



PRISMA



L-Università ta' Malta
Faculty of Media &
Knowledge Sciences

Department
of Digital Arts

ISSUE

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FOREWORD

The Department of Digital Arts within the Faculty of Media and Knowledge Sciences presents the Bachelor of Fine Arts (Hons) in Digital Arts exhibition entitled PRISMA, a term that encompasses multiple gradations. As in previous years the exhibition brings together the work of a group of students following an intensive three year course in Digital Arts. The different themes and artistic directions explored in the exhibition attest to the hybrid practice embraced by the Department of Digital Arts.

The novel work produced by the students is grounded in art and design research. Under the professional guidance of their supervisors and lecturers, who are all active practitioners in their respective fields, the students explore a wide range of issues that reflect the nature of contemporary artistic research. The Bachelor of Fine Arts (Hons) in Digital Arts encourages continuous creative inquiry through innovative practice-based methods. The various art-making approaches range from painting, drawing, sculpture and illustration to design, photography, animation, virtual/augmented reality and film. All the artistic research carried out is contextualized and responds to a wide range of issues relevant to our times. The BFA (Hons) in Digital Arts promotes experimental art practice that is able to communicate and showcase divergent viewpoints.

Prisma encapsulates the hard work and commitment of a group of dedicated students that aspire for a career in the art, design and creative sectors. Their fascinating and innovative projects represent the culmination of an intensive research process based on hard work and commitment. The Digital Arts course combines contextual studies with experimental practice and it presents various opportunities and alternative approaches to engaging with artifacts within an art and design milieu. The exhibition allows students the opportunity to collectively present their work to the general public and to promote it through different channels.

I would like to thank all the participating students and protagonists of this exhibition, the Dean and the highly dedicated lecturers, both resident and visiting, supervisors, examiners and the administrative staff. On behalf of the Department of Digital Arts, I would also like to show our gratitude to the various entities that support the course and to all the sponsors for their assistance in making the exhibition a success.

Dr Trevor Borg
Head of Department of Digital Arts



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In a world where creativity knows no limits, PRISMA represents all the diverse backgrounds and skills that form our collective. Just like a prism we aim to make others see a kaleidoscope of different colours through our art.

The Exhibition is the culmination of our three year journey at university, which led us to create projects that include diverse topics such as human rights, history and culture, mental health, AI, and even question the idea of art itself.

Join us to experience various mediums of digital art, like editorial and graphic design, animation, photography, UI/UX design, mixed media, illustration, fashion design, VR and video editing.

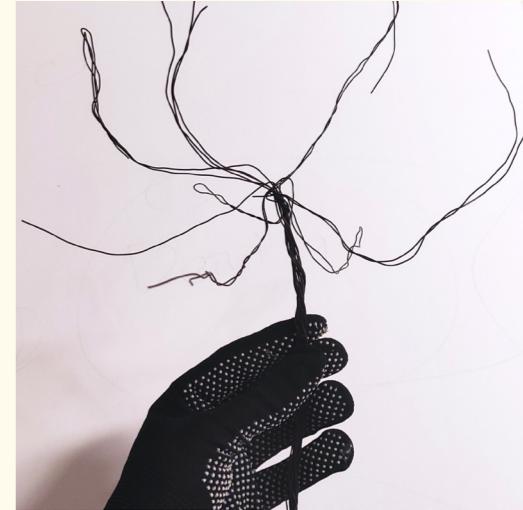
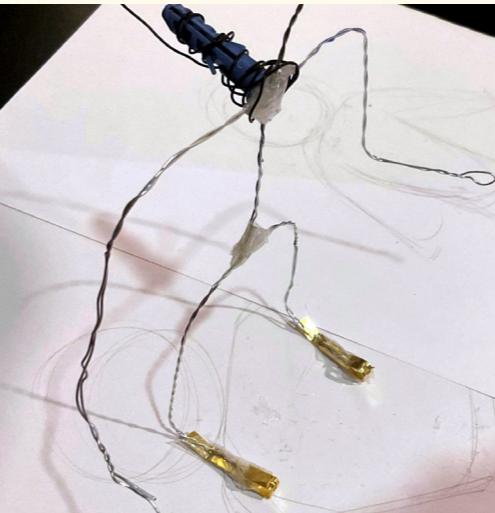
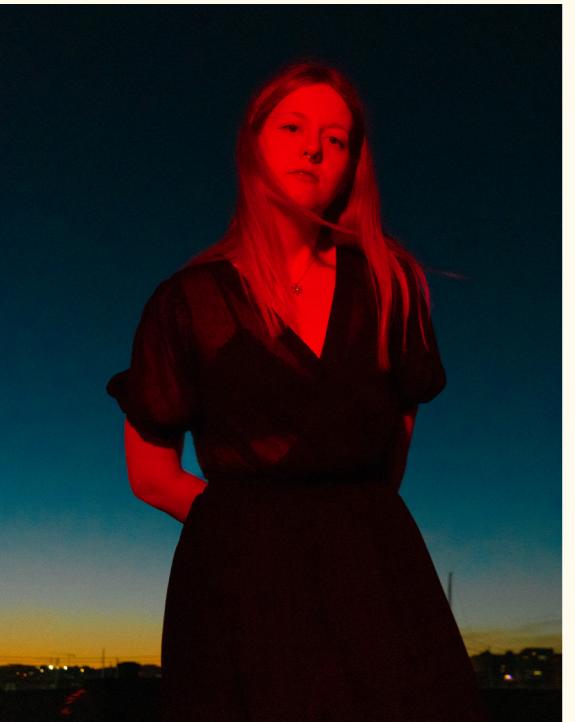
PRISMA is a chance for everyone to enjoy the unique perspectives and innovative approaches that each student brings to their work, where the endless possibilities of digital art take shape.

