
strate

school

of

design

design

is the

only

option



India is the new frontier of our great and simple ambition: training Designers for a complex 21st century - seasoned and passionate professionals, attentive to the needs, desires, and dreams of their contemporaries and their descendants. As a new world giant, India deserves the best designers in the world, and Strate School of Design intends to play its part, French style.

Dominique Sciamma

Managing Director & Dean
Strate School of Design

In a booming Indian economy seen as an El Dorado, global companies are in need of instant ready, responsible designers able to deal with customers' needs, upcoming technologies and sustainability. Strong of its 24 years of experience in European design excellence, Strate has set up an international team to train Indian talents locally in Bangalore. These talents are yours.

Thomas Dal
Director & Dean
Strate Bangalore Campus



Making
the world
+ simple
+ just
+ beautiful

21st Century Designers

Openness, complexity, sustainability, sharing: the 21st century is a century of challenges. Everything must be implemented to make our experiences, both personal and public, useful and beautiful. And that is the designer's mission. Even companies, whether they produce goods or services, are increasingly hiring designers because they know their survival depends on the quality of the experiences of their customers. That is why we, at Strate, are training women and men who are working to give meaning to the lives of their fellow humans in this complex world.

Think, Create, and Act

In order to give meaning to our life experiences, we must learn to think about them and understand the stakes, the strengths, and the actors involved.

The designer is a multi-disciplinarian who invokes human sciences as those of an engineer to illustrate his choices and justify them.

Throughout his approach, the designer is a creative. Whether analysing situations, seeking solutions, illustrating or communicating them, he imagines, innovates, and astonishes.

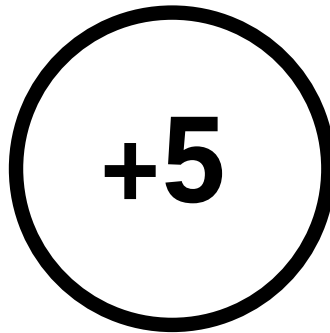
Finally, the designer is a maker. He has an obligation to transform his thoughts into a product, a system, or a service. He utilises all available resources and know-hows to create models, prototypes, 3D modelisations, etc. and breathe life into his designs.

Learning to Live Together

Teaching, learning, and almost everything is about collaboration. At Strate, more than 100 professionals share designers' values, knowledge, methods, and practices, with students, every day.

Partnering with prestigious schools such as Sciences Po Paris, Grenoble Management, ESSEC, Ecole Polytechnique, Centrale Supélec, Telecom ParisTech, and Arts et Métiers, Strate undertakes numerous collaborative projects, allowing the designer to encounter and adapt to the fields of both engineering and marketing.

Conceived as a space of sharing, Strate School of Design is also a place of learning to live together. Amphitheatre, lecture halls, classrooms, workshops, cafeteria, etc. are spaces of common life whereby our students prepare themselves to be generous and empathetic professionals.



**5-year Integrated
Master in Design:**

- « Product »
- « Transportation »
- « Identity »
- « Space »
- « Interaction »

Training all the design players

Strate trains various professionals who think, create, test, produce, and promote tomorrow's objects, systems, and services.

The **Design Master** trains 21st century designers, through a multidisciplinary approach. What about their mission? Making people's lives more simple, just, and beautiful (Paris and Bangalore campuses). The title of Level 01 Industrial Design is officially recognised by the CNCP (French official organization registering professional trainings).



the

design

curriculum

“I think I learned
to be
a good designer
and also
a better human.”

Olivier SCALA (Class of 1999)
Design Manager - Sagemcom

**For who?**

- Class 12
(Year 1)
- Master's in Design or Engineering
(Year 4)

**For which jobs?**

- Product Designer
- Packaging Designer
- Retail Designer
- Interior Designer
- Transportation « Exterior » Designer
- Transportation « Interior » Designer
- Colour & Trim Designer
- Experience Designer
- Service Designer
- Interaction Designer
- Immersive Designer
- UX Designer

**How to join?**

You can join the Design curriculum just after your Class 12, after an interview and academic record examination.

You can also join the program, depending on your level of study:

- Entrance examination (2nd year)
- Interview & portfolio (3rd and 4th year)

Olivier SCALA (Class of 1999)

Design Manager - Sagemcom

“I only spent two years at Strate to finish my studies and graduate but during these two years I learnt all the bases to be a good designer: the necessary meticulousness and dedication, channelling your dreams to become more ambitious as you work with the greatest French companies, immersed right away in Strate's spirit spread both by students and staff.

I think I learnt to be a good designer but also a better human. I am very grateful to all the people I came across at the end of last century!”

