important that you know how to bring it all together in a comprehensive way. In this course, you'll determine how the individual design elements work together through positioning, sizing, spacing, etc. Using basic design principles such as balance, hierarchy and proximity, you'll learn to compose designs and develop a complex understanding of the effect composition has on the viewer.

Copywriting (Graphic Design Advanced)

In today's digitized world, having copywriting skills is a huge advantage in any digital marketing career. A well communicated message or brand consists of both a clean, masterful design and well-crafted, optimized texts. Having a basic understanding of copywriting concepts such as search engine optimization, keywording, and audience pain points will help you contextualize your design work and see how it functions in the bigger picture. Upon completion of this course, you'll have a more holistic understanding of how web texts can be supported and enhanced by graphic design.

Graphic Design and Social Change (Graphic Design Advanced)

As a follow-on course from Graphic Design History, this course will build on and further elevate your understanding of how graphic design influences (and is influenced by) culture. This course will introduce key issues such as design activism, speculative and critical design. Your investigation into these ongoing movements will help you to identify new ways of working and thinking about the design work you do-making you a design leader, not just a follower.

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Marketing and Strategy (Graphic Design Advanced)

Being a good designer means you've acquired the skill set necessary for design in its purest and simplest form. Being a great designer is having that same skill set paired with an in-depth knowledge of how it functions in the greater context of marketing and brand messaging. This Marketing and Strategy course will teach you the fundamentals of marketing and business strategy, giving you an extra edge. Understanding how design interacts and is informed by pricing, advertising, budgeting, sales, and customer profiling will position you more favourably once you're ready to enter the workforce as a qualified graphic designer.

Text and Image (Graphic Design Advanced)

The Text and Image course combines the knowledge you've acquired from courses such as Typography, Photography, and Composition. You'll learn to pair text and imagery using industry-standard techniques. You'll also theoretically examine this practice through a critical lens, eventually coming to understand the deep connection between the two elements and how they affect the viewer by association. By the end of this course, you'll be able to identify strategic text and image pairings in the media, and the social, political and economic motivations behind them.

Storytelling (Graphic Design Advanced)

How do you establish an emotional connection with your audience as an organization or brand? ...by telling a compelling story. This course aims to equip you with good brand storytelling techniques to ensure your voice is heard above all the noise. As a designer, you're a core part of any message being communicated out into the world, and elevating the brand's story is a key accomplishment of this. Upon completion of this course, you will be well-versed in narrative forms, themes, structures, and other core elements of storytelling in a branding or business context.

Branding (Graphic Design Advanced)

Throughout the year, you will have acquired a core set of skills which pave the way to becoming a fully-fledged graphic designer ready to enter the workforce. These include text-focused skills, like copywriting and typography, and visual perception-focused skills such as color theory and composition. The best way to test and apply these new accomplishments in an accumulative manner is branding. Upon completion of this course, you'll have completed on your very own branding project as your end-of-year assessment, applying the practical and theoretical knowledge you've acquired throughout your study so far.

WordPress (Graphic Design Advanced)

WordPress is one of the most commonly used content management systems, and knowing how to use it is expected of many creative professionals today. Upon completion of this course, you will have acquired all the fundamentals of using Wordpress and similar platforms. This includes HTML, CSS, installing plugins, managing widgets and menus, and customization of web pages. Being equipped with these skills will give you a more contextual and technical knowledge of designing for these types of platform

UX Design (UX & Digital product design)

UX design (User Experience design) is one of the most employable and sought-after skills in the workforce today. Having it as a skill can give you an edge, and help you understand the role of design in UX more deeply. By the end of this course, you'll have acquired skills such as user research and testing, customer profiling, empathy mapping, navigation patterns, wireframing and prototyping.

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Digital Advertising (UX & Digital product design)

Advertising is everywhere, and it remains ever-relevant for the success of a brand. How do you get heard above all the noise? This Advertising Masterclass, will equip you with everything you need to know about getting ahead in advertising. You'll become familiar with the industry standards, the modern approach of agencies, the importance of audience interactivity and engagement, and various advertising media and tools. This course will equip you to tackle advertising in an innovative, strategic, and creative manner.

Interaction Design (UX & Digital product design)

User interaction and engagement is a crucial indicator of the success of the messaging of a brand or organization. This Interaction Design course will equip you with key skills, concepts, and techniques of designing for interactivity. You'll become familiar with mobile and desktop interaction design, experience design, and digital product design. After completing this course, you'll be ready to apply your design knowledge to create genuinely interesting, interactive experiences for users in a real world setting

Figma (UX & Digital product design)

Figma is an advanced design tool used by many graphic designers for templates, images, banners, etc. It facilitates a collaborative environment for teams to work in, advanced template creation, and is a great connector between UI (User Interface), UX (User Experience), and product design. Upon completion of this course, you will have mastered Figma and will have a deeper understanding of designing interfaces and design systems.

