



## CURRICULUM

INTERNATIONAL ACADEMY  
OF ART & DESIGN

design  
mundo  
afora

NABA

NUOVA ACCADEMIA  
DI BELLE ARTI

master of arts in

# DIGITAL AND LIVE PERFORMANCE<sup>NEW!</sup>

## AREA

Media Design  
and New Technologies

## AREA LEADER

Milan | Rome  
Vincenzo Cuccia

The MA in Digital and Live Performance (Second Level Academic Degree in New Technologies for Art) is a highly specialised interdisciplinary course focusing on different areas, including contemporary dramaturgy, body and movement, new technologies, interaction and sound design. The two-year MA is unique in Italy and aims to establish a set of methods to research innovative languages, ideate and design multidisciplinary artistic performances, training professionals able to dialogue and interact with international productions.

## LANGUAGE

Italian - English

## CAMPUS

Milan

## DEGREE AWARDED

Second Level  
Academic Degree

## CREDITS

120 CFA

## LENGTH

Two years

## CAREER OPPORTUNITIES

Performer

Digital performer

Author, curator  
and critique of  
performative projects

Multimedia dramatist

Creative technologist

Performing arts  
producer

## LEARNING OBJECTIVES

To consolidate the creative and authorial identity of students by supporting research, design and production of performing arts in the contemporary scene

To create innovative projects and encourage the development of productions and talents that can establish themselves in the national and international artistic and creative production circuits

To promote the consolidation of a cultural and artistic ecosystem that integrates research, production, supply and distribution

# CURRICULUM

## FIRST YEAR

SEMESTER	COURSES	CFA
1	<b>Multimedia design 1</b>	<b>12</b>
	Interactive systems	6
	Multimedia languages	6
1	<b>Creative writing</b>	<b>12</b>
	Dramaturgy Performance concept and development	6 6
1	<b>Digital cultures 1</b>	<b>6</b>
<b>TOTAL CREDITS 1<sup>ST</sup> SEMESTER</b>		<b>30</b>
2	<b>Multimedia design 2</b>	<b>12</b>
	Interactive installations Performative techniques for visual arts	8 4
2	<b>Linear audiovisuals - Videodance</b>	<b>12</b>
2	<b>Digital cultures 2</b>	<b>6</b>
<b>TOTAL CREDITS 2<sup>ND</sup> SEMESTER</b>		<b>30</b>
<b>TOTAL CREDITS FIRST YEAR</b>		<b>60</b>

## SECOND YEAR

SEMESTER	COURSES	CFA
3	<b>Multimedia design 3</b>	<b>12</b>
3	<b>Digital tools for arts - Digital performance</b>	<b>6</b>
3	<b>Project culture</b>	<b>6</b>
3	1 activity to be chosen by the student: Additional training activities: academic training/internship	<b>6</b>
	Additional training activities: cross disciplinary workshops, individual projects, conferences	<b>6</b>
	<b>TOTAL CREDITS 3<sup>RD</sup> SEMESTER</b>	<b>30</b>
4	1 course to be chosen by the student: <b>Multimedia design 4 - Documentary</b>	<b>12</b>
	<b>Multimedia design 4 - Creative coding</b>	
	<b>Multimedia design 4 - Performance</b>	
4	<b>Aesthetics of new media</b>	<b>6</b>
4	<b>Thesis</b>	<b>12</b>
<b>TOTAL CREDITS 4<sup>TH</sup> SEMESTER</b>		<b>30</b>
<b>TOTAL CREDITS SECOND YEAR</b>		<b>60</b>
<b>TOTAL CREDITS MASTER OF ARTS</b>		<b>120</b>

# COURSES

## FIRST YEAR

### MULTIMEDIA DESIGN 1

The course aims to train students on non-linear narration and interactive environments. Part of the path is based on digital design and focuses on interactivity: culture, aesthetics, dynamics. Another part centres on multimedia installations, extending code design to interaction design and analogue-digital interfaces with specific reference to sound.

