

laSalle

RAMON LLULL UNIVERSITY

MASTER OF SCIENCE IN DIGITAL ARTS AND CREATIVE TECHNOLOGIES

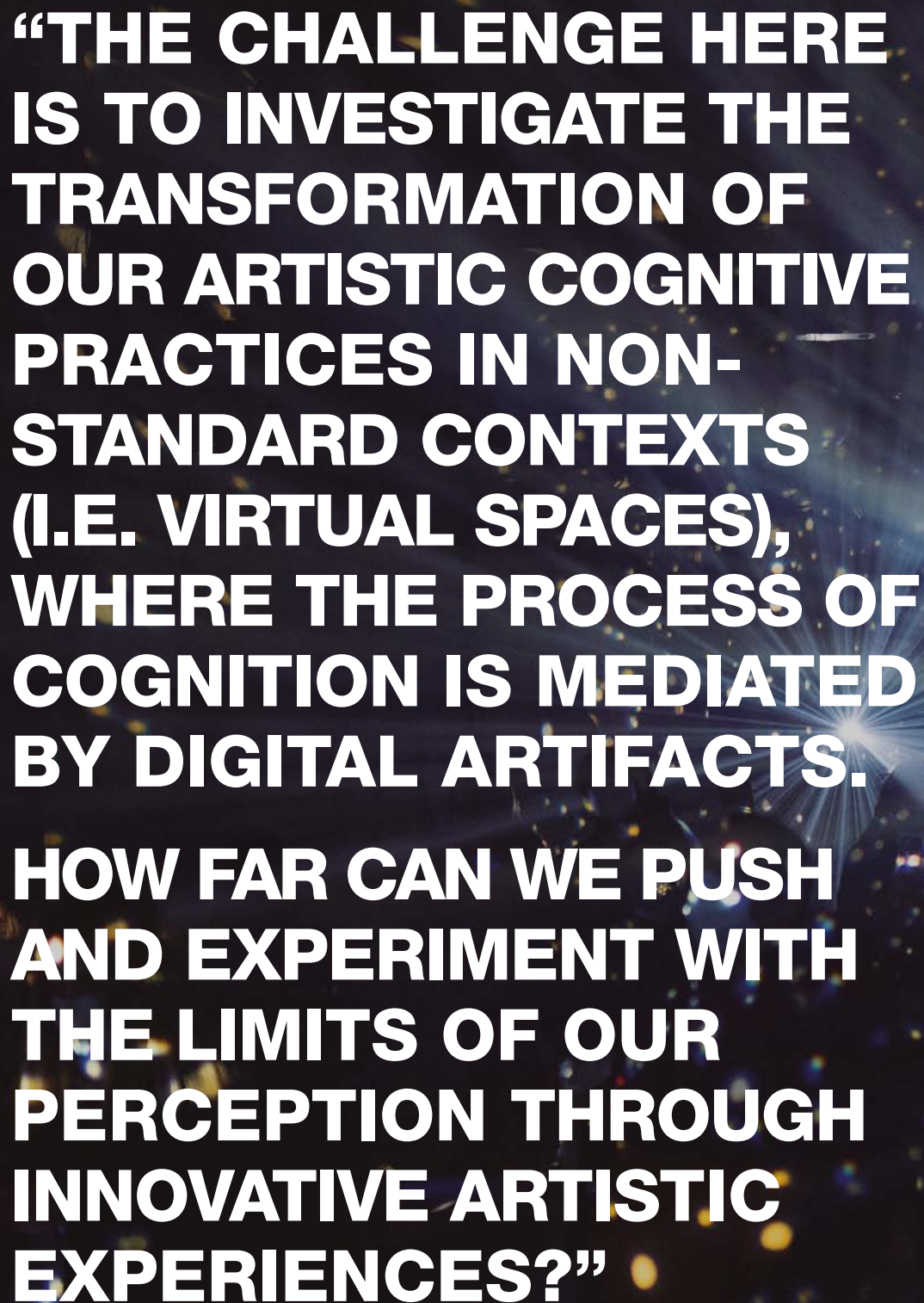
ARTISTS & RESEARCHERS

**DOMESTIC DATA STREAMERS · ALBA G. CORRAL · ANNA CARRERAS · ONIONLAB
XAVI BOVÉ STUDIO · HEXORCISMOS · ALBERT.DATA · LOWKEYMOVES
THE GLAD SCIENTIST · DESILENCE · XAVIER MAIXENCHS · PORTRAIT XO**

PRODUCERS & CURATORS

JL. DE VICENTE · ANTÒNIA FOLGUERA · ELISENDA MUNS · PEP SALAZAR

On-site in Barcelona



“THE CHALLENGE HERE IS TO INVESTIGATE THE TRANSFORMATION OF OUR ARTISTIC COGNITIVE PRACTICES IN NON-STANDARD CONTEXTS (I.E. VIRTUAL SPACES), WHERE THE PROCESS OF COGNITION IS MEDIATED BY DIGITAL ARTIFACTS. HOW FAR CAN WE PUSH AND EXPERIMENT WITH THE LIMITS OF OUR PERCEPTION THROUGH INNOVATIVE ARTISTIC EXPERIENCES?”