Adobe After Effects (UX & Digital product design)

After Effects is a well known and established tool in the graphic design industry, used to create short promotions, television features, web adverts, animations, and other moving images and videos. In this course, you will learn how to use After Effects, and will apply your knowledge through motion design. You'll master skills such as keyframing, rendering, animation, and best practices and techniques when dealing with the After Effects interface. By the end of this course, you'll be ready to take on motion design in a real world setting.

Data Visualization (UX & Digital product design)

We're in the midst of the information age, and it's more important than ever to convey messaging in a clear, unambiguous way. Data is a crucial part of this, and graphic designers must learn how to convey it with clarity and appeal to be successful in the modern workforce. This course will teach you to read and interpret data, and will hone your data visualization skills, from graphing to infographics. Upon completion of this course, you'll be familiar with the seven principles of data visualization, and will have a deeper understanding of the connection between data and design.

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Advanced Studio UX & Digital product design)

The Advanced Studio Class allows students the opportunity to apply the concepts, theories, skills, and tools that have been learned over the week in practice. This course continues throughout the year, and experimenting and testing out different ideas is encouraged to ensure the learned concepts are properly engaged with. The Advanced Studio Class is also designed for receiving feedback on ongoing tasks and projects from your professors, and providing the support you need in your learning.

Digital Design Studio (UX & Digital product design)

Digital design is a vast field that encompasses anything a user might experience digitally. This includes interface design, game design, interactivity, apps, plugins, and visual effects. The Digital Design Studio is a course in which you'll need to demonstrate the skills you've learned in UX, UI, user research, and more through a product of your own design. These products will facilitate the full end-to-end journey of the user, proving that you're able to apply all the necessary skills acquired from previous courses.

Digitial Product Design (UX & Digital product design)

Building on the skills you've acquired from digital design and experience courses such as UX and Interactive Design, this course will bring their concepts together to form something more tangible. This Product Design course will take you through the critical thinking, usability testing and design processes of designing a digital product which consumers could use. It will open your eyes to the kind of digital products you could create using the knowledge you've acquired, and how they could solve real-world problems.

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Design Sprints (UX & Digital product design)

Creating and testing products in a design team is done the most efficiently using design sprints. First developed by Google, Design Sprints is a methodology created to improve the decision making, problem solving, and team communication processes surrounding the prototyping, production and testing of products. In this course, you'll learn how to quickly validate or discard prototypes, streamline the connections between different elements of the design team, and follow up on results succinctly and strategically. Mastering the art of design sprints will save you a lot of time, hassle, and frustration in the future.

Design for Emerging Technologies (UX & Digital product design)

As a graphic designer who needs to shift with the ever-changing digital landscape, keeping your finger on the pulse is important. Technologies such as Virtual Reality advance, promising to become ever more prevalent in our lives. It's crucial for designers to be able to follow and prepare for transformations and paradigm shifts in technology and society. Upon completion of this course, you'll be a more agile designer, ready to tackle any technology-driven challenge that the future may hold.

Portfolio and CV (UX & Digital product design)

The Portfolio and CV work course will prepare you to enter the workforce as a fully-fledged graphic designer. You'll have acquired a vast and formidable skillset during your education, and this course will teach you how to showcase that best to potential employers. You will learn how to build and arrange your portfolio online, and will practise interviewing in employment preparation workshops. You'll optimize your CV by practising professional, concise writing for cover letters, personal introductions, and different CV sections, receiving feedback from a dedicated resume writing professional. By the end of this course, you'll be all set to start the application process and find your dream job.

Game Design (UX & Digital product design)

Game design is arguably one of the most exciting fields of graphic design. Here, you can allow your imagination to run free, while being challenged by the level of design complexity and innovation demanded in this highly competitive area. This course will teach you the fundamentals of game design. From the technical side, you'll build on your knowledge of user interface. From the user experience side, you'll delve further into storytelling, character design and scripting. This course provides a great opportunity to see how different areas of design depend on each other, and the incredible synergies that interdependence can achieve.

Motion Design (UX & Digital product design)

Having mastered a range of tools and techniques in After Effects, you'll now learn to implement them hands-on in this Motion Design course. Motion design refers to animation, realism in animation, animation techniques, and visual production. Creating visual scripts and crafting stories from animations will also be a skill you acquire, expanding your storytelling abilities through design. At course completion, you'll have mastered the art of important motion design concepts, and will be equipped with all the industry-standard motion design tools and best practices.

