LABA VALENCIA

SCHOOL OF ART
DESIGN
& NEW MEDIA

MICME
International master
in multimedia creation
for live shows

www.micme.net
contact us!

Installation Unearth, Final Major Project | Diana Carmenate + Kira Wieckenberg   MICME, 2nd edition 2024   © Photo by Noel Arraiz
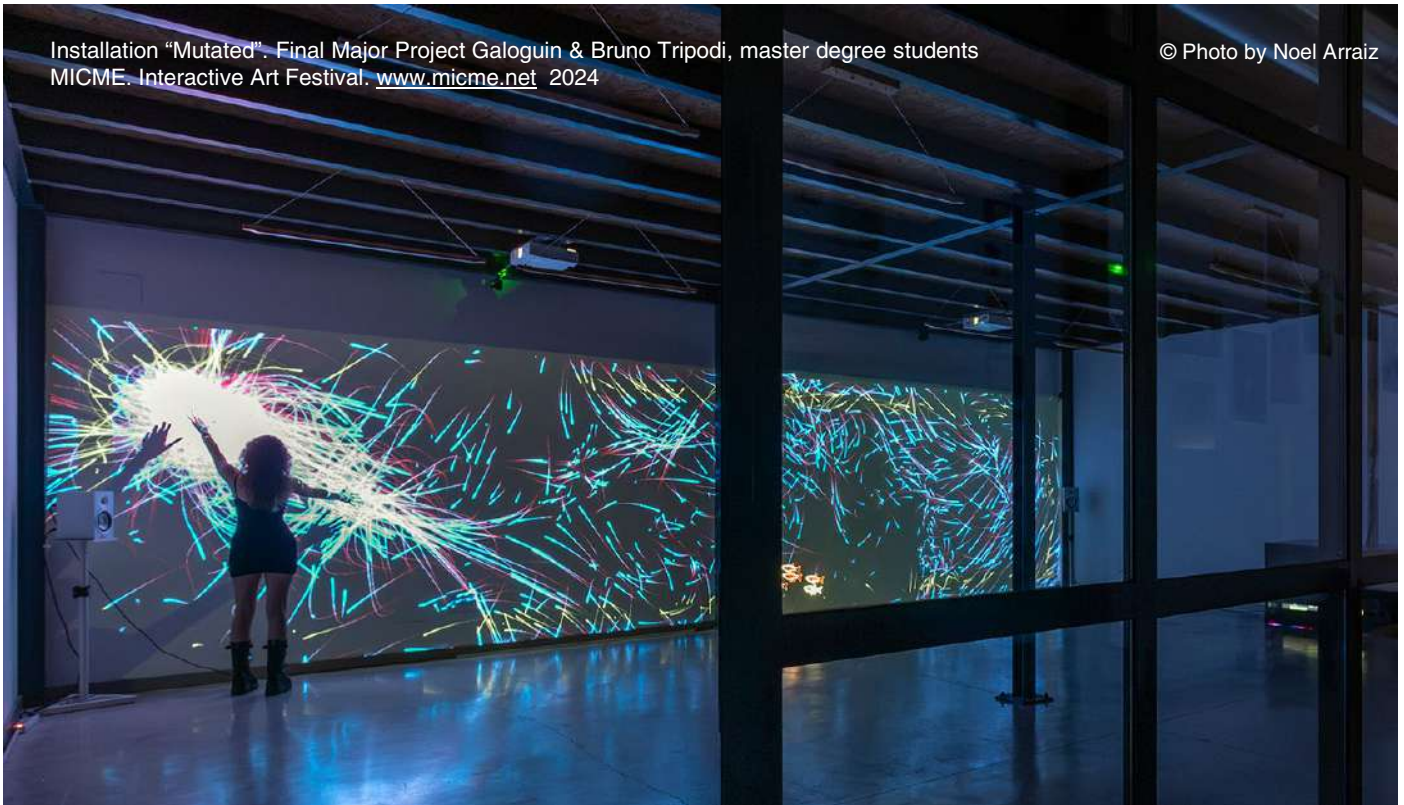
LABA Valencia – School of Art, Design and New Media is the first international campus of the prestigious Italian university **LABA – Libera Accademia di Belle Arti**, with over 25 years of history and more than 2,500 students enrolled annually.

The school opened its doors in Spain in the 2021/2022 academic year, offering the **BA (Hons) in Graphic Design & Digital Media** and the **BA (Hons) in Photography & Video**, as well as the **MICME. International Master in Multimedia Creation for Live Shows**, and the **Master of Arts in Photography**.

With a strong international outlook - 70% of the student body is international - and a clear focus on professional development, **LABA Valencia** is deeply engaged in the creative industry. A contemporary education with a focus on visual thinking, technology, and pioneering ideas.

LABA Valencia hosts a wide range of exhibitions and events, working in partnership with national and international festivals and European Projects: the **MICME Interactive Art Festival**, now approaching its third edition; the exhibition **Zona Valencia**, featuring photographies by Master's students in collaboration with **MAGNUM PHOTOS**; **Miradas y Recorridos Íntimos** at Las Naves as part of the **Festival 10 Sentidos**; **Augmented Worlds**; **Photo LABA Firenze**; the digital art showcase **SMTH ART** (2023, 2024, and 2025); and the long-running **BlablaNights** series on Design, Technology, and New Media, which is now entering its 21st edition.

Installation "Mutated". Final Major Project Galoguin & Bruno Tripodi, master degree students
MICME. Interactive Art Festival. www.micme.net 2024   © Photo by Noel Arraiz

Welcome to MICME. International master in multimedia creation for live shows

+ Start date: 13 October
+ End date: end June
+ Graduation: 1st week of July
+ Language: English / Spanish

The **MICME – International Master's Degree in Multimedia Creation for Live Shows** is structured around four core modules plus a Final Major Project module.

Throughout these modules, we will delve into the **technical, aesthetic and conceptual aspects** of multimedia creation in the field of performance and installations. You will receive training in essential professional software such as **MadMapper** for video mapping and video scene, **Ableton Live** for sound editing and live composition, or **TouchDesigner** for light art and interactive experiences, among others.

The **Final Major Project module** cuts across all other modules and guide the students to the development and presentation of a live installation proposal. This work will be exhibited during the **MICME – Interactive Art Festival** in June 2026, with **LABA Valencia** transformed into a venue for installations and events focused on interactive art, including light art, video mapping, interactivity, and sound art — all created by the students and teachers.

Cristina Casanova, director of the Master, **Manuel Conde**, vice-director of the Master, **Pablo Alpe and Ilgın İçözü,** together with the teaching assistants and the rest of the guest speakers, will accompany you throughout this creation process.

Syllabus

Module: Opening. Multimedia and Performance
October

Module: video scene / Videomapping
From October to May

Module: Interactivity. Interaction on stage, immersive experiences.
From October to May

Module: Sound design and live composition
From October to May

Module: Light Art.
From October to May

Module: Final Major Project