ALBERT BARQUÉ - DURAN

Coordinator of the Master of Science in Digital Arts and Creative Technologies.

**DIRECTOR**

Xavi Bové Fernández

COORDINATOR

Albert Barqué-Duran

DURATION

9 months

MODALITY

On-site in Barcelona

CREDITS

60 ECTS

LANGUAGE

English

SCHEDULE

From Monday to Thursday,
from 5:30 p.m. to 8:30 p.m.

ENTRY PROFILE

This master's degree is aimed at graduates with excellent qualifications from both artistic programmes (design, digital art, fine arts, etc.) and technical fields (engineering, computer science, multimedia, etc.).

OFFICIAL DEGREE

Master of Science in
Digital Arts and Creative
Technologies, La Salle-
Ramon Llull University.



ART, SCIENCE AND TECHNOLOGY

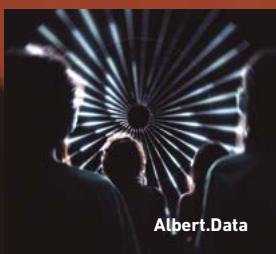
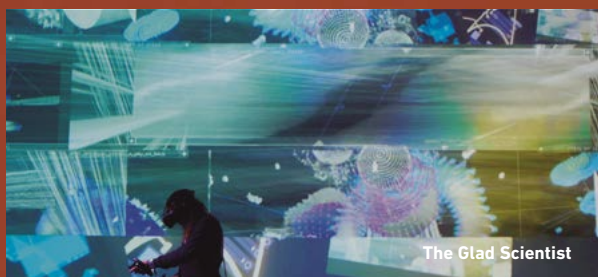
The Master of Science in Digital Arts and Creative Technologies explores the creative relationships between **art, science and technology**.

It examines how they can communicate through an evolving interdisciplinary practice.

The programme offers an environment that promotes the exchange of complex social, cultural and artistic perspectives, where artistic creation is a **testing ground for speculating on visionary ideas and media** through a wide range of cutting-edge experimental art practices.

Why choose the Master of Science in Digital Arts and Creative Technologies?

The master's teaching staff is made up of internationally recognised profiles and leaders in the artistic, creative, curatorial and academic sectors. They will provide guidance and training with a very avant-garde approach so that graduates will acquire knowledge and professional skills according to their own interests. **Mentoring will play a key role for each of the participants throughout the programme.**



The programme will take place at the **Interactive Arts & Science Laboratory (IASlab)**. The IASlab is an immersive space in digital technologies that will study the growth of media content, art and digital entertainment, and will also be a lever for the evolution of other sectors through its experiences.

One of the master's fundamental pillars is to have a very **active role in the ecosystem of the creative industry in Barcelona** and internationally through participation in the most prestigious festivals in the industry, cultural programmes and museum environments.

“THIS UNIQUE PROGRAMME ENCOMPASSES THE FULL SPECTRUM OF THE DIGITAL ARTISTIC PROCESS, SPANNING FROM CONCEPTUALISATION AND PRODUCTION TO CURATION, PROVIDING THE MASTER’S STUDENTS WITH THE OPPORTUNITY TO CREATE AND SHOWCASE THEIR WORK IN FESTIVALS & GALLERIES”.

XAVI BOVÉ

Director of the Master of Science in Digital Arts and Creative Technologies.



OBJECTIVES

Provide the necessary knowledge and tools to **create immersive artistic experiences** by combining image, light, sound, interaction, computing, robotics, etc.

Know the recent artistic movements linked to technology and science in a way that allows students to explore future transdisciplinary avant-garde projects.

Provide graduates with the ability to **collect, interpret and even evaluate relevant data on digital artistic works** and phenomena in order to implement them in the production or management of digital art.

Explore the tools for artistic experimentation, prior analysis and interpretation of data, as well as specialised knowledge that allows students to develop speculative conceptual works with a strong critical and ethical component.