Design Business (UX & Digital product design)

The Design Business course will prepare you to manage and run your own design business. You will become well acquainted with design-specific issues and topics, such as intellectual property rights and design contracting, as well as more general aspects of running a business. This includes accounting, marketing, sales, and operations. Led by a highly experienced design business owner, this class will prepare you at a high level to take the first steps in working for yourself as a graphic designer.

Final Project Course (UX & Digital product design)

The Final Project course is exactly what the name implies: the accumulation of all the concepts, best practices and techniques, theories, and critical design thinking in one final project. This project will be the epitome of your graphic design education, the shining end result of all your experimentive learning, feedback sessions, and hard work. While you'll still receive guidance from your professors, you're expected to envision and produce your final project as independently as possible. It will likely become the centerpiece of your design portfolio, and it needs to be a manifestation of your design vision, and yours alone.

Our faculty has worked for some of the most globally recognized brands:
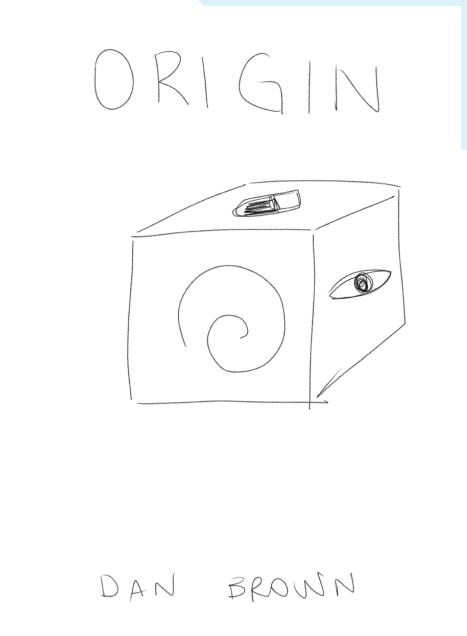
Andrea Turvey – British Airways, The Guardian, Tesco
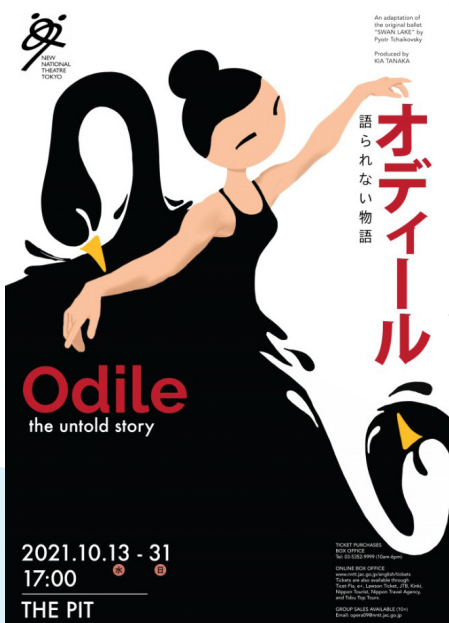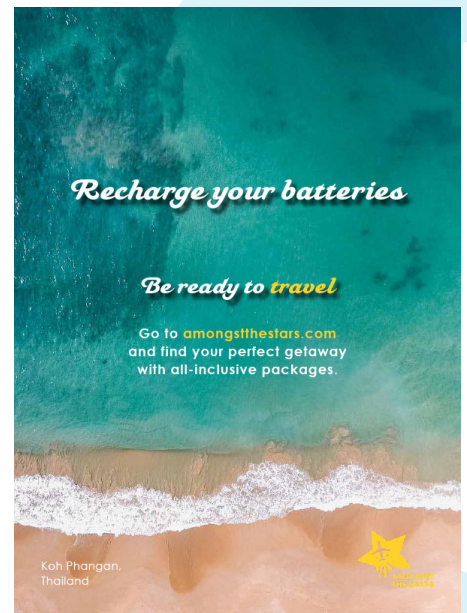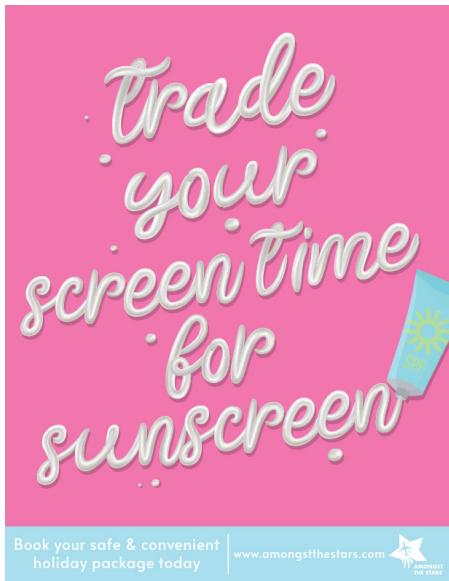
Adam Cohen – NYU, Columbia University, New York Public Library

Frode Sorensen – MTV, Vodafone, Macmillan Science and Education

**Carly Murphy-Merrydew** – BBC, Topshop, Max and Spencer

Mamen Morillas - Converse, Clipper, Barcelona City

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FUKUOKA Yudai - IZAWA Shun
MOTOJIMA Miwa - OKUMURA Kosuke
ONO Ayako - WATANABE Takafumi

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www.mastersdesignlab.com/

MDL WELCOMES NEW FACULTY MEMBER DAN PERRI

Masters Design Lab welcomes Dan Perri as a leading member of our faculty. With more than 50 years of experience, Dan has designed some of the most iconic film-related graphic and title designs. From the Star Wars logo to Raging Bull and the Aviator. Working with film giants such as Martin Scorsese and George Lucas. Dan's global, top-tier experience and expertise will be invaluable to Masters Design Lab and its students.
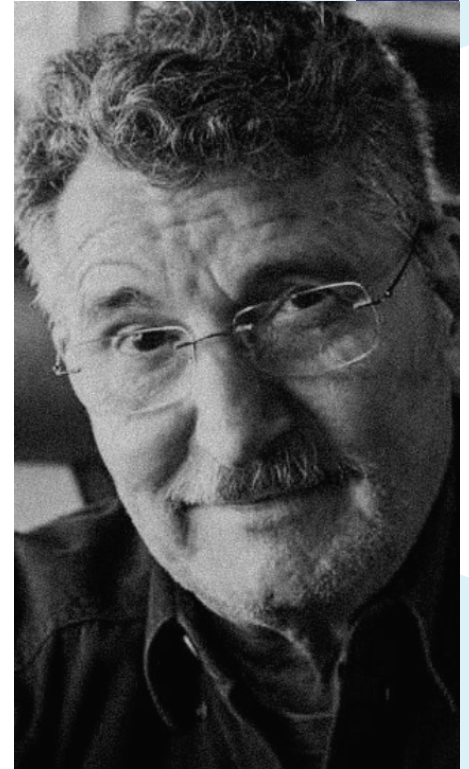
INTERNSHIP PLACEMENT SERVICE

We are happy to introduce a new initiative designed to further assist our students in their professional development and future. Our remote internship placement service is designed to help students find paid and unpaid internships within companies hiring both remotely and or locally.

To do so we have mapped companies from around the world and we will be contacting them as soon as students studies are coming to an end.

Obviously, we cannot guarantee an internship, however, we can guarantee our best efforts in using our contacts with these companies on behalf of our students to ensure that they have the best possible chance of success.

This service will be prioritized for students participating within the 12-month program, but will also be available for those participating in the 4.5 -month program.

To receive this service an updated and comprehensive resume and portfolio must be provided by the students at the time.

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Tuition:

Tuition can be paid in installments.

Tuition does not include books, supplies or equipment.

Upon acceptance, to reserve their place, accepted students pay an advance fee.

(This sum will be deducted from their tuition)

Students must arrange all payment fees at least 30 days before the term starts.

Students can cancel the contract for up to 2 days after signing it.

** Masters Design Lab does not offer a Masters or Bachelor's Degree.

MDL Students get full free access to the Adobe Creative Suite
(for the term of the program)

Below are our sponsorship. **These prices are valid until Jan 5, 2022.**

Space is limited. **Please ensure you enroll as soon as possible.**

Introduction To Graphic Design 9-week program (certificate)

Regular price: ~~$1298/ £930 / €1088~~

Sponsorship price: $649 / £465 / €544

Up to 3 payments | Starting Jan 5, 2022

Graphic Design 4.5-month program (certificate)

Regular price: ~~$5500 / £3899 / €4533~~

Sponsorship price: $1950 / £1500 / €1750

Up to 5 payments | Starting Jan 5, 2022

Graphic Design Advanced 12-month program (diploma)

Regular price ~~$13,000 / £9,216 / €10,715~~

Sponsorship price: $7900 / £6116 / €6743

Up to 12 payments | Starting Jan 5, 2022

UX & Digital Product Design program (diploma-coming soon)

Regular price ~~$11,000 / £7,798 / €9067~~

Sponsorship price: $6900 / £4895 / €5691

Up to 12 payments | Coming soon

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