A thorough training

As the designer works on life scenarios with so many issues, he puts his transversal knowledge, methodologies, and techniques into practice. He, therefore, has specific knowledge, practices, and techniques.

The “Design” curriculum is a five year course that delivers these transversal and specific skills.

The 1st year is essentially dedicated to the artistic skills and basic tools of the designer.

The 2nd year extends this training and starts initiations in the several specializations offered, as well as in 2D and 3D software and marketing. An entry-level internship is also required.

The 3rd year starts with the choice of a specialization - Product, Transportation, Identity, Space, or Interaction - while going further with transversal trainings (3D software, humanities). Students do their first professional internship.

The 4th year starts with a semester abroad (with an internship or in a partner school) and goes on with several projects in partnership with companies. Students also start their diploma project during this year.

If the 5th year is essentially focused on the diploma project (thesis and project), there is also a collaborative project in partnership with business and engineering schools. It ends with a graduating internship.

English classes as well as a work on writing skills are delivered throughout the five years of study.



Syllabus	1 st Year	2 nd Year	3 rd Year	4 th Year	5 th Year
Representation techniques					
Perspective	●	●			
Rough / Illustration	●	●	●	●	
Sketches / Life Drawing	●	●			
Volume / Sculpture	●	●			
Colour	●				
Graphic Design/Typo	●	●			
Software					
2D		●	●		●
3D		●	●	●	●
Video			●	●	
Methodologies					
Design Methodology		●	●	●	●
Project Management			●	●	●
Creativity			●	●	
Writing	●	●	●	●	●
Human and Social Sciences					
Sociology			●		
Anthropology			●		
Semiology		●			
Ethnography		●		●	
Making					
Material & Process	●	●	●	●	●
Object Anatomy	●				
Modelling / Mockup	●	●			
Workshop	●				

Syllabus	1 st Year	2 nd Year	3 rd Year	4 th Year	5 th Year
Art and technical Cultures					
Art Culture	●				
Design Culture		●			
Technological Cultures			●		
Production culture			●	●	●
Energy and recycling	●	●			●
Complexity			●	●	
Professionalization					
Communication	●	●	●	●	●
Marketing		●	●	●	●
Intellectual Property				●	
Business Models				●	●
Projects					●
Workshops	●	●	●	●	
Short Projects	●	●	●	●	
Long Projects			●	●	●
Internship					
Internship		●	●		●
International					
Exchange or Internship				●	

1st & 2nd years: Fundamental training and first design projects

Giving shape to solutions

The 1st year is essentially dedicated to learning the designer's fundamental tools.

First, the artistic skills: drawing, volume, colour, perspective, typography, space drawing, etc. are worked upon in an intensive manner, because the representational ability lies at the heart of the designer's expertise.

Then, design projects: as they work on several projects throughout the year, students start to test their ability to solve problems and formalise solutions. **Sacrosanct principle:** no computer during the first year! Everything is done by hand!

The 2nd year intensifies the work started in the 1st year. To drawing and volume, the syllabus adds on 2D and 3D software study, as well as marketing. Each student makes more than five design projects, including one in each specialization subject.

Students also start working in the workshops and learning about materials. They finish their year with a one-month entry-level internship.



3rd Year: Choosing a specialization & first professional internship

01. Clément GUILLO,
"LINK", Diploma project
(Transportation).

02. Clément GAUD, "INCIPIENS",
Diploma project (Product).

03. Maëlle CHASSARD, "LUNII",
Diploma project (Interaction).

04. Alexandra KLÖSTER,
Diploma project (Identity).



First steps towards professionalization

The 3rd year is when students choose their specialization: Product, Transportation, Identity, Space, or Interaction.

Marketing, writing, sociology, 2D and 3D software, every subject is used to work on the six design projects the students have to make during their first semester.

Tutored by design professionals, the students deal with real-life issues that they need to address considering all aspects: conceptual, formal, social, and technical.

During the 3rd year, students also undertake their first professional internship, found through an assisted process and approved by the school. During these four to five months, they are immersed in a field related to their specialization (integrated design, agency, start-up).



strate
ÉCOLE DE DESIGN

UNY

Investissons nos quartiers

Hélière
Cottreau
Diplôme
2017



Le mobilier de proximité en libre service

PARIS

« Paris doit se réinventer à chaque instant »

© Hélière Cottreau

« Il y a un enjeu : transformer les lieux publics en espaces de rencontre et de dialogue. Le mobilier de proximité en libre service est un levier pour cela. »

MOBIER

Le mobilier de proximité en libre service est un levier pour transformer les lieux publics en espaces de rencontre et de dialogue. Le mobilier de proximité en libre service est un levier pour cela. »

APPLICATION

Le mobilier de proximité en libre service est un levier pour transformer les lieux publics en espaces de rencontre et de dialogue. Le mobilier de proximité en libre service est un levier pour cela. »



Product Design Specialization

Program Head - Strate, France:



Olivier BEUNE
Designer

Useful, beautiful, responsible

It is no longer possible today to design objects that are disconnected from functional and societal issues.

