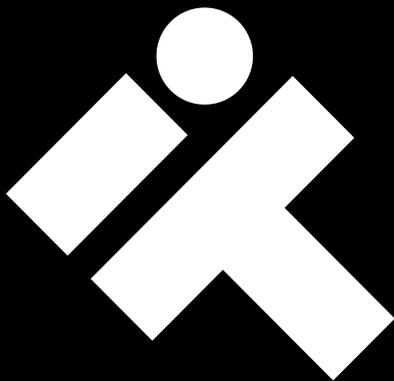


Postgraduate Programme

Digital Scene and Technology



**Postgraduate
Programme**

**Digital
Scene and
Technology**

A space for research and experimentation on the expressive potential of digital tools in the live arts.

In collaboration with L'Estruch, a creation factory for the live arts, and Graner, a creation center for dance and living arts.



Postgraduate Programme

Digital Scene and Technology

Target Participants

Professionals in live performance (set designers, choreographers, dramaturgs, directors, performers) or practitioners with experience in lighting, sound, audiovisual, or multimedia. Also aimed at graduates in architecture, design, fine arts, music, or audiovisual communication

Career Opportunities

Stage creation with digital technologies, digital piece production, technological dramaturgy, and interactive installations.

Methodology

- A primarily practice-based approach led by specialists in technology and the performing arts.
- Hands-on experimentation with interaction, light, image, and sound.
- Artist-led workshops.
- Residencies in creation centers.
- Participants develop a supervised personal project throughout the program.

Teaching Staff

Faculty: Lina Bautista, Alba G. Corral, Anna Carreras, María García Vera, Xavier Gibert, Sara Groborz, Citlali Hernández, Cecilia H. Molano, Àlex Posada, Juan Cristóbal Saavedra, Los Sara Fontan, Marc Vilanova, Sílvia Zayas.

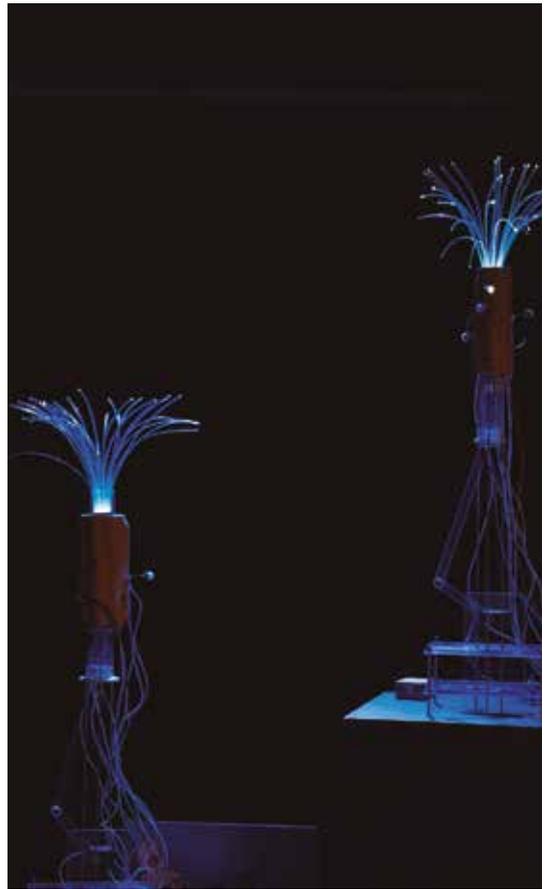
Artistic workshops with: Roger Bernat, cabosanroque, Cube.bz, Estampa, Lolo & Sosaku, Laura Llanell, Mónica Rikić, Txalo Toloza-Fernández.

Program Coordinators: Xesca Salvà and Marc Villanueva.



Structure

- **Module 1. Rethinking Technology.**
Reflection on the role of digital technologies in the live arts as generators of questions and creative tools.
- **Module 2. Interaction and Performance.** Design of interactive systems using Arduino and Max, exploring principles of electronics and programming.
- **Module 3. Light Artifacts.**
Research into light as a creative and programmable tool to transform bodies and spaces.
- **Module 4. Live Image.** Exploration of image as a narrative and choreographic element, using specialized software such as QLab, Processing, and TouchDesigner.
- **Module 5. Sound Creation.**
Experimentation with sound as a creative and speculative language through live editing and manipulation software such as Ableton Live.
- **Module 6. Artistic Workshops.**
Artist-led workshops on interactive devices, sound automata, and artificial intelligence applied to creative practice.
- **Module 7. Research Project.**
Development of a personal project with residency periods at L'Estruch and Graner and ongoing faculty mentorship.

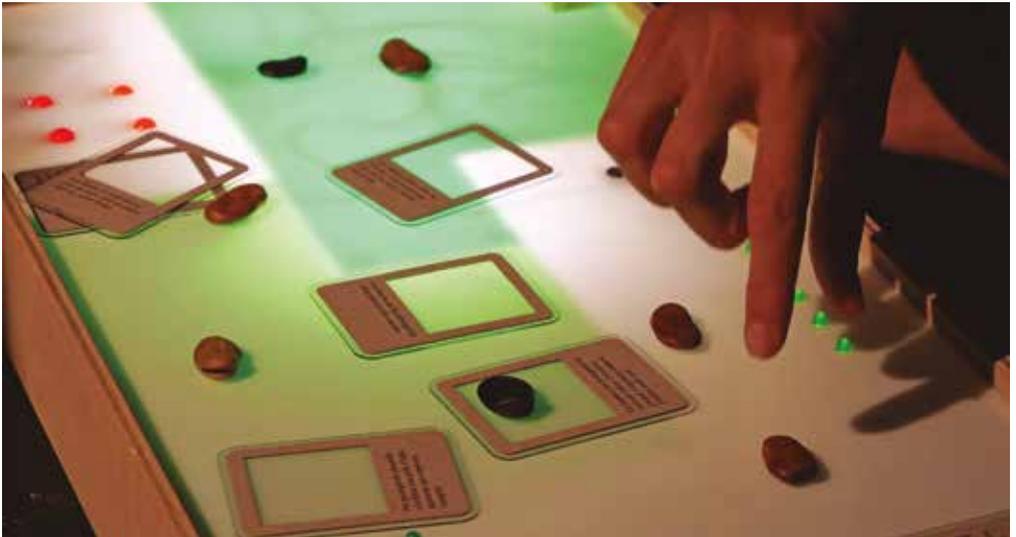


Sabella SF course project, by Carla Elias © Xesca Salvà





Cucqui course project, by Alicia Marco and Núria Ginestà. ©Mafe Contreras



Common Ground course project by Helena Mateos-Serna. ©Marc Villanueva

Practical Information

- **Institut del Teatre own degree** (30 ECTS credits)
- **Duration:** October to June
- **Places:** 16
- **Schedule:** Fridays 4–8 pm; Saturdays 10 am–2:30 pm and 4–8 pm

- **Location:** Institut del Teatre, Barcelona
- **Languages:** Catalan and Spanish
- **Registration:** via website

The Institut del Teatre reserves the right not to run the postgraduate course if the minimum number of students enrolled is not reached.

Postgraduate Programme

Institut del Teatre – Central Campus

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Academic Office

Office hours:

Monday–Friday: 10:00–14:30

Monday–Thursday: 15:30–17:00

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In collaboration with:

