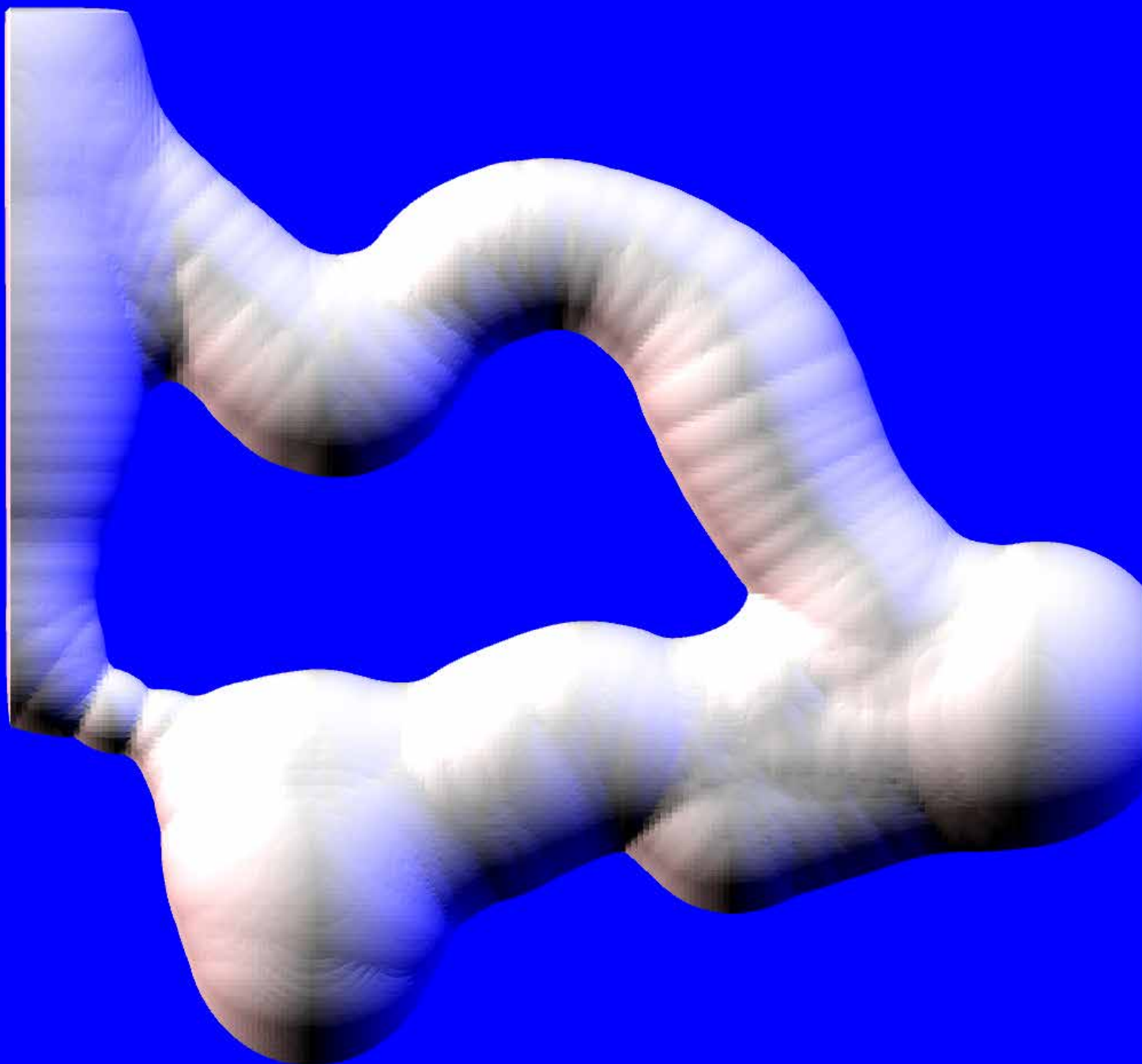


MASTER'S IN SOUND AND IMAGE
NEW MEDIA ART PROGRAM
2023 — 2024

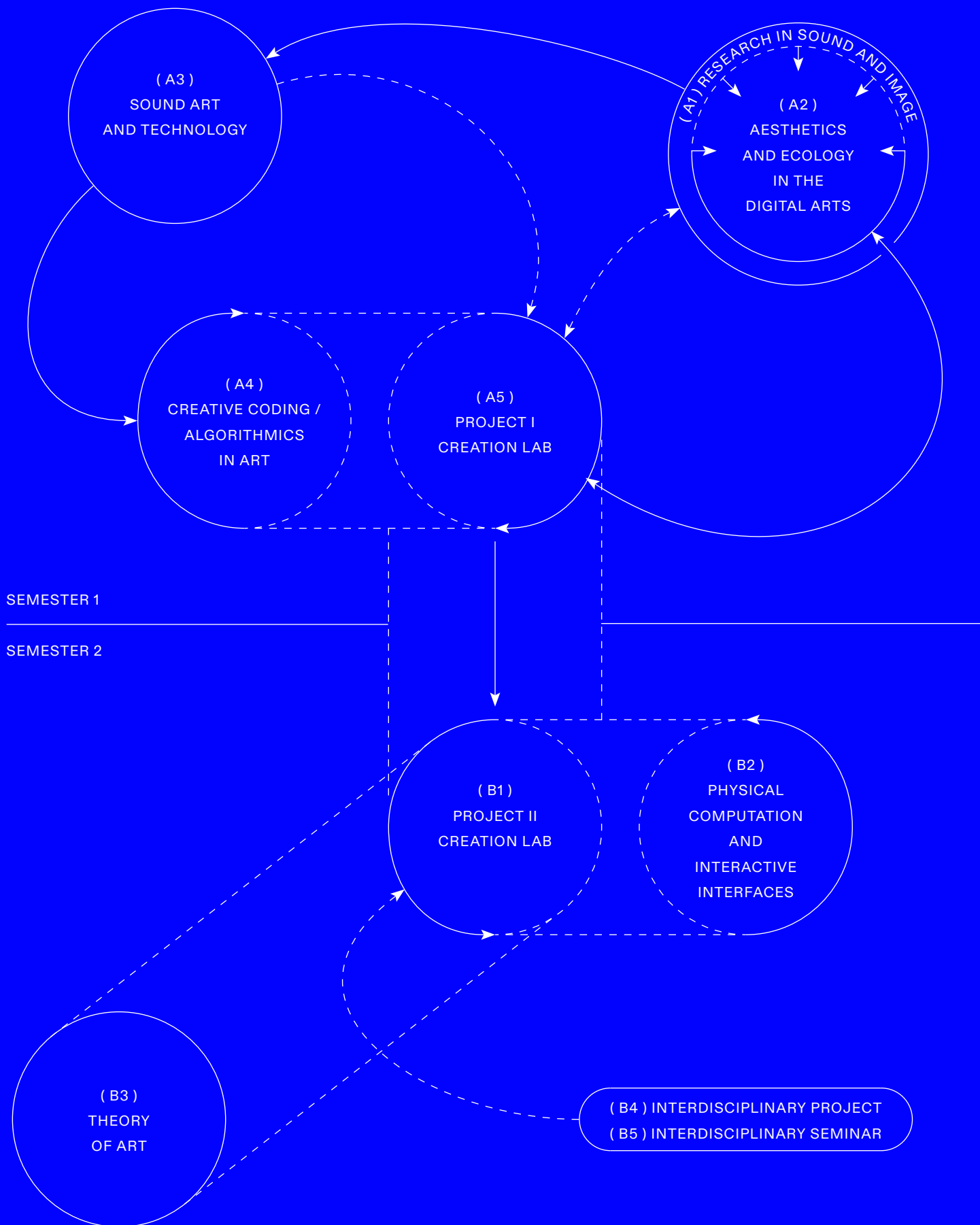




Maria Miguel Pratas + Miguel Ribeiro
Low Intersections of Benign Machines
2023

The New Media Art program unfolds under the motto: **making is/as knowing**; as such, it offers a transdisciplinary platform devoted to the incitement of transversal artistic practices and to the objects emerging from such exploratory procedures. Surpassing any sort of media specificity or disciplinary structuring, the program takes as defining vectors the playful mobility across material and symbolic structures; the non-hierarchical weaving of visual, aural, haptic and discursive approaches; the collapse of any distinctions between theory and praxis; and finally, the broad framing of technology as an additive spectrum of subjective tools committed to freedom and autonomy in the artistic and material construction of knowledge. Departing from this agenda, the program runs on a mesh of feedback loops entangling the studio and the classroom, seeking to establish a seething environment in which students — whom we behold as peers — can develop their own body of work in close dialogue with faculty, visiting artists and academic community.