PROFESSIONAL

PATH

Designer and Producer of Immersive Experiences, Interactive Experiences, Artistic Video Games, Virtual Environments (VR, AR) & Experimental Sound

Digital Artist

New Media Artist

Transhumanist Artist

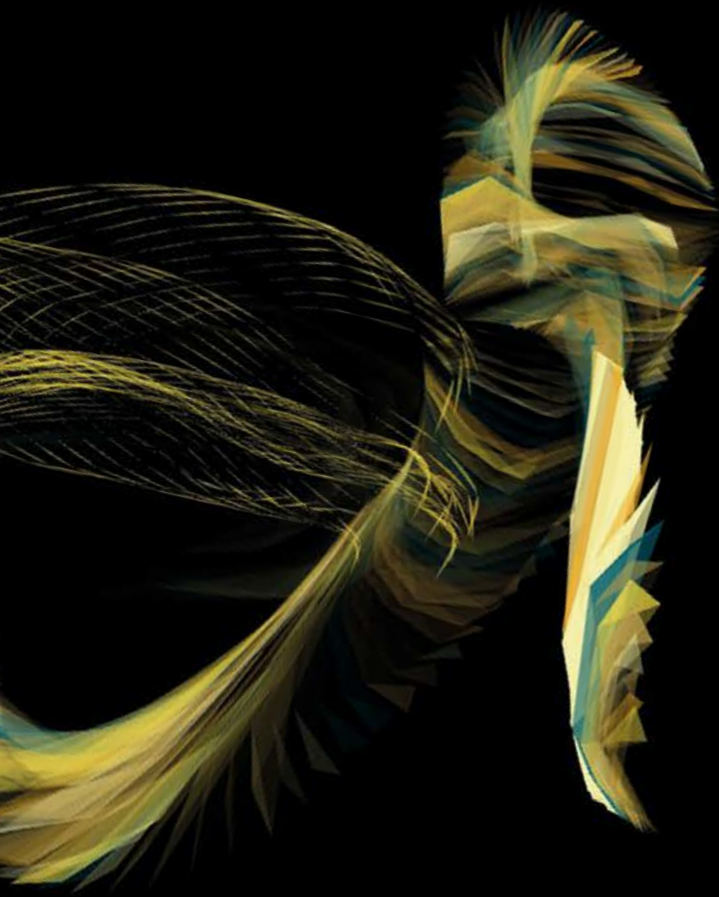
Curator of Art, Science & Technology

Cultural Management of Art, Science & Technology

Producer of Digital Arts Projects

Other relevant positions in the field of creative industry

**PUSHING THE
BOUNDARIES
OF ARTISTIC
EXPRESSION**



DOMESTIC DATA STREAMERS

Research and design studio focused on exploring new data languages and their social implications.

HEXORCISMOS

Moisés Horta: AI technologist, researcher, musician and artist.

ANNA CARRERAS

Generative artist and creative coder.

THE GLAD SCIENTIST

Daniel Sabio: Conceptual new media artist and audiovisual performer.

XAVIER MAIXENCHS

Technical artist, virtual environments specialist and creative technologist.

DESILENCE

Tatiana Halbach & Søren Christensen: Artists and producers of great stage shows, live visuals, visual scenery, musicals, dance shows and installations.

ALBA G. CORRAL

Visual artist and creative coder.

PORTRAIT XO

Rania Kim: Researcher and transdisciplinary artist.

XAVI BOVÉ STUDIO

Artist, visual composer. Director of the Degree in Digital Arts and the Master of Science in Digital Arts and Creative Technologies.

ALBERT.DATA

Albert Barqué-Duran: Researcher and artist. Coordinator of the Master of Science in Digital Arts and Creative Technologies and mentor of Master's Projects.

CREATE YOUR PROJECT WITH THE MENTORING OF

PARTNERSHIPS

More external collaborators throughout the course.



PRODUCERS & CURATORS

JOSÉ LUIS DE VICENTE

Cultural researcher and curator. Director of Disseny Hub Barcelona.

ANTÒNIA FOLGUERA

Curator in digital arts and culture, communication and electronic music. Curator at Sonar+D.

PEP SALAZAR

Producer and cultural manager. Director of OFFF and DIGITAL IMPACT.

ELISENDA MUNS

Producer and curator. Digital arts, exhibition design and museography. Producer at OFFF.

ACADEMIC PROGRAMME

SEMESTER I

BLOCK 1: INTERDISCIPLINARY PRACTICES

ADVANCED DIGITAL CREATION 5 ECTS Professor: Portrait XO (Rania Kim)

Focusing on **"hybrid arts"**, you will do research on computational creativity, human-machine collaboration, artificial intelligence applied to arts, and explore new formats and applications for forward-thinking visual art and sound.