### CREATIVE WRITING

The course is designed to train authors to respond to the cultural and professional demands of the contemporary performing arts scene. Through critical preparatory work and research, students are able to approach dramaturgy and stage practice writing using different styles. The course consists of two modules: one for writing for scenes aimed at translating performative scenes into a vision; and another for the conception and development of performative projects, from digital design to scenic interaction with audiovisual content.

### DIGITAL CULTURES 1

The purpose of this course is to introduce students to contemporary digital culture following a scientific, aesthetic and ethical approach, where digital culture is understood as the contemporary infrastructure based on bits, their social uses, fields of application and predictions of developments in the near future.

### MULTIMEDIA DESIGN 2

The course teaches students multimedia design, encompassing hybrid design, combining new media techniques with the practices of the body and live creation. In the Interactive Installations module, students explore installation environments of the contemporary scene, while the Performative techniques for visual arts module provides students with the necessary elements to complete their aesthetic/expressive research incorporating new technologies through both theoretical and practical lessons. The aim is to impart solid contemporary multimedia and interdisciplinary cultural production tools.

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**LINEAR  
AUDIOVISUALS  
VIDEODANCE**

This course aims to guide students in the creation of audiovisual products according to a working methodology based on progressive and transformational exercises. The course addresses preproduction, production and postproduction of several complete audiovisual projects. The course programme is conceived as a practical workshop aimed at using video in the performing arts, creating videodance projects or multimedia installations for digital performances or in support of hybrid projects and in interaction with live performances.

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**DIGITAL  
CULTURES 2**

This course aims at introducing the students to the contemporary digital culture following an artistic approach, where digital culture is meant as the contemporary infrastructure based on bits, their artistic uses, and intersections between creativity and digital technologies.

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## SECOND YEAR

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**MULTIMEDIA  
DESIGN 3**

This course aims at the creation of interactive audiovisual narrations. Students, divided into work groups based on their design methodology (image/sound and creative coding), work on a common project in the fields of extended reality, augmented reality and virtual reality.

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**DIGITAL TOOLS  
FOR ARTS  
DIGITAL  
PERFORMANCE**

The course adopts a workshop-based approach to learning and aims to provide students with digital techniques and methodologies with particular emphasis on technological and multimedia productions and on virtual and interactive systems.

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**PROJECT  
CULTURE**

The course aims to introduce students to contemporary dramaturgy focusing particularly on the aspects of innovation, market and understanding of the relationship between artists and the professional world. After examining the practices of multimedia designers in national and international performance production systems, the course offers a series of practical exercises that help finalise specific projects.

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**MULTIMEDIA  
DESIGN 4**

This is a strongly experimentation-oriented course that is also directed at assisting students develop their final projects. The students are guided, individually or as a group, in gaining a detailed understanding of contemporary scenarios and developing digital and live performance projects for their final projects.

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**AESTHETICS  
OF NEW MEDIA**

This is a seminar-based course that intends to guide the students towards academic writing. As a preparatory course to the final project, it shows examples of contemporary academic writing within relevant contexts, through selected contents which support the virtuous circle between media production and aesthetic innovation.

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**THESIS**

The highest point of the didactic path is the final degree project, where the students have to submit and defend their Thesis in front of a Committee, made up by their lecturers and the Course Leader. The Master of Arts' Thesis takes the form of an in-depth research aimed at carrying out a project. The final document is constituted by the presentation of the research and of the project documents, and aims at proving the critical, design and fulfilment competences acquired by the student over the MA. The development of the Thesis is something that every student carries out individually, independently and in complete autonomy. During the process, each student is supported by at least one Mentor ("Advisor"), who needs to approve the project proposition, guide the student in developing the research and, finally, approve the dissertation of the final Thesis work. The final dissertation is individual. Upon the Course Leader authorisation, the research can start as a collective work carried out by a group of students, up to four participants. The final presentation of the project will necessarily be represented by a personal document, and the role of each student needs to be defined since the approval of the project proposal.