FIRST YEAR'S STRUCTURE



SEMESTER 1

Research in Sound and Image (28h / 3 ECTS)
 Aesthetics and Ecology in the Digital Arts (42h / 5 ECTS)
 Sound Art and Technology (42h / 5 ECTS)
 Creative Coding / Algorithmics in Art (42h / 5 ECTS)
 Project I Creation Lab (70h / 12 ECTS)

SEMESTER 2

Project II Creation Lab (70h / 12 ECTS)
 Physical Computation and Interactive Interfaces (42h / 5 ECTS)
 Theory of Art (28h / 3 ECTS)
 Interdisciplinary Project (70h / 12 ECTS)
 Interdisciplinary Seminar (28h / 3 ECTS)

What do you mean by “new media”?

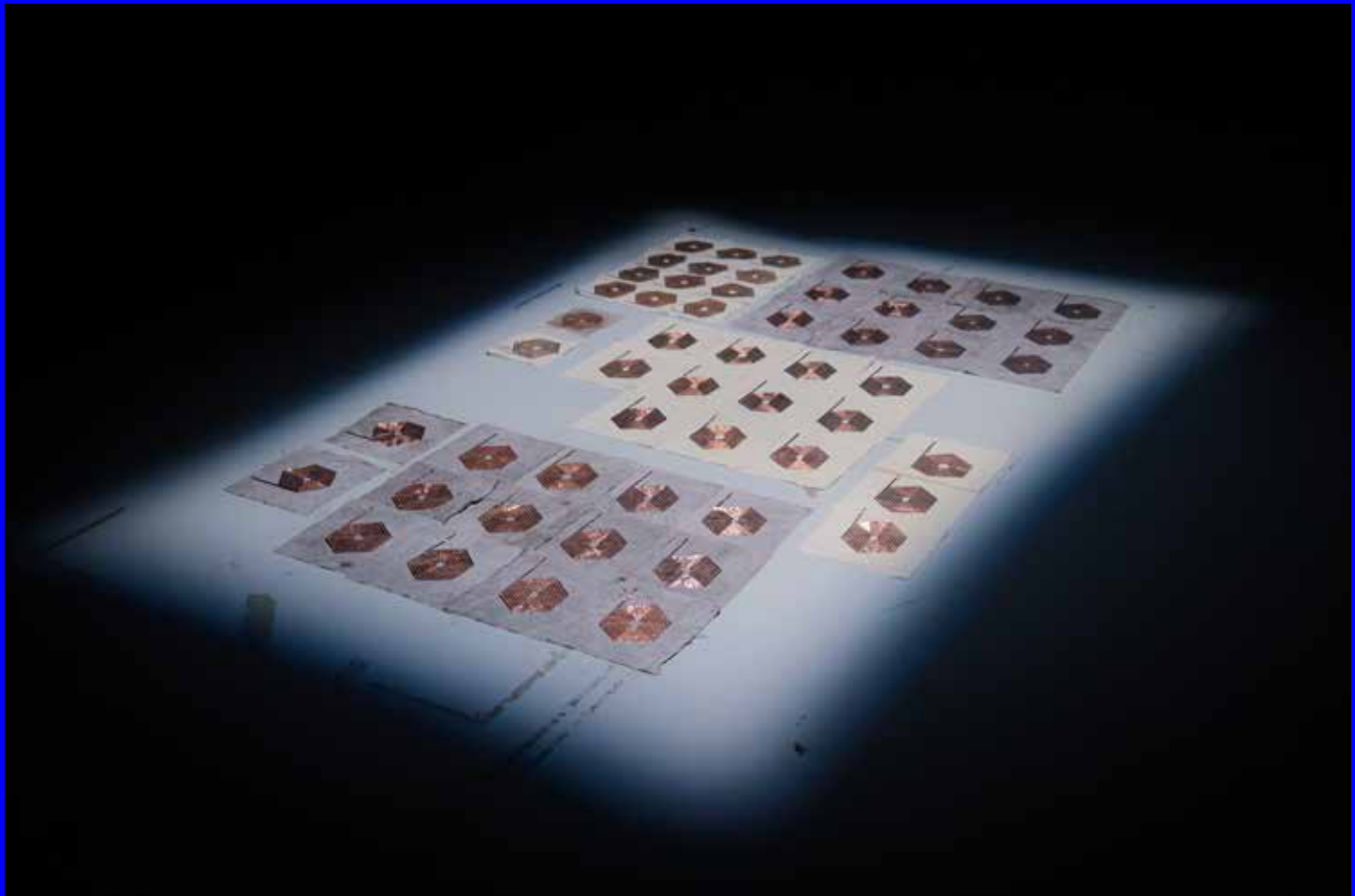
Firstly, it is our understanding that there is no defensible argument to support the ordinary sense of the term “new media”. Such conception tendentially describes a set of technologies and practices as being “new”, or worse, it argues for a particular or exclusive affinity between artworks and technology within “new media”. On what grounds wouldn't a painting brush, a loom or a turntable make the cut? From woodwork to software development, from 3D printing to drawing — and maybe all at once —, the program seeks to endow students with critical capabilities to craft, navigate and harness technologies as a continuum, establishing material alliances where to ground an individual body of artistic work. In short, by “new media” we mean an embodied play across boundaries.