ADVANCED VISUAL DESIGN 5 ECTS Professor: The Glad Scientist (Daniel Sabio)

Focusing on **artistic concepts**, you will reflect and experiment with different mediums and the most advanced machine learning tools, methods and processes in VR & AR, audiovisual performances, installations and video game experiences.

ADVANCED SOUND DESIGN 5 ECTS Professor: Hexorcismos (Moisés Horta)

Focusing on **artificial intelligence**, you will learn and experiment with the most advanced techniques, methods and tools used in music production, sound design and visual production.

ADVANCED SENSORICS & INTERACTION 5 ECTS Professor: Domestic Data Streamers (DDS)

Focusing on **exploring new data languages**, you will learn advanced techniques and tools used in creating interactive and immersive experiences that engage the audience's senses. From a very critical approach, this course will address various topics such as user experience design, interface design, human-computer interaction and emerging technologies.

PROJ. "PERCEPTION, COGNITION & NEURODIVERSITY" 5 ECTS Several Academics (National & International)

Focusing on **the relationship between perception, cognition and neurodiversity**, you will learn from top scientists how this can influence the design of digital media. You will explore how people with different sensory and cognitive abilities experience digital media and how designers and artists can create inclusive and accessible works.

SEMESTER II

BLOCK 2: EXPANDED AUDIOVISUAL MEDIA

DIGITAL ART: NEW HORIZONS 5 ECTS Professors: Eli Muns & Pep Salazar

Focusing on the **latest trends and developments in the field of digital art**, you will discover, reflect and foresee how new technologies and techniques can be used to create innovative artistic works.

INTERACTION, INTERSECTIONS & CONFLUENCES: ART, SCIENCE & TECHNOLOGY 5 ECTS Professor: Antònia Folguera

Focusing on the **intersections between art, science and technology**, you will discover, reflect and foresee the ways in which artists collaborate with scientists and engineers to create new forms of digital art that explore complex ideas and concepts.

IMMERSIVE ART 5 ECTS Professors: Desilence (Tatiana Halbach & Søren Christensen)

Focusing on **immersivity**, you will experiment with the production of big stage shows, live visuals, visual scenery, musicals, dance shows and installations.

CREATIVE CODING 5 ECTS Professors: Alba G. Corral & Anna Carreras

Focusing on **code**, you will learn the most advanced programming languages to create new forms of digital and generative art.

VIRTUAL ENVIRONMENT'S PRODUCTION 5 ECTS Professor: Xavier Maixenchs

Focusing on game **engines and virtual production**, you will learn how to produce virtual environments for film, television and video games. You will discover the latest techniques and tools used in the industry, as well as the creative possibilities of this medium.

BLOCK 3: ANTI-DISCIPLINARY RESEARCH, DEVELOPMENT AND PRACTICE

Final Master's Project

FACE- TO-FACE MODALITY

Study your master's in Barcelona on a campus of international excellence. It is worth mentioning that the program will take place at the 'Interactive Arts & Science Laboratory' (IASlab), the new project that will transform the 'La Salle del Campus Universitario' building into a reference audiovisual centre in Europe.

Alongside the theoretical content, you will test the knowledge acquired, carry out projects individually and in groups, attend conferences of experts and visit companies and events in the sector to study their success stories.

ADMISSION PROCESS

DOCUMENTATION

- Registration form
- University degree accreditation
- Updated resume
- Copy of ID or Passport

PERSONAL INTERVIEW

Once your documentation has been reviewed, you will meet with the Programme Director to get to know you, assess your professional profile and ensure a diverse group of candidates.

BOOK YOUR PLACE

When the Admissions Committee validates your profile, we will inform you of the result of your admission process and the payment conditions.



Start the admission process now



Check our scholarships and study grants

1
Log in to our online platform



2
Fill in the form



3
Upload your documentation



4
Interview in person or online



5
Receive the outcome of your application



6
Apply for your scholarship



BE CRITICAL

PUSHING THE FUTURE
OF ART, SCIENCE AND
TECHNOLOGY

KNOWLEDGE AREAS

BUSINESS

- I Digital Management
- I Digital Business
- I Project Management

ENGINEERING

- I Data Analytics
- I Tech Skills Engineering
- I Digital Tech Engineering

ARCHITECTURE

- I Contemporary Architecture

PHILOSOPHY AND HUMANITIES

DIGITAL ARTS & ANIMATION

MASTERS AND POSTGRADUATE ADMISSIONS

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