From the Artists

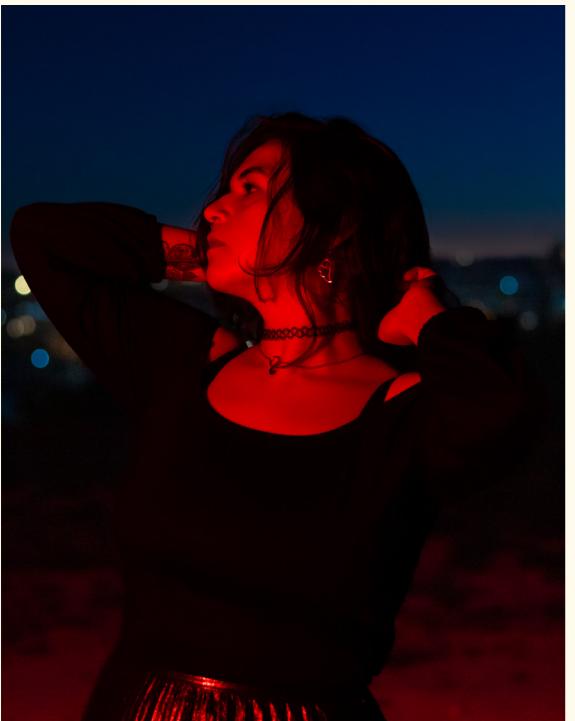
ELENI ARGYREA

Growing up in Greece in the late 90s, Eleni spent her childhood days under heaps of play-dough, clay and building blocks, creating imaginary tales inspired by her favourite bedtime stories of that time: Greek mythology. During her university studies, Eleni developed a passion for photography, and it was only a matter of time before old and new loves converged.

In her project, Eleni aims to tell the myth of Echo and Narcissus through the art of stop-motion animation. By combining different practical aspects like script-writing, prop-building, filming and the compositing of special effects in post-production, her goal is to create a short-film blending classical and horror elements.

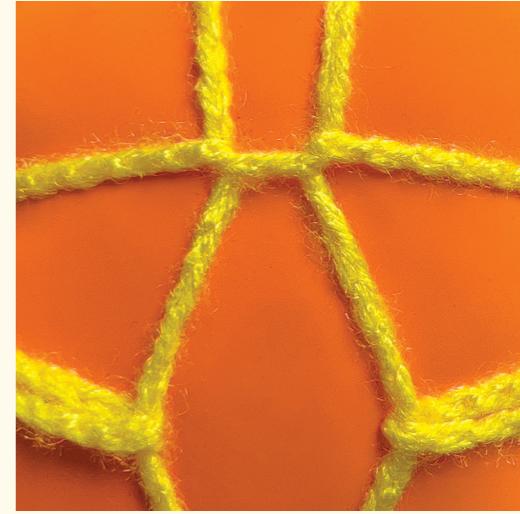


DORIANNE ATTARD



Dorianne is a graphic designer and provocative artist that challenges societal norms through her works. Making use of different mediums, she excels in creating simple yet impactful designs, be it traditionally or digitally.

Dorianne's project "Playthings" blurs the lines between play and BDSM, fearlessly going against the society's stereotypical view on these contrasting topics. She implements unconventional materials such as felt, PVC, balloons and yarn to recreate nostalgic childhood paraphernalia. By binding together the whimsical approach of play with the intensity of BDSM, Dorianne's project sparks insightful conversations about consent, control, and human experiences.



PLAYTHINGS



NOEMI CALISTO

Noemi's artistic vision stems from a traditional arts background but has quickly evolved into a keen passion for Graphic Design and Editorial Design. She is inspired by her surroundings, constantly examining their parts and finding new ways of looking at them. She believes that art and beauty can be found everywhere; we only need to look closer.

"Forma" aims to unveil the artistic value of ordinary objects, that are often taken for granted, through practice-based research and Visual Deconstruction. Each item is attentively observed and analysed to identify its core parts and shapes. Each collection of forms is then transformed into simple yet striking abstract designs. By creating a series of posters, the project questions our perception of what art is, rediscovering the hidden beauty of the items that populate our days and go unnoticed.

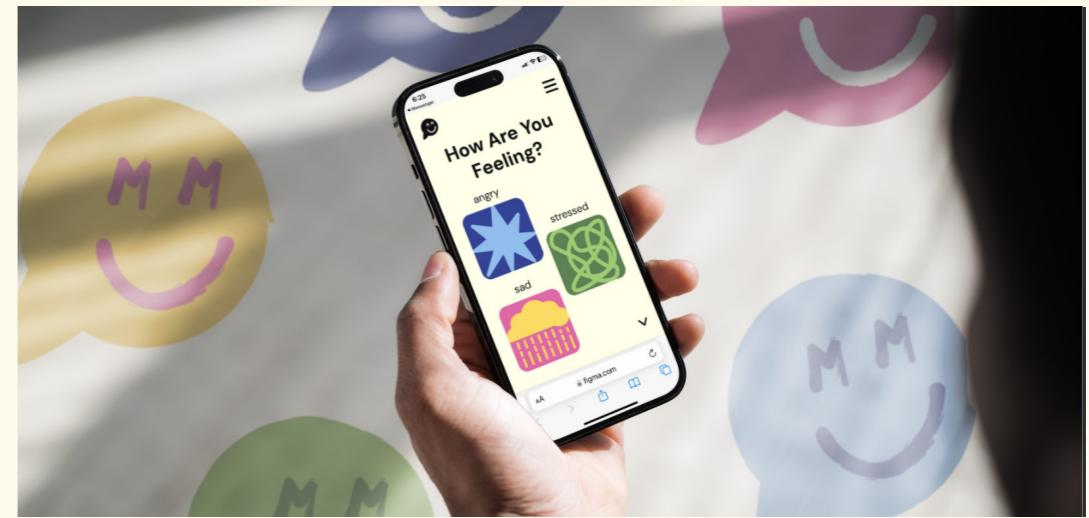


RAISA CAMILLERI



Raisa comes from a strong artistic background, where her passion for creativity and expression flourished. With a great interest in psychology, she went on a journey to explore the complexities of human emotions, motivated by a genuine desire to understand and empathise with others.

Raisa's unique combination of creative sense and psychological understanding serves as the cornerstone for MoodMend, a digital platform she created to offer emotional support and resources. MoodMend is an online platform that caters to the emotional well-being of university students by offering tools and resources for effectively managing and understanding emotions. The platform features interactive elements like visual icons for different emotions, user-friendly layouts with navigation buttons, and seamlessly integrated mindfulness techniques. With a focus on user-centered design and psychological strategies, MoodMend aims to build users' emotional resilience and coping skills. Its visually appealing and straightforward design ensures that users can easily interact with its content. Ultimately, MoodMend provides a supportive space for individuals to delve into their emotions, practice mindfulness, and develop strategies for maintaining emotional well-being.



JACOB CARUANA

Jacob Caruana is a digital artist, particularly passionate about illustration. He's interested in fantasy and comic book illustrations, with a focus on character design and worldbuilding. He hopes to further his skills in order to enter the videogame industry.

Jacob's dissertation "Crafting a Short Story through the Art of Mythmaking" aims to craft a new myth in the form of a four part illustrated story. This project presents a spin on the Hero's Journey as it subverts concepts of the ideal hero archetype and explores the universal human experience of death and absurdity.



SELF EXPRESSION THROUGH BUTTON BADGES



NEEVE CAUCHI

Neeve is a mixed media artist with a strong passion for illustration, graphic novels, and traditional animation. Their art tends to explore personal and mature themes through a gritty and sketchy art style. They hope to one day illustrate their own novel and possibly lecture.

Since their conception button badges have allowed individuals to display personal aspects of themselves for anyone to see. Neeve's dissertation "Self-expression through Button badges" puts their identity on full display through a self archive of hand made badges, coming together to create an outfit which represents their human experience. Acting as a physical extension of the personality, each badge displays a deeply personal aspect of what makes Neeve who they are today.

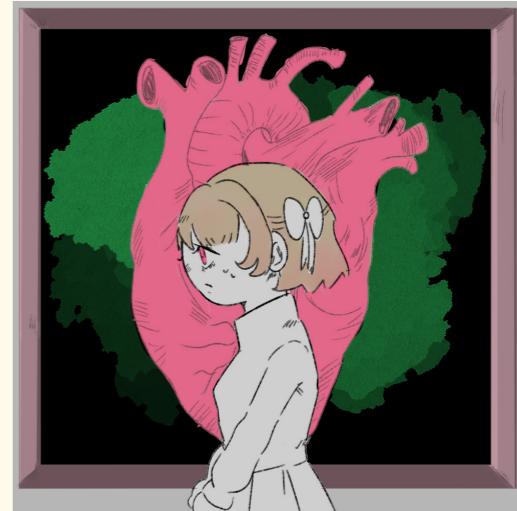


GIZELLE DEGIORGIO



Gizelle is a digital artist with a passion for video games and character design. She has a love for storytelling where she enjoys creating captivating characters and immersive worlds, infusing each project with personality and narrative. She aims to further her career in game design and storytelling.

Gizelle's dissertation dives into how mental illness is incorporated into horror games through the use of visuals, sound and gameplay mechanics. Through her research she delves into both the negative and positive portrayal of mental illness and how this could affect the perception of those playing the games. "Please, be patient with me" is an interactive video mimicking a visual novel. Players would get to experience living in the shoes of someone who suffers from social and health anxiety aiming to make them empathize with, or else relate, with the main character. This is presented as a choice based video where players get to pick and choose how her story unfolds.

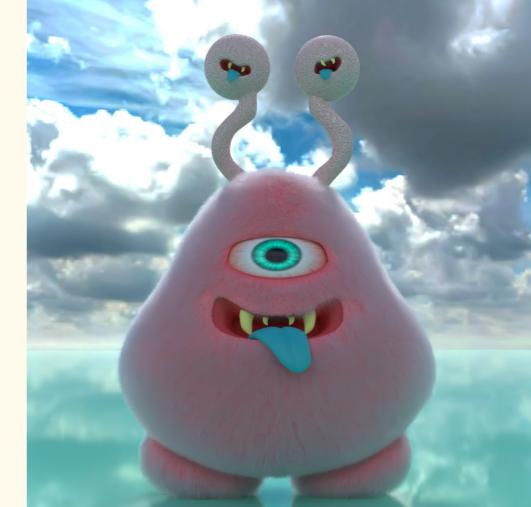


ASHLEY DEBRINCAT



Ashley's artistic journey began in the classic realm of painting and sculpture, but during her university years, she found herself unexpectedly charmed by 3D animation, particularly in 3D modeling and character design—a field she now aspires to excel in professionally.

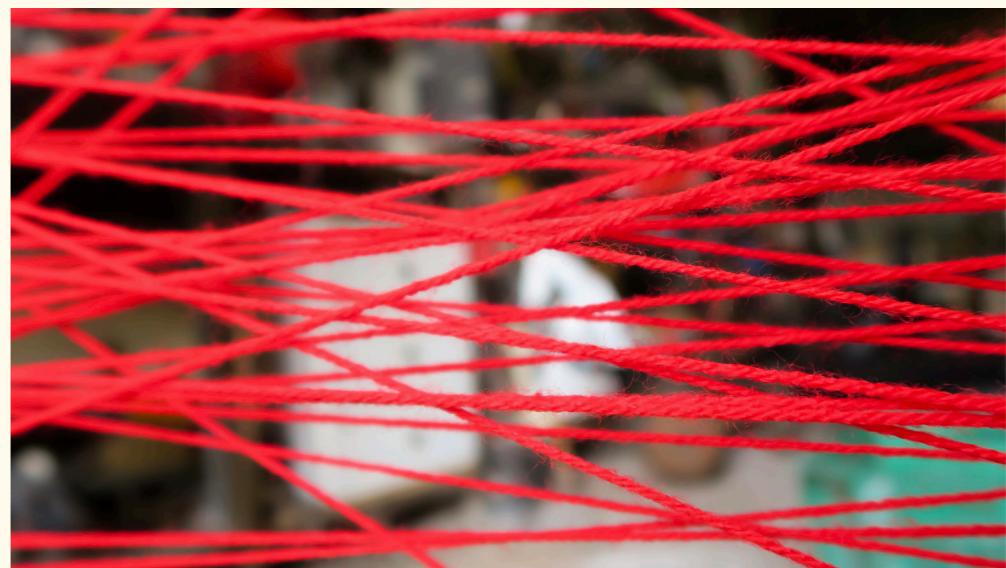
In her dissertation, Ashley probes the potential of artificial intelligence to mimic or augment human artistic flair, examining AI's cultural and economic ramifications within the arts industry. Her research seeks to discern the emotive resonance, creative expression, and complexity distinguishing AI-generated art from its human craftsmanship. As she delves into the boundaries of what AI can achieve, her work adds a vital perspective to the discourse around the significance of traditional artisanship in an increasingly digital age. This scholarly inquiry led her to collaborate closely with Dall-E, which sparked her imagination to produce 3D renderings of fantastical creatures.



CHANTAL GALEA

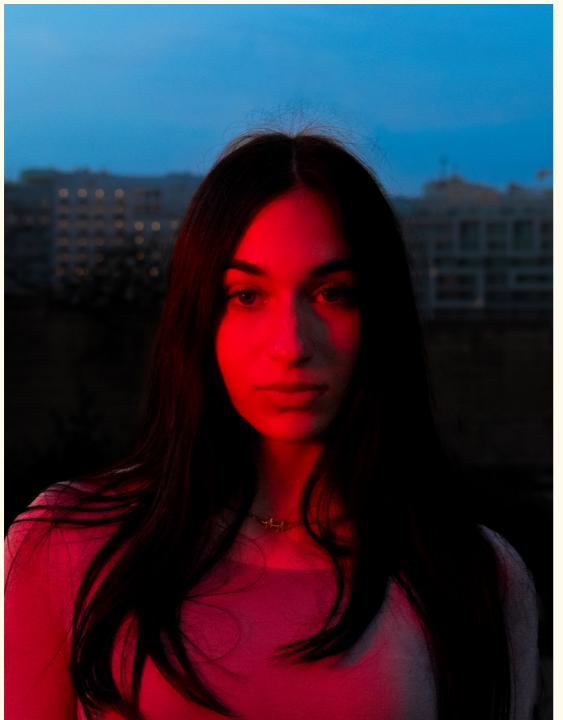
Chantal, a multi-disciplinary artist with a traditional art and architecture background and a passion for aviation. During her university studies, she developed a profound interest in 3D design, photography, and installation art. Committed to advancing her artistic pursuits, she aspires to integrate her diverse skill-set and explore innovative avenues within her practice.

Chantal's work delves into the complex relationship between flight, art, and the human experience. Through her installation, she documents and reflects on The Art of Flying, aiming to create a space where viewers can visually interpret the connection between flying, aviation history and flying dreams. Through the use of photography and weaving, she infuses her personal experiences, merging the physical structure with the psychoanalysis of flying, resulting in a thought-provoking experience that encourages viewers to reflect on their own experiences with flying and inspire them to dream.

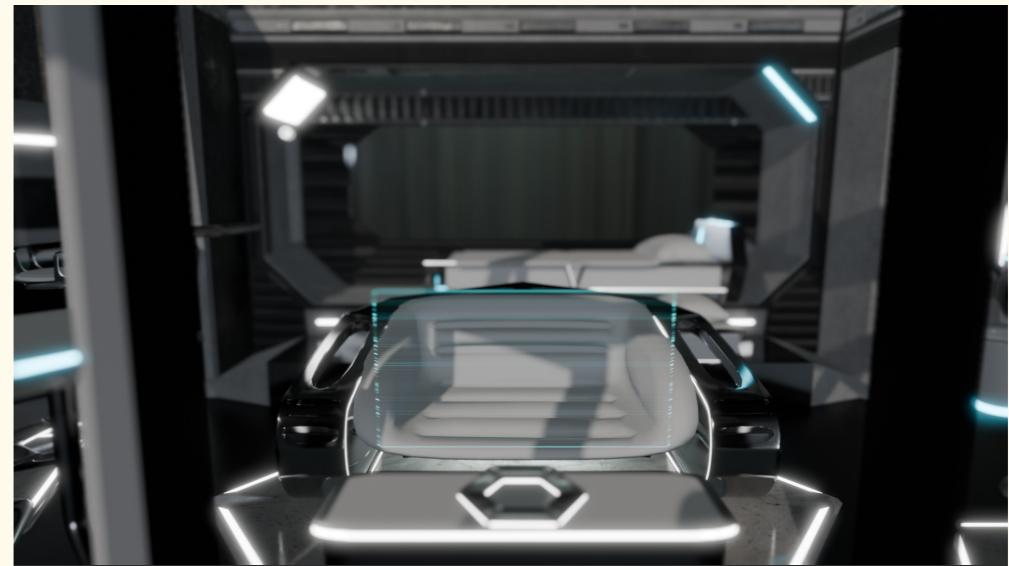


MANDY GALEA

Mandy comes from a traditional art background mainly creating paintings, illustrations, and sculptures, but throughout university has unexpectedly developed a strong love for 3d Animation, with a particular interest in Virtual Reality Development which she hopes to pursue as a career.



Mandy's dissertation explores the integration of Bentham's Panopticon and Fuller's Dymaxion House principles in the design of a virtual apartment complex, aiming to challenge conventional notions of privacy and surveillance. The experience employs the use of a tactical and unique method to exploit surveillance mechanisms, deceptive marketing strategies and human intentions.

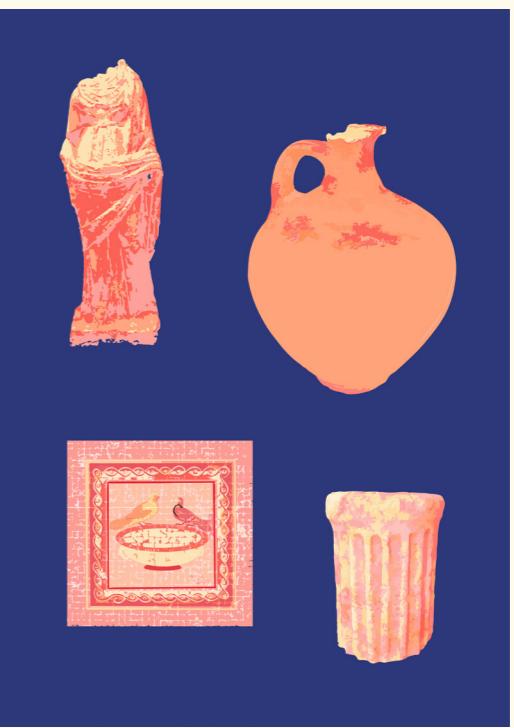


GABRIELLE GAUCI

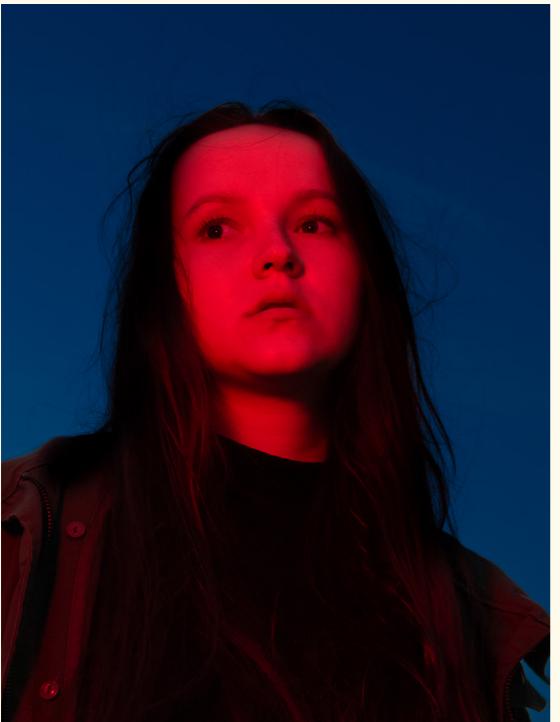


Gabrielle comes from a traditional art background, mainly painting, portraiture, and illustrations. However, throughout her last few years at university she has found an interest in UI/UX design, especially web design.

Gabrielle's dissertation explores the cabinet of curiosities originating from the earliest museums in Europe and John Dewey's experiential learning theory aiming to develop an interactive online platform that employs a digital learning strategy concerning the influence of the Roman period in Malta. This digital museum experience aims to encourage young students to learn and construct knowledge by associating new information with previously acquired knowledge in a more enjoyable and interactive way.



MARIA MIHAILESCU



Maria, a mixed media artist with a foundation in architecture and technical design, discovered her passion for graphic design during her university years. Keen on transforming ideas into reality, she primarily focuses on graphic design, while also valuing continuous learning and regularly experiments with new artistic mediums. This openness ensures her work remains innovative, blending her technical background with evolving creative expressions.

Maria's project marks a significant shift from her traditional black-and-white mediums to exploring emotions through color. In her dissertation, she assigns colors to emotions, photographs corresponding objects, and documents the experiences. These steps culminate in illustrations of the objects with personified features, expressing the emotions visually. This endeavor not only fosters Maria's personal and artistic growth but also encourages others to embrace their emotions, promoting empathy and self-expression among those hesitant to step out of their comfort zones.



REBECCA MUSCAT



In today's world, personal style goes beyond just our clothing choices. It serves as a mirror of our true selves. Drawing themes from her own journals, fashion design, design theory, and psychology, Becca's work looks into how the choices we make about our appearance are connected to who we are as individuals.

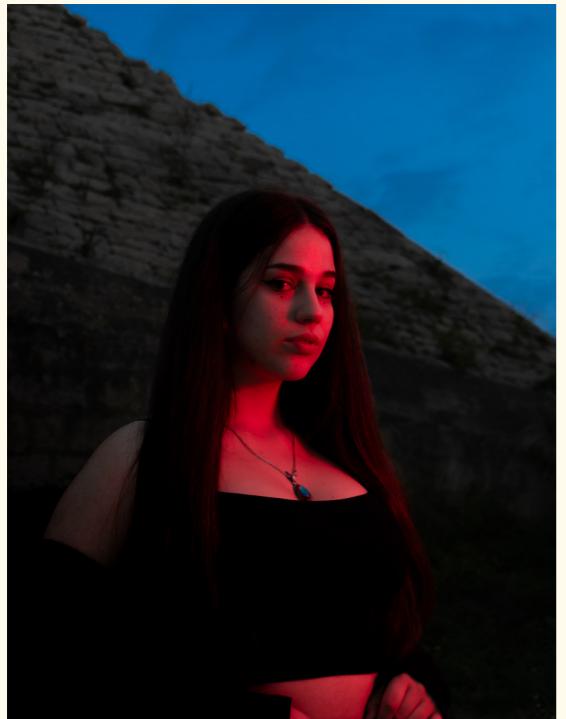
From a young age, her creative journey has been inspired by the world around her. Today, her goal as a creative is to show people her perspective, and finds her inspiration in reading, writing, and having conversations with people. Experience style meshed with soul at Becca's exhibit, where you can get to know yourself better and transform it into a carefully curated wardrobe that showcases your authentic self.

The Self-Fashion Formula ALLOW FOR A DIFFERENT REACTION



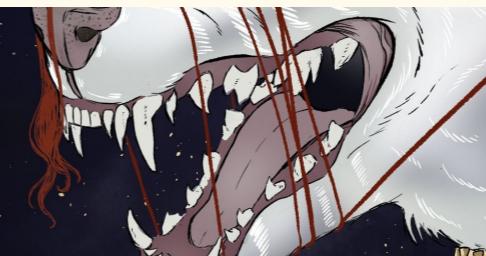
FASHIONING THE SELF

ANNA-CHIARA PESSIA

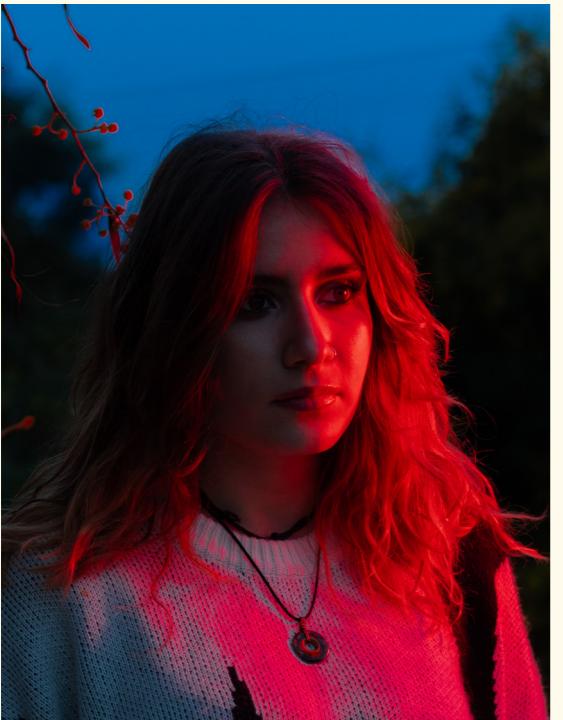


Anna Chiara grew up with a strong interest in art. She went through a transition from traditional acrylic and watercolour art to digital art after purchasing a Wacom Cintiq Pro 16 tablet. Her goal is to grow as an artist and to be a professional illustrator one day.

Her dissertation examines the influence of illustrated literature on children's cognitive, psychological, and social development. Using Erikson's and Piaget's theories, it reveals how illustrated books enhance language skills and emotional intelligence. Addressing concerns about screen time, it proposes Famlinky, an app merging digital convenience with captivating storytelling, promoting empathy and cultural awareness.



ANISIA PETRUCCHELLI



Anisia, a multifaceted mixed-media artist specializing in graphic design for branding and editorial projects. Her artistic journey began with playful makeup experimentation, evolving into a passion for fashion design. Playing with vibrant colors and a maximalist aesthetic, she aims to elevate other fashion brands through her graphic design as she navigates the intersection of digital arts and fashion.

Anisia's dissertation tries to shed light on the detrimental impacts of the fast fashion industry while simultaneously bridging personality with unique fashion expression. While many conform to fashion trends, Anisia promotes understanding one's personality for authentic self-expression. Delving into inner characteristics and translating them outwardly, individuals can achieve individualism. Anisia exclusively utilizes upcycled materials, distancing herself from consumerist fast fashion practices, employing techniques like painting, bleach dyeing, patchwork, and embroidery.



FROM MIND TO FABRIC

MARIE CHRISTIN PIEPER

Marie is a mixed-media artist who works mainly with photography and graphic design. She is passionate about creating art and designs that incorporate text and images as well as playful photo manipulation, such as in photography, editorial design and branding, which is also the field she aspires to work in.



Diving into the blurred lines between curated online identities and real life, Marie's dissertation explores how hyperreality shapes self-perception and representation on platforms like Instagram. Using mixed-media art to contrast pristine digital personas with real-life complexities, this project encourages a critical look at the societal impacts of these highly idealised presentations and their effect on the sense of Self.

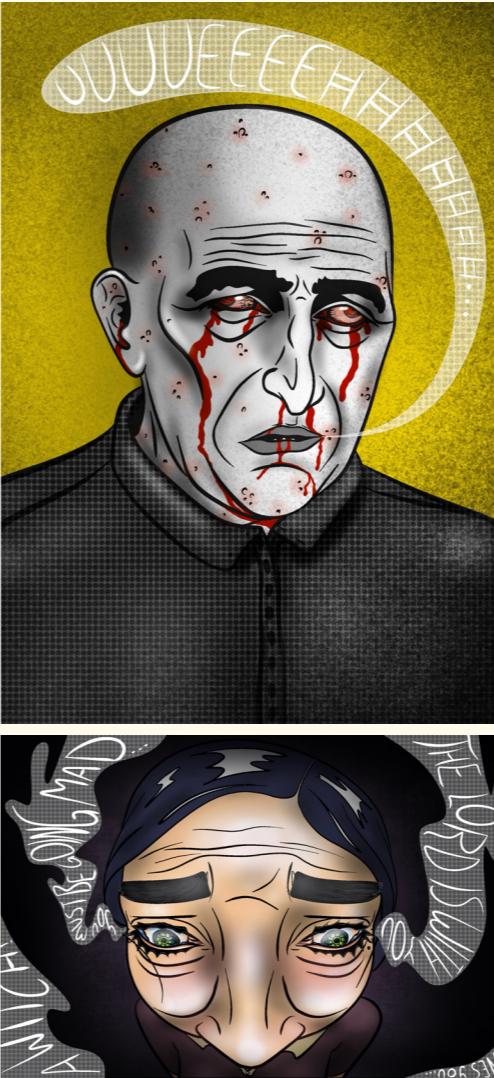


LAURA ROSSITTO



Laura works with a mixture of media with varied styles when it comes to her portfolio including traditional art, digital art, as well as anything related to keeping her hands busy such as pottery and sewing. She is greatly inspired by Japanese artists within her artistic career.

Laura's dissertation project presents itself as a comic book adaptation of a personal retelling of a Maltese myth based on Qrendi's "il-Maqluba", a known sinkhole in Malta. It is said to have been overturned by God, it is also said that it was a village bombarded by giants and evil spirits that was eventually thrown into the ocean creating our modern day island of Filfla. This publication will be exhibited as one chapter out of four alongside bookmark designs and a poster printed within the chapter's copies; the booklet itself will be Maltese on one side and English on the other to reach out to a greater audience as the point of this project is to help people develop interest in Maltese culture. This publication will be suitable for those of fifteen years of age and above due to the use of graphic illustrations portraying violent imagery and possible vulgar language.



AMY SPITERI

Amy's artistic journey began as a mixed-media enthusiast, always eager to explore new creative avenues. With an open mind and a passion for artistic expression, Amy's recent focus has shifted towards videography, blending their love for cinema with their skills in video editing to craft captivating visual storytelling.

In their dissertation titled "Re-Placing Lost Time," Amy delves into the world of experimental film in Marsascala. Drawing from cinematic masters like Andrei Tarkovsky and Akira Kurosawa, they explore how filmmakers manipulate time, colour, and sound to craft immersive narratives. Through their analysis, Amy sheds light on how these narratives challenge our understanding of memory and the significance of place, offering a fresh perspective on the passage of time. Their research illuminates the profound impact of cinematic storytelling on our perception of the world around us.



LANA SPITERI



Lana is a multimedia artist with a passion for storytelling, delving into themes of activism, politics, and queer experiences. Finding solace and purpose in artistic expression, they see it as a means of healing and fostering community connections. Their art spans an array of mediums, from animation, illustration, zine making, photography to poster design.

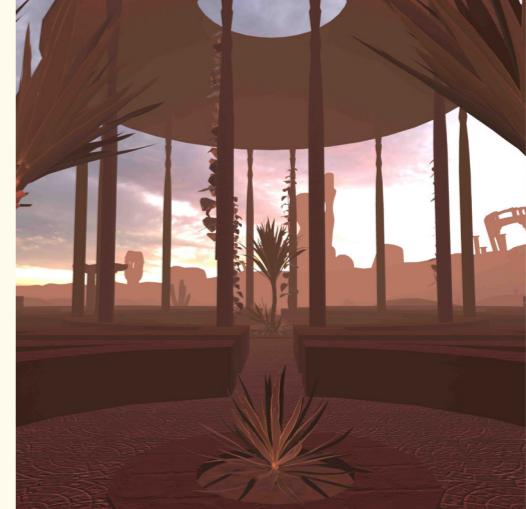
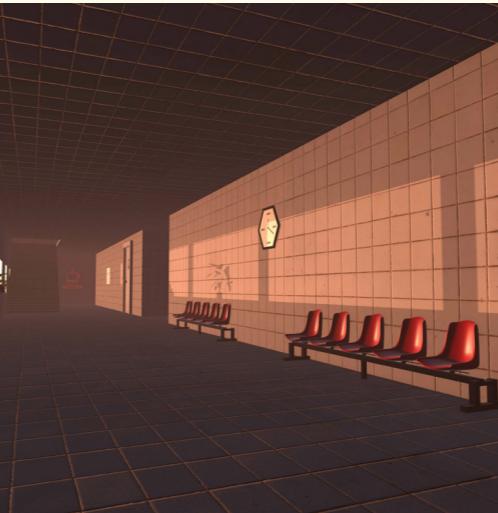
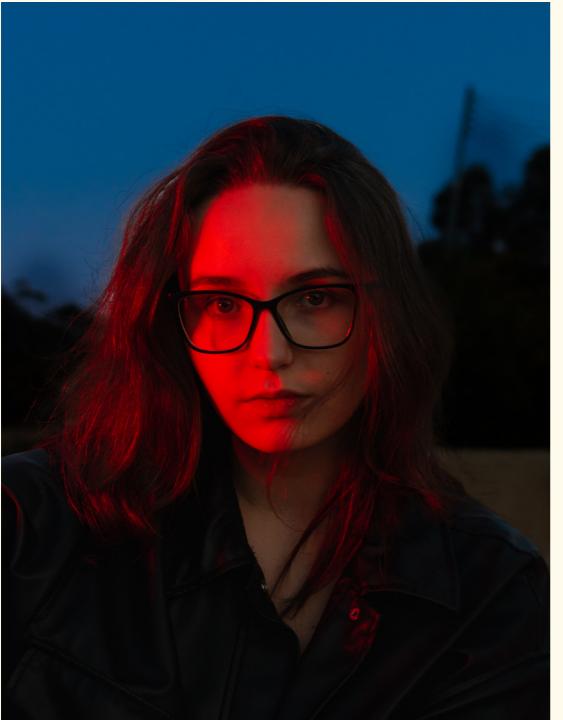
Malta has some of the most restrictive abortion laws in the European Union remaining mostly unaltered since the mid-1850s, the country grapples with issues of high rates of teenage pregnancies and a lack of comprehensive sexual education. By creating a political installation inspired by traditional Maltese pavilions (pavaljuni) and incorporating symbolism and imagery, this project seeks to prompt public discourse and challenge existing local power structures such as the government and the Roman Catholic church. In essence, this highlights the transformative potential of digital art as a powerful tool for advocacy and activism in the pursuit of abortion choice and access for all individuals.



RENATA STOYANOVSKA

Renata is a passionate gamer with a background in digital art, particularly illustrations and concept sketches. During her time studying animation, she discovered her passion for environment design and 3D game animation, realms that provided her with fresh outlets for expressing her creativity, and which she intends to pursue as her career path.

Renata's dissertation "Living in the In-Between" is a Virtual Reality experience that reflects and investigates transitional life stages as liminal spaces. It seeks to draw attention to how frequently we encounter liminality, both physically and mentally, raising the question of whether our life journey is nothing more than a series of liminal encounters. Through careful environment setup and significant attention to atmospheric depth, the experience allows for introspection and self-reflection, emphasising the importance of the in-between.



MARTINA VELLA



Martina is a photographer and graphic designer. She is very imaginative and sees beauty in everything around her. Growing up with foreign friends has sparked Martina's fascination with different cultures. As a result, she's deeply passionate about creating brands that reflect this diversity and cultural richness. In the future, she desires to work in the music industry, photographing idols while developing concepts and albums for famous artists.

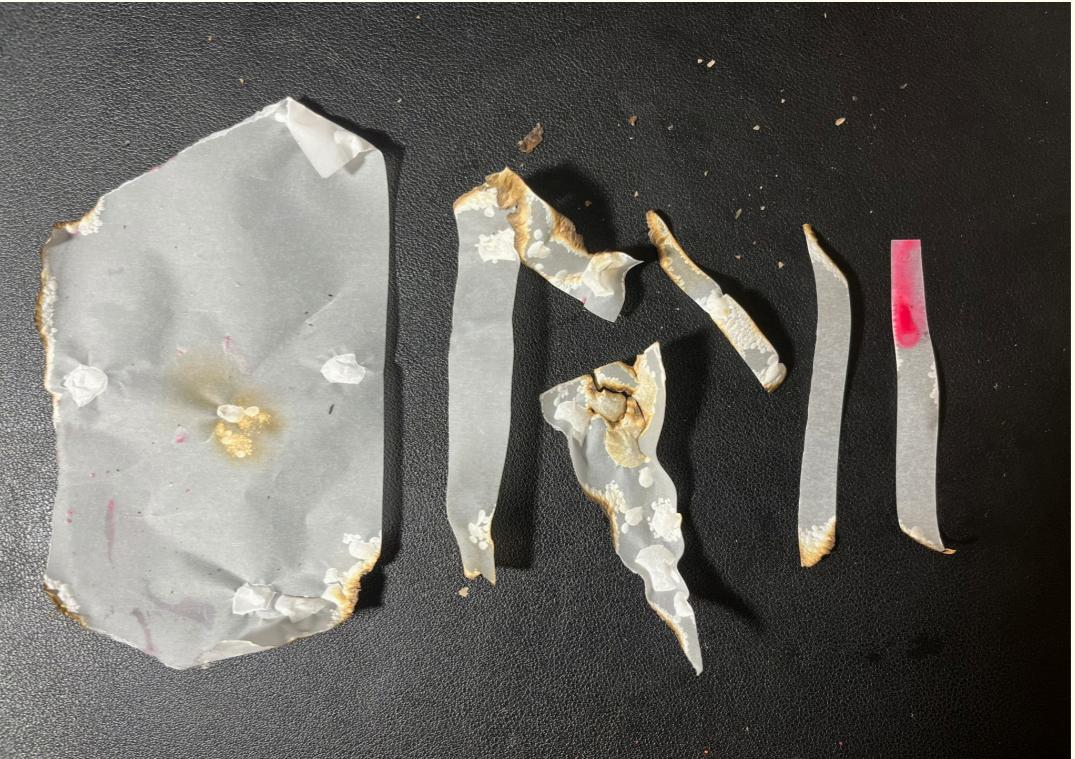
Martina's dissertation titled "Hybrid Cultures: Exploring Visual Identities" investigates how Malta and Korea's traditional visual cultures can merge to establish Malta's 1st K-Pop Shop. She created a concept album, inspired by K-pop, to showcase the shop's space and the cultural mix.



LAURA ZAMMIT

Laura is a mixed-media artist who experiments with unusual materials at any chance she gets. She has many interests within the art sector from set making to fashion design, and hopes to use these varied skills within the animation industry taking charge of her future projects.

Laura's dissertation titled "Trash or Treasure?" explores the boundaries of art and waste. She challenges the conventional definitions and boundaries of art by questioning what creates value in art when it is made from discarded materials. By using scavenged materials and thorough experimentation, the project aims to explore the fine line between art and waste.





ACKNOWLEDGEMENTS

We are immensely grateful to Dr. Trevor Borg, Dr. Matthew Galea, and Prof. Vince Briffa for their outstanding mentorship, guidance, and support during our BFA in Digital Arts journey. We are extremely grateful for their unwavering support and dedication to our success. Their encouragement has been invaluable in our growth and development as artists, and we truly appreciate their contributions to our education.

We are grateful to the Dean, to the University of Malta and the Faculty of Media and Knowledge Sciences for generously offering us a venue to showcase our projects. We would also like to thank MKSA, Media & Knowledge Sciences Association, for their support. We deeply value their dedication to nurturing creativity and innovation in the digital arts.

We would especially like to thank our sponsors for their kind assistance in enabling us to highlight the abilities of our student artists and provide a platform for a wider audience to see and appreciate their work.

Your contributions have made it possible for us to continue fostering creativity and innovation within our community. Together, we are able to cultivate a space where artistic expression flourishes and where the next generation of creators can thrive. Thank you for being a part of our journey towards a more vibrant and imaginative future.

GRAPHICS



PHOTO & VIDEO



W E B



L O G I S T I C S



COORDINATORS

MARKETING



S P O N S O R S



PRISMA
WEBSITE

BFA

(HONS.)

IN

DIGITAL

ARTS

YEAR

2024