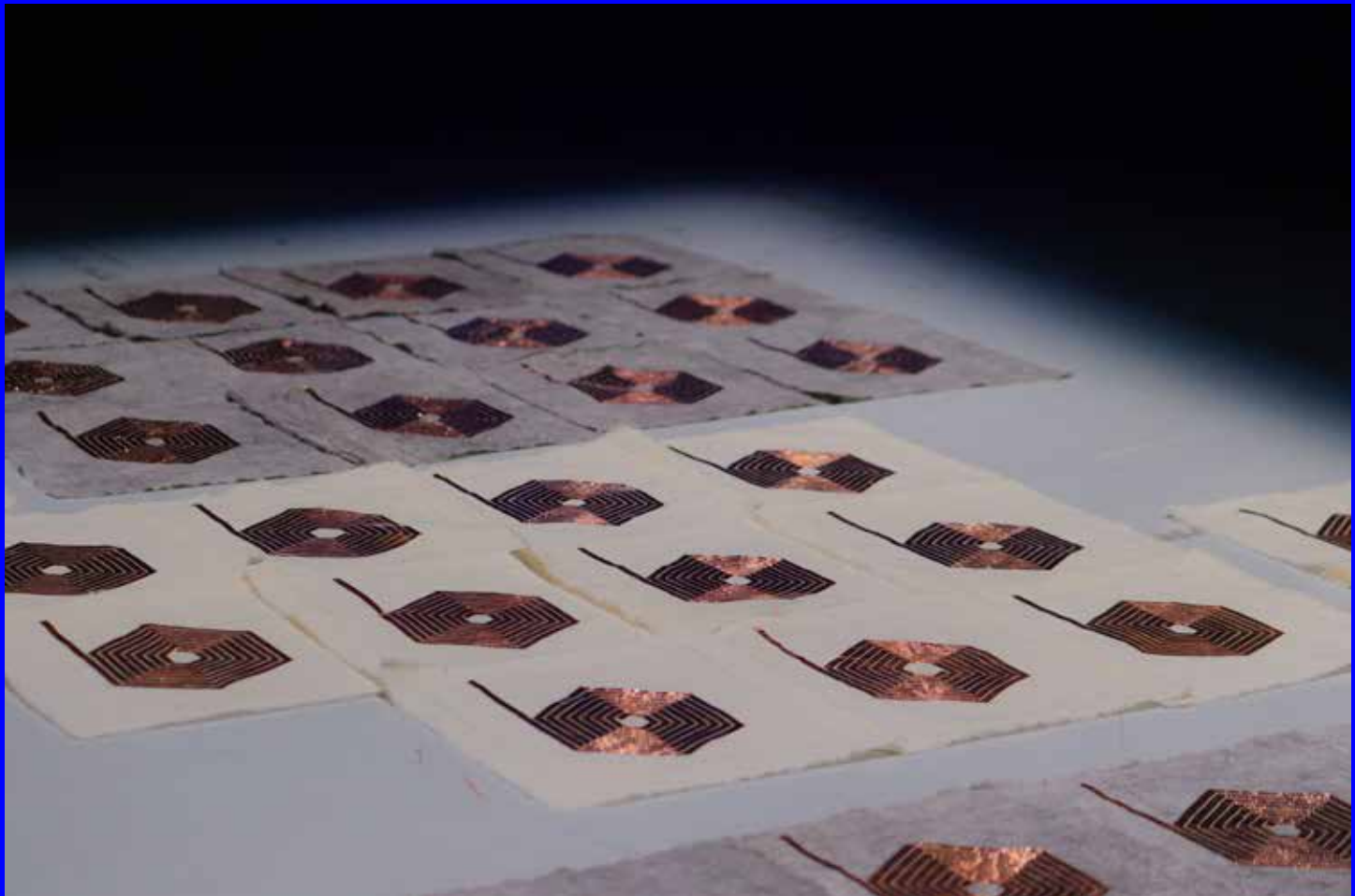


What do you mean by “body of work”?

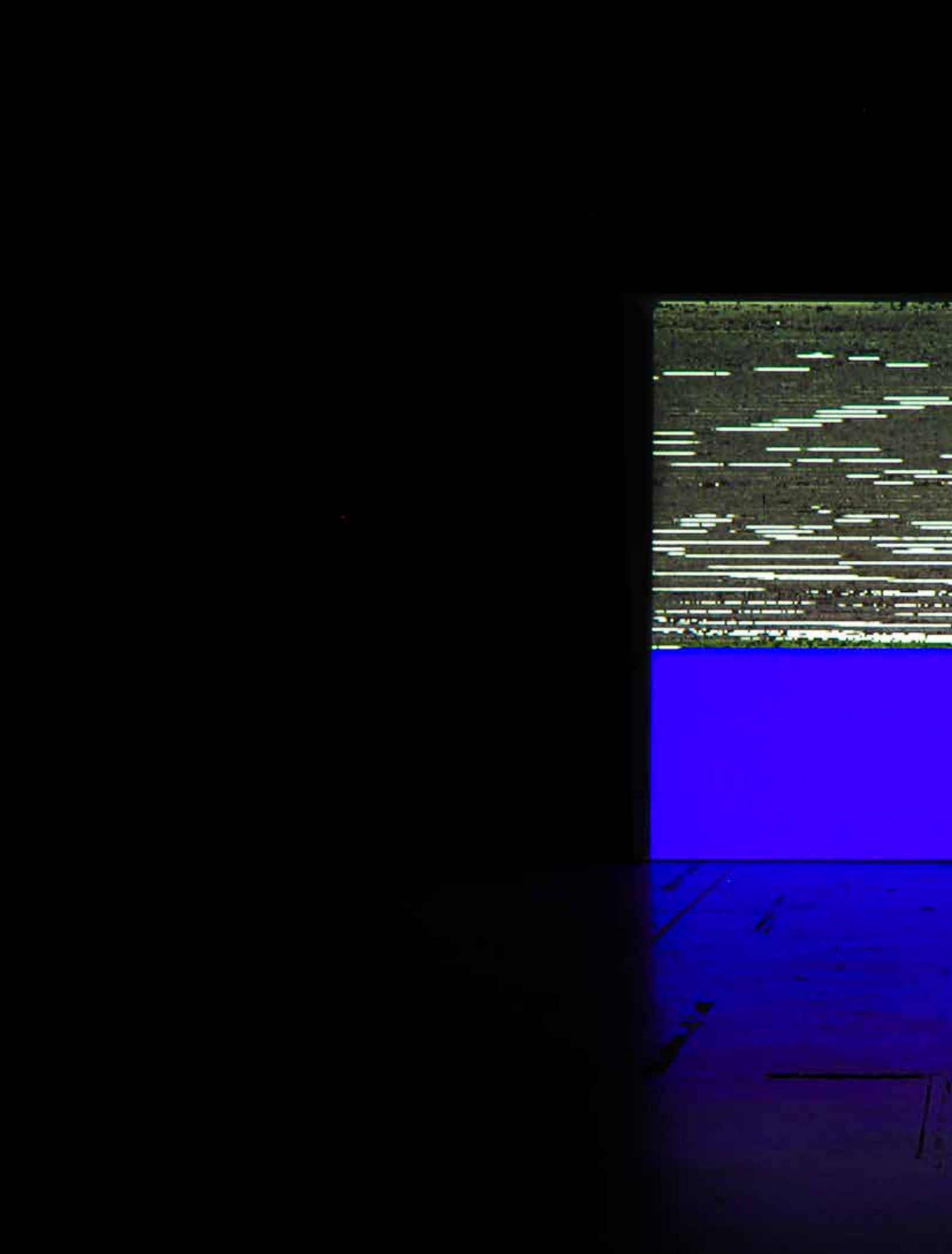
Before committing to a long-term project in the second year — which can take form either as an artistic project (installation, performance, solo show, etc...), a research project (master’s dissertation), or an internship —, students will have the chance to develop and cement their individual practice by sequencing a series of experiments, objects and actions that can simultaneously serve as inputs and outputs to their discourse. The program’s transdisciplinarity runs on a notion of circularity, meaning that we do not seek linear conceptions of creation. Every “object” produced informs and is informed by praxis, meaning that it shouldn’t be regarded simply as an outcome, but as a starting point for the next creative arch. As such, we deeply believe in promoting a context in which students can spiral through these arches, transporting and adapting ideas and desires across different techno-logical paradigms.