Between the realities of industrial production and the ambition to create meaning for his contemporaries, the 21st century product designer navigates throughout objects' materiality and services' immateriality.

The "Product(s) Design" specialization aims at training designers who are able to implement systemic thinking and to design services and products satisfying those usages and issues.

We thus need to prepare our students to consider all the human issues from a new perspective, generously and accurately, to design and offer more simple, just, and beautiful experiences.

Transportation Design Specialization

Program Head - Strate, France:



Mike LEVY
Designer

Mobility in the 21st century

The industrial, economic, and societal (r)evolutions, often related to sustainable issues, that lie ahead in this century encourage us to devise transportation solutions that are both sustainable and responsible.

Questioning our experience of contemporary transport is about understanding the evolution of lifestyles in order to devise relevant contexts of future transportation (multimodality, continuity of services, connectivity, etc.) and formalise the objects, systems, and services of 21st century transportation.

Strate's "Transportation Design" specialization trains designers of tomorrow, who will be able to develop a transversal and global vision of these transportation issues (whether they deal with cars, public or individual transport, aeronautics, ships, etc.) with a double exigency in terms of formal and conceptual excellence.





Identity Design Specialization

Program Head - Strate, France:



Gabriel Calladine
Designer

Designing relationship to brands

What is a brand in the 21st century?

In an open and ultra-competitive world, a brand - whether a public service or a luxury actor - is definitely more than its visual signature. It is imaginary, a history, stories, values, products, places, and experiences. It is above all an established relationship, with customers or users who all have the possibility of being unfaithful, which must be kept at all costs.

It is the whole objective of identity design to allow the construction as the perennality of this faithful relationship.

To be an identity designer is to give a form to emotions, experiences, and information in a complex network of interactions with and between human beings within the framework of the material and immaterial universe of a brand.

To be an identity designer is to invent and materialize discourses on a wide range of media in the commercial, social, public, cultural, and political fields. Between physical and digital, between graphic design and interaction, between packaging and product, it is at the service of demanding actors and responsible brands.

strate
SCHOOL OF DESIGN

Bangladesh est plus d'un tiers de pays submergé par les eaux et 29 millions de réfugiés climatiques d'ici à 2050 selon le GIEC.

Letis
TAVERNIER
Diplôme
2017

TÉKASA'I

Résoudre la symbiose entre les Bangladais et leur environnement, grâce à une structure pérenne placée sur Tekai, permettant de maintenir la vie sur les terres inondées

MATRIEL ET ARCHITECTURE INTERIEUR

Le projet est basé sur le concept de la structure pérenne, une structure qui peut être construite et démontée facilement, et qui peut être utilisée de différentes manières. Les matériaux utilisés sont le bambou, le rotin, le chanvre et le papier recyclé. L'architecture intérieure est conçue pour être flexible et adaptable, permettant aux habitants de vivre dans des conditions difficiles.

UN DOMAINE CULTUREL

Le projet est basé sur le concept de la structure pérenne, une structure qui peut être construite et démontée facilement, et qui peut être utilisée de différentes manières. Les matériaux utilisés sont le bambou, le rotin, le chanvre et le papier recyclé. L'architecture intérieure est conçue pour être flexible et adaptable, permettant aux habitants de vivre dans des conditions difficiles.

STRUCTURE EVOLUTIVE

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Space Design Specialization

Program Head - Strate, France:



Anne Bugugnani
Designer

Highlighting the experience of access to a product

Space is a dimension that we have all integrated. We are born there and we evolve there.

Space surrounds us, protects us, influences our thoughts, our emotions, and our individual and collective behaviors.

Being a space designer means having the ambition to transform collective spaces by improving the way their occupants live, work, play, interact, and prosper.

In the "Space Design" specialization, students learn how to imagine places through the sensory, physical, and emotional experience that volumes, light, and materials provide.

Our students think and design commercial, work, health, and culture spaces and environments that take into account the stakes of services, flows, identities, information, and product staging in the digital era.

Interaction Design Specialization

Program Head - Strate, France:



Damien LEGOIS
Designer

Creating tomorrow's objects and services

New technologies have radically changed the rhythm of our daily lives. Far from being restricted to our smartphones and tablets, these technologies will be in our daily objects and services.

Our environment will soon be populated with intelligent and communicating objects, offering services. It remains to define the way people will live and converse with these objects and services.

The "Interaction Design" specialization prepares designers to create these new interactive objects, spaces, and services. As a transversal discipline, it covers many fields such as transportation, health, leisure, work, etc.

Its ambition is to train tomorrow's designers who will be able to imagine amazing, almost magical, uses of technology that will be invisible.

UN BRAS VÉGÉTAL À VOS CÔTÉS

DE CETTE TAILLE CI...



Tout est une question d'échelle humaine et végétale.
Quand la nature offre des bras pour l'usage de la machine, la machine
peut s'inspirer de la nature pour offrir des bras pour l'usage
humain. C'est la question de la taille de la machine et de la taille de l'homme.



...A CETTE TAILLE LÀ



UNE PROTHÈSE...



...EVOLUTIVE

La prothèse évolue avec le corps de l'utilisateur.
Elle s'adapte à son usage et à son environnement.
Elle est conçue pour évoluer avec l'utilisateur.



...PERSONNALISABLE

La prothèse est personnalisable en fonction
de l'utilisateur et de son environnement.
Elle est conçue pour évoluer avec l'utilisateur.



...UNIQUE

La prothèse est unique en fonction
de l'utilisateur et de son environnement.
Elle est conçue pour évoluer avec l'utilisateur.



4th year: Study abroad

WORLD

DESIGN ORGANIZATION



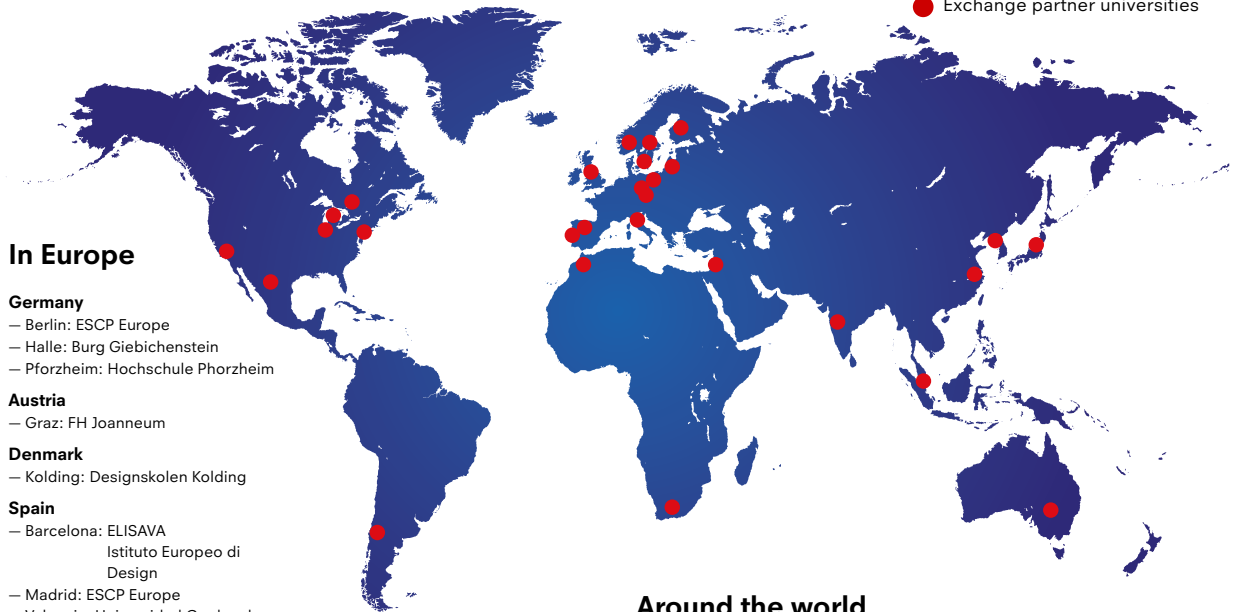
World-oriented designers

Design has no boundaries and the designer looks at the world's diversity to enrich his reflection. In the 4th year, our students, thus, have to spend several months abroad (for an academic exchange, an internship, or a study trip).

As a member of Cumulus network, which federates most applied art schools around the world, Strate has signed many partnerships with schools and universities on the five continents, with which it exchanges students, teachers and academic actions.

Throughout the five years, our students have English classes to prepare them to take the TOEIC (Test Of English for International Communication) during their final year.

● Exchange partner universities



In Europe

Germany

- Berlin: ESCP Europe
- Halle: Burg Giebichenstein
- Pforzheim: Hochschule Phorzheim

Austria

- Graz: FH Joanneum

Denmark

- Kolding: Designskolen Kolding

Spain

- Barcelona: ELISAVA
Istituto Europeo di Design
- Madrid: ESCP Europe
- Valencia: Universidad Cardenal Herrera – CEU

Estonia

- Tallinn: Estonian Academy of Arts

Finland

- Lahti: Lahti University of Applied Sciences

Great Britain

- Coventry: Coventry University
- Manchester: University of Salford
- Nottingham: Nottingham Trent University

The Netherlands

- Delft: Delft University of Technology – TU Delft

Italy

- Turin: Politecnico di Torino
- Milan: Politecnico di Milano,
Istituto Europeo di Design
- Rome: La Sapienza

Norway

- Oslo: Oslo School of Design & Architecture - AHO

Poland

- Warsaw: Academy of Fine Arts in Warsaw

Portugal

- Lisbon: Instituto de Artes Visuais Design e Marketing

Sweden

- Lund: Lund University
- Umea: Umea University

In the United States

- Cleveland, Ohio: Cleveland Institute of Art - CIA
- Detroit, Michigan: College for Creative Studies - CCS
- Long Beach, California: California State University of Long Beach - CSULB
- Providence, Rhode Island: Rhode Island School of Design - RISD

Around the world

Australia

- Canberra: Canberra University

Canada

- Montréal: Montreal University
- Montréal: UQAM

Chile

- Santiago: Universidad Mayor

China

- Jiangnan: Jiangnan University

South Korea

- Seoul: Kookmin University Faculty of Design

Israel

- Jerusalem: Bezalel Academy of Arts and Design
- Tel-Aviv: COMAS – The College of Management Academic Studies
- Tel-Aviv: HIT - Holon Institute of Technology

Japan

- Tokyo: Tokyo Communication Arts - TCA
- Chiba: Chiba University

Morocco

- Casablanca: ESCA

Mexico

- Mexico: Universidad Autónoma Metropolitana

Singapore

- National University of Singapore

South Africa

- Bloemfontein: Central University of Technology

Relations with companies



A school open to the professional world

As we are eager to train efficient and innovating professionals, the school's educational project is fully structured around the relationship with industries.

The people teaching at Strate are indeed all professionals, experts in their field of activity, ensuring the accuracy of what they teach in the school.

All the mandatory internships our students undertake are opportunities to meet with the challenges of the companies.

The 4th year industrial partnership projects put our students in direct contact with the client company; they thus have to deal with their real needs and endeavour to meet those requirements.

Finally, the research partnerships allow innovating companies to benefit from the specificities of design research, of which Strate is one of the specialization stakeholders.

4th year: Industrial Partnerships

Industrial partnerships

The 4th year is built around industrial partnerships in direct relation with companies and their design, marketing, or R&D departments.

These companies give students the opportunity to make complete prospective design studies in fields related to their specialization subjects at Strate: Product, Transportation, Identity, Space, or Interaction.

This gives them the opportunity to be confronted with the realities of a company and its offer.

Our partners have understood the meaning of this process and commit to us, offering professional internships in their integrated design service and employment to our graduates.

Strategic Partners



Some Industrial partners





5th year: The Diploma project

Thinking, Designing, Developing, & Communicating

Our students' last year at Strate is mainly dedicated to the definition and development of a personal project.

From the definition of an initial question, students start with a research and analysis phase resulting in the redaction of a thesis.

From the conclusions of their thesis, students draw several lines of inquiry, which they assess through usage scenarios and formal researches.

They choose to fully develop one of the solutions, addressing all the fundamental aspects of a project. The final project is finally defended in front of a jury of professionals.

The tutoring staff

Throughout all their projects, and all year long, the students are tutored by a multidisciplinary team, whose rigorous experience and commitment ensure support on the main aspects of the projects: methodology, writing, creativity, technique, communication, and style.

5th year: Inter-schools Collaborative Projects

Hippolyte BACHELET
(Class of 2010)
Designer, CAP Gemini

I joined the CPI program in 2008 within the McDonald's team. The demand was strong: rethink the take away bag! And that's what we did by replacing all the intermediate bags that separated the products carried by a foldable cardboard tray that slips to the bottom of the bag. This tray also allows the customer to put his meal on his lap without risking to spill it. It is now used by more than half of McDonald's in France. I keep an excellent memory of the days spent working on this project with the partner. I understood the need to go through representations to develop and communicate our ideas in a coherent and strong way.

Changing the world together

Because challenges are global, successes are collective. Here is what drives our inter-school collaborative projects: creating a virtuous triangle between Engineering, Management, and Design, in which students, companies, and schools develop an innovating pedagogy, turned towards economic efficiency and societal usefulness.

