
master of arts in

NEW TECHNOLOGIES FOR ARTS

The MA investigates the complexity of the physical and digital world, inquired and narrated through video cameras, microphones, databases, sensors, and machine learning. It explores the creative possibilities offered by traditional and experimental audio-visual media and by new technologies. It's grounded on solid theories and methods to develop an innovative artistic expressive representation of reality through audio-visual productions, enhanced by the adoption of creative coding, human-computer interaction, x-reality, visual and generative sound design.

CAREER OPPORTUNITIES

Technical
and Concept artist
Creative coder
Creative
technologist
Creative producer
Interactive
storyteller
VR and MR expert

Game designer
Film documentary
director
Scriptwriter
Cinematographer

MAIN TOPICS

YEAR 1

Multimedia design 1
Creative writing
Digital cultures 1
Multimedia design 2
Linear audiovisuals
Digital cultures 2

YEAR 2

Multimedia design 3
Digital tools for arts
Project culture
Multimedia design 4
Aesthetics of new
media

CAMPUS
Milan

AREA LEADER
Amos Bianchi