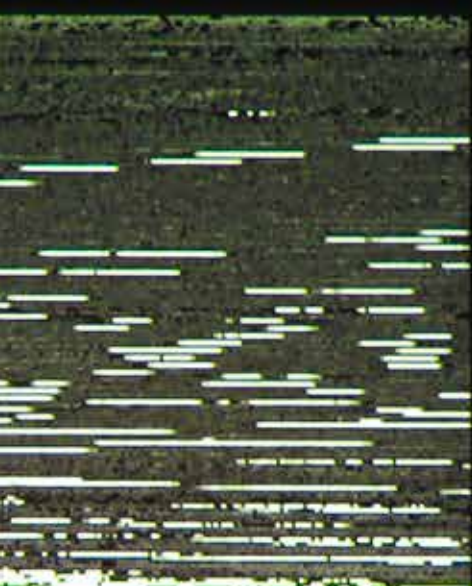


Adriana Matos
Untitled
2023



Adriana Matos
Untitled
2023





What do you mean by “transdisciplinarity”?

For all the discussions regarding adequate and desirable prefixes for “disciplinarity” (multi, inter, post, trans), the New Media Art program finds itself close to a conception of transdisciplinarity as a tactic devoted to the synthesis or emergence of objects devoid of any teleology or instrumental duty. While multidisciplinary, interdisciplinary and postdisciplinary approaches tend to sway towards well-defined programs and targets, it is our current belief that a transdisciplinary methodology, being noncompliant to rigid assessments, can encompass lines of action defined in terms of proficiency and optimality while also allowing for the development of erratic and exploratory practices.



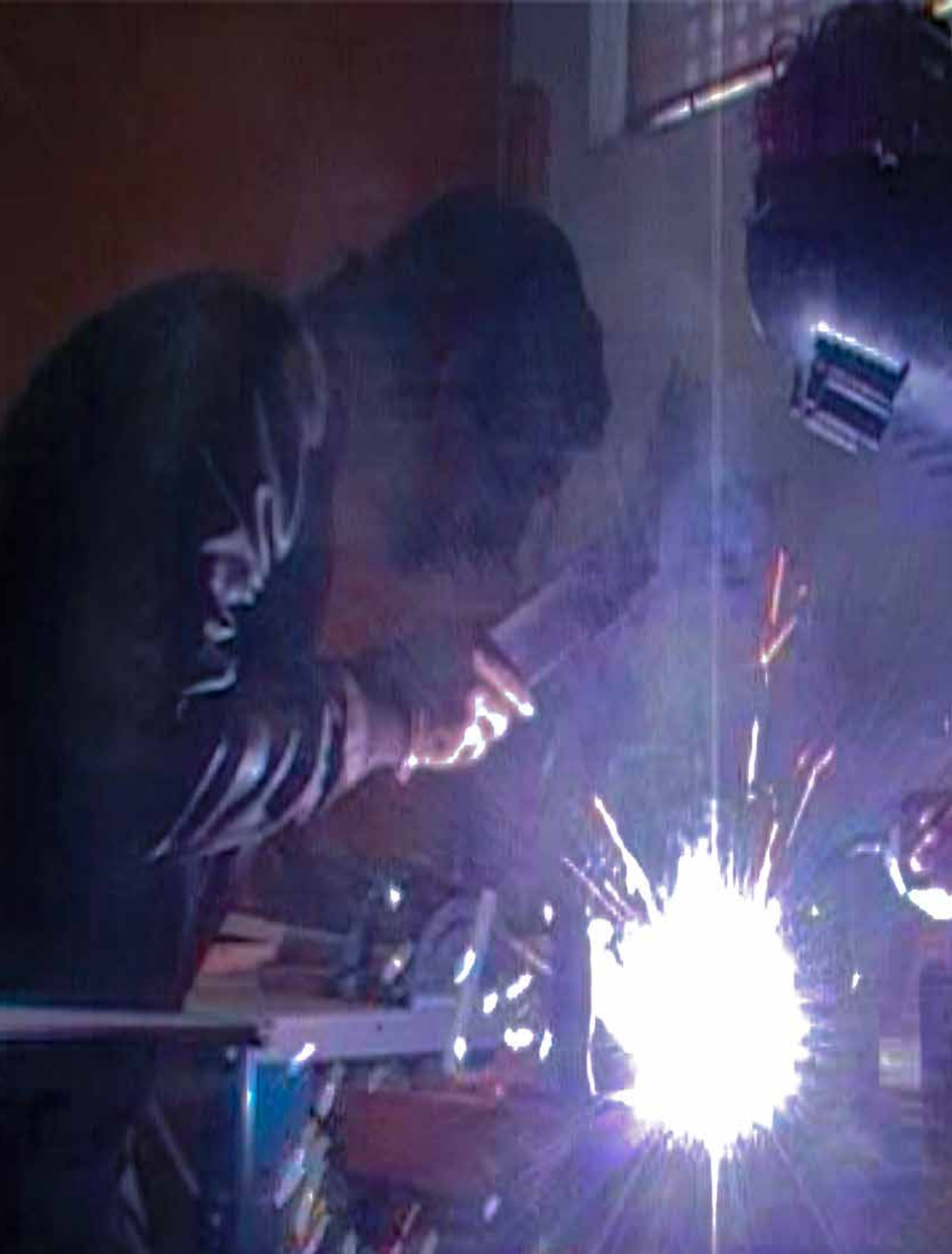


Maria Rui Duarte
I Don't Want to Worship You Anymore
2023

What is the role of computation in the program?

Pivotal and peculiar. Within the New Media Art program, computation and coding are critically understood as a vast spectrum exceeding orthodox confinements. Both computation and coding are regarded as playgrounds to form thought, test ideas, model hypotheses and simulate realms.

Since all digitalised or digital objects are flattened to common mechanics, cross-dynamics between materials and conceptual spaces are easily attainable and instantiated through the symbolic abstractions of computation. Thus computation, both explicitly and implicitly, plays a crucial role in the program. Therefore, within the program's framework and depending on the individual needs of each student, we can get quite deep technically, but keep in mind that this is not a program on computer science or engineering.





Faculty

Project I Creation Lab

— Diogo Tudela

Research in Sound and Image

— Maria Coutinho

Aesthetics and Ecology in the Digital Arts

— Sara Castelo Branco

Sound Art and Technology

— José Alberto Gomes

Creative Coding / Algorithmics in Art

— Marcelo Graf Reis

Project II Creation Lab

— Diogo Tudela

Physical Computation & Interactive Interfaces

— Cristina Sá & Marcelo Graf Reis

Theory of Art

— Nuno Crespo