These innovative and responsible solutions stem from the crossing of knowledge and approaches and putting together engineers, marketers, and designers.

Pluridisciplinary student teams, tutored by teachers from the schools involved, develop innovative solutions to problems brought up by partners of all kinds: big companies, SMB, public sector, voluntary sector, etc.



strate

research



Strate is one of the founding members of “Telecom & Société Numérique” Carnot Institute. Its research focuses on digital-induced issues. Strate collaborates with several other schools such as Institut Mines Telecom (including Telecom ParisTech) as well as Eurocom and Polytechnique school.

Strate is a member of the Innovation and Research Institute, led by philosopher Bernard STIEGLER. It has been created on the conviction that objects, knowledge, content, and media will have to be thought, produced, and shared in a different way, because we will have to live together in a different way.

Strate is a founding member of VEDECOM Institute, a research and training institute dedicated to decarbonise sustainable individual mobility. Created by many players in the car sector – both industrial and academic – it was awarded the title of “Institute for the Energy Transition” in February 2014.

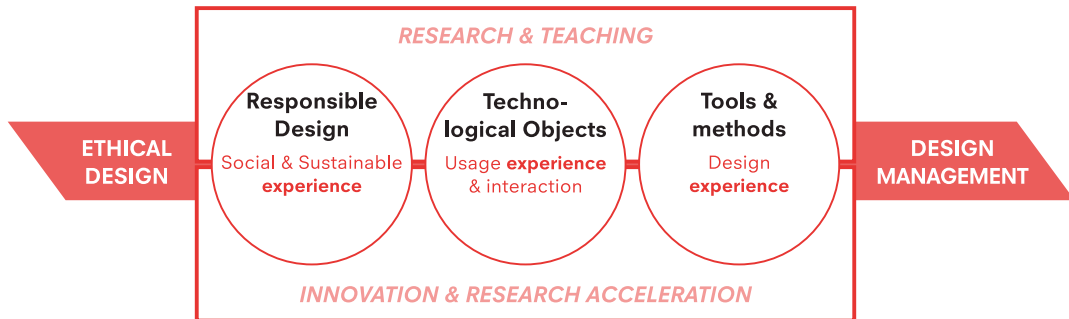
In 2017, Strate created EXALT Lab, a joint research lab with 2 prestigious National Engineering Schools, namely Telecom ParisTech and Ecole Polytechnique. Sponsored by 5 industrial partners (Carrefour, OTIS, MAIF, EMAKINA, INPROCESS), the lab will work on the value of Experience.

Design Research now!

Strate Research was created as the result of the realisation that Design and Research are both identified, by economic and political instances, as major levers of differentiation, sustainable development, and value creation. Hence, the absolute necessity that designers start doing research.

Because research allows us to better understand today's world, designers, researchers, and companies will be able to build tomorrow's world in a more simple, just, and beautiful way.

Doing design research means furthering our understanding of the third revolution's new societal issues, bringing concrete values to users and their relation to the products and services they currently use and will use in the future. It means confronting intuitions with observations and modelling them in order to make designers' realisations credible.





Research at Strate

Science needs design, Research needs designers !

Recognized abroad for many years as a research discipline, design research is currently undergoing a strong development in France, under the impulse of design schools.

Societal stakes and the strategic articulation between research and industry is bringing research laboratories to also develop their pluridisciplinarity. Who better than a designer – a creative observer of human society – to both embody and facilitate this pluridisciplinarity?

Within Strate Research, our researchers and our students work together on three main issues:

- Technological objects
- Sustainable economy
- Innovation management by design

Hence, Strate Research is an intellectual driver for all the students of the school.

ROMEO 2 project

Romeo 2 project is supported by French State BPI and led by a consortium managed by the French leader in humanoid robotics – Aldebaran Robotics. The project's ambition is to conceive and finalise a tall humanoid service robot that could be industrialised and commercialized on the short-term on several markets, especially on this of robotised solutions for aid to handicapped people. Strate is in charge of the usage study and the robot's design.

-
01. Design research team
 02. ROMEO 2 Humanoid Social Robot Research Project.

the

school

The campus

Living and working together

More than just a school, Strate is a project fostered by a human community.

The designer's values of compassion, empathy, attention to others, mutual assistance, and attentiveness structure the lives of the school's denizens. Students, teachers, and staff endeavour every day to remain true to these principles and to put them into practice.

At Strate, there are adults, equals in terms of rights and duties, between whom all kinds of dialogues are possible. Contradictory debates are encouraged as they are the condition to live together better, in a dynamic, open, and progressive way.

The new campus in Bangalore, built specifically for Strate, offers several spaces for that common project: living, teaching, working spaces – to work by hand or on machines – spaces for conviviality and reflection.

Strate is also a place open to the outside world, receiving our alumni, industrial and academic partners, and many other players of the local ecosystem.





Computer Labs

Going digital and creative

Representing, analysing, formalising, telling, and communicating: new technologies need these characteristics more than ever to take up the challenges of innovative creation.

Strate, therefore, endeavours to provide its students the digital skills and practices required of their future career and equips them with all necessary facilities.

Our computer labs are equipped with efficient desktops running all office automation, 2D and 3D, rendering, and video software.

Strate has notably acquired new-generation 'WACOM CINTIQ 22' graphic tablets for one of its lab, as well as a rendering server.



The workshops

Thinking and doing

Knowing and acting, thinking and doing. There is no design without objects, and there are no objects without places and tools to make them.

Strate's workshops are state-of-the-art technical spaces consisting of machines, tools, dirt extraction, compressed air, and much more. They are above all other educational spaces where students learn to work with materials in a methodical and concerted way.

The workshop has evolved into a "FabLab" thanks to its digital division, equipped with several 3D printers, CNCs, and laser cutters/engravers.

Thanks to a dedicated and experienced staff, our students acquire technical and human knowledge that will make them outstanding designers, modellers, and innovators.



Life at Strate

Living together

Every school is a community. A design school is even more so, as the designer is much more focused on his fellow humans and humanity, in general. Living together in harmony is, therefore, an objective as much as a rule for everyone at Strate – permanent staff, teachers, and students.

Strate is a world of compassionate adults who teach, express, create, listen, and debate, endeavouring to respect each other. If the classes are the first places where this can be experienced, it is also true of all the moments and places at school, the cafeteria not being the least of them.

The student association and other associations take initiatives for that purpose all year long. To these initiatives are added all the events organized by the school at key moments such as the Open Days, the graduation show, and the graduation ceremony.



Community Life

In the 1st and 2nd year, students have one half-day every week to get involved in associations. This gives them time to enjoy a break from academics and allows them to take up initiatives, with the help of the school when needed.

Students association



Since its origin, the student association has organised student life, including parties and other events, at school and negotiates advantageous prices on drawing materials. Every year, students elect a new board, composed of students who are very committed to the school and eager to have students from all over the world – Paris, provinces, or foreign countries – feel welcome.

Strate Alumni



Even after they have become professionals, our alumni still come back to Strate. During their fifth year, future graduate students traditionally receive help from their predecessors. After five years of professional practice, our alumni have the opportunity to come and teach at Strate, tutor partnership projects, or be members of the diploma jury.

Governance

A skillful and attentive management

A school is a complex organization, as it is, at the same time, a company, a human community, and an educational project. Managing a school, therefore, requires dealing with both the present and the future.

Though it's the students' future that is at the heart of these dimensions, managing Strate requires constant agility.

The school's independence and its continuous connection with the world's reality through its scientific, professional, and alumni councils allow its executive committee to constantly adapt its actions, internal or external, to the changes in society and the world of design.

Strate's productive, although quite small permanent staff, along with the 180 guest lecturers, implements the committee's decisions, for the benefit of students.

Professional council

President

Jean-René TALOPP

Founder

Strate School of Design

Members

Anne ASENSIO

VP Design Experience

Dassault Systèmes

Anne Marie BOUTIN

President, APCI

Didier CODRON

Workshops Director

Strate School of Design

Vincent CREANCE

Director, Design Center

Université Paris-Saclay

Thomas DAL

Director & Dean

Bangalore Campus

Sophie LEVEL

Director of Studies

Strate School of Design

Jacques MALZ

Director & Dean

Singapore Campus

Philippe PICAUD

Design Director

Carrefour

Jean-Pierre PLOUE

Design VP

PSA PEUGEOT CITROËN

Frédérique PAIN

Director, Research &

Innovation

Strate School of Design

Christophe REBOURS

Founder & CEO

INPROCESS

Clément ROUSSEAU

President

Groupe Plan Créatif

Dominique SCIAMMA

Director & Dean

Strate School of Design

Laurens VAN DEN ACKER

VP Design,

Groupe RENAULT

Patrick VEYSSIERE

Co-President

Dragon Rouge

Scientific board

President

Frédérique PAIN

Director, Research &

Innovation

Strate School of Design

Members

Annie GENTES

Research Director -

Co-Design LAB

Institut Mines-Telecom

Federico CASALEGNO

Director

MIT Experience Lab

Alain FINDELLI

Professor Université de

Montréal & Professeur

Emerite de l'Université

de Nimes

Rodolphe GELIN

Chief Scientific Officer

Softbanks Robotics

Carole FAVART

Kansei General Manager

TOYOTA Motors Europe

Armand HATCHUEL

Deputy Director

Management Research

Center

Mines ParisTech

Armelle REGNAULT

Deputy Director of

Research

Université Paris-Saclay

Yves POILANE

Managing Director

Institut Mines-Telecom

Dominique SCIAMMA

Managing Director &

Dean

Strate School of Design

Bernard STIEGLER

Director

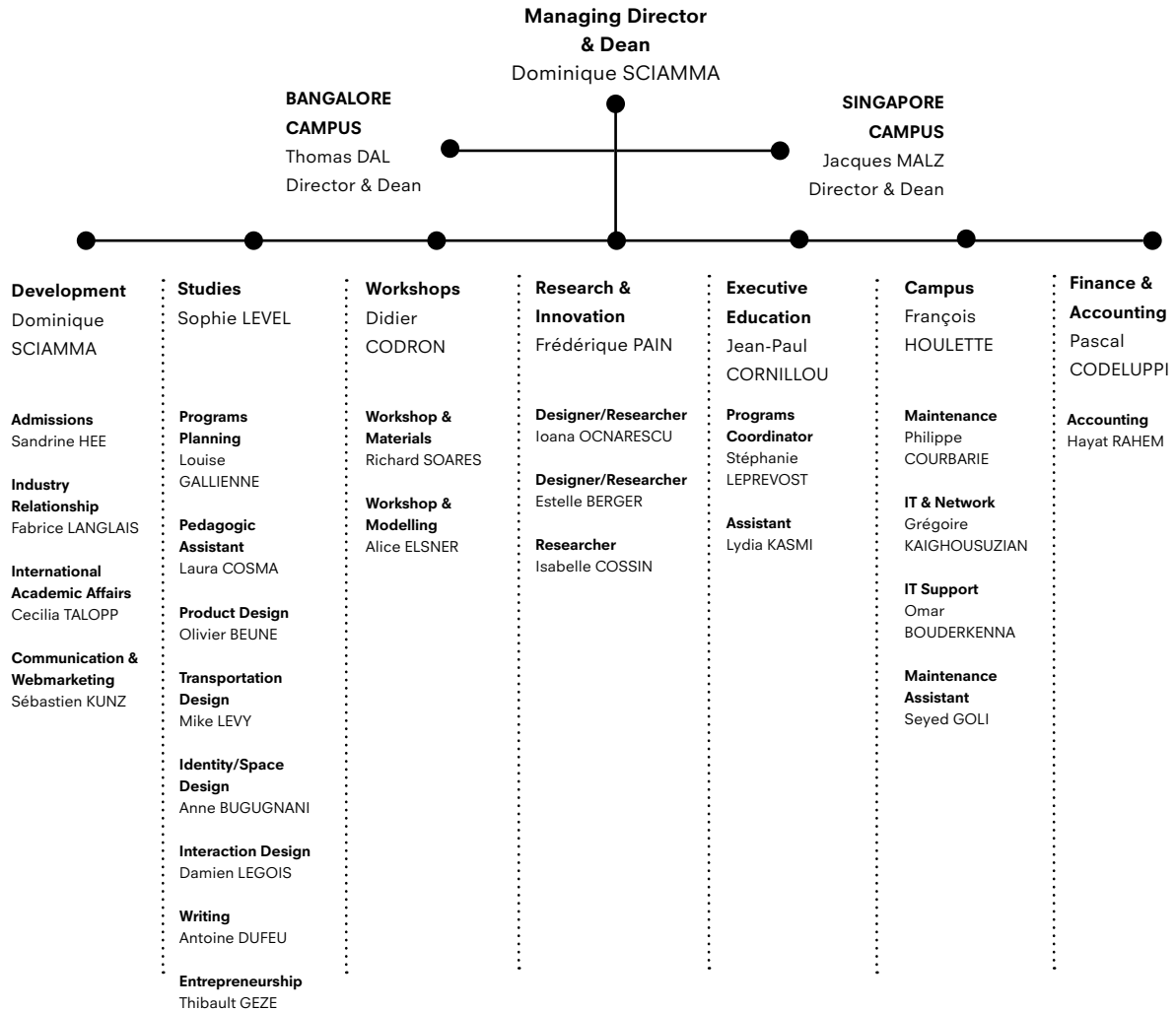
IRI - Centre Pompidou

Philippe WATEAU

Director

CEA Tech - List

Organisation Chart



P a r i s - S i n g a p o r e - B a n g a l o r e

Campus and Admissions Office

STRATE SCHOOL OF DESIGN

Jain University

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Next to TCS, Sheshadri Road

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B A N G A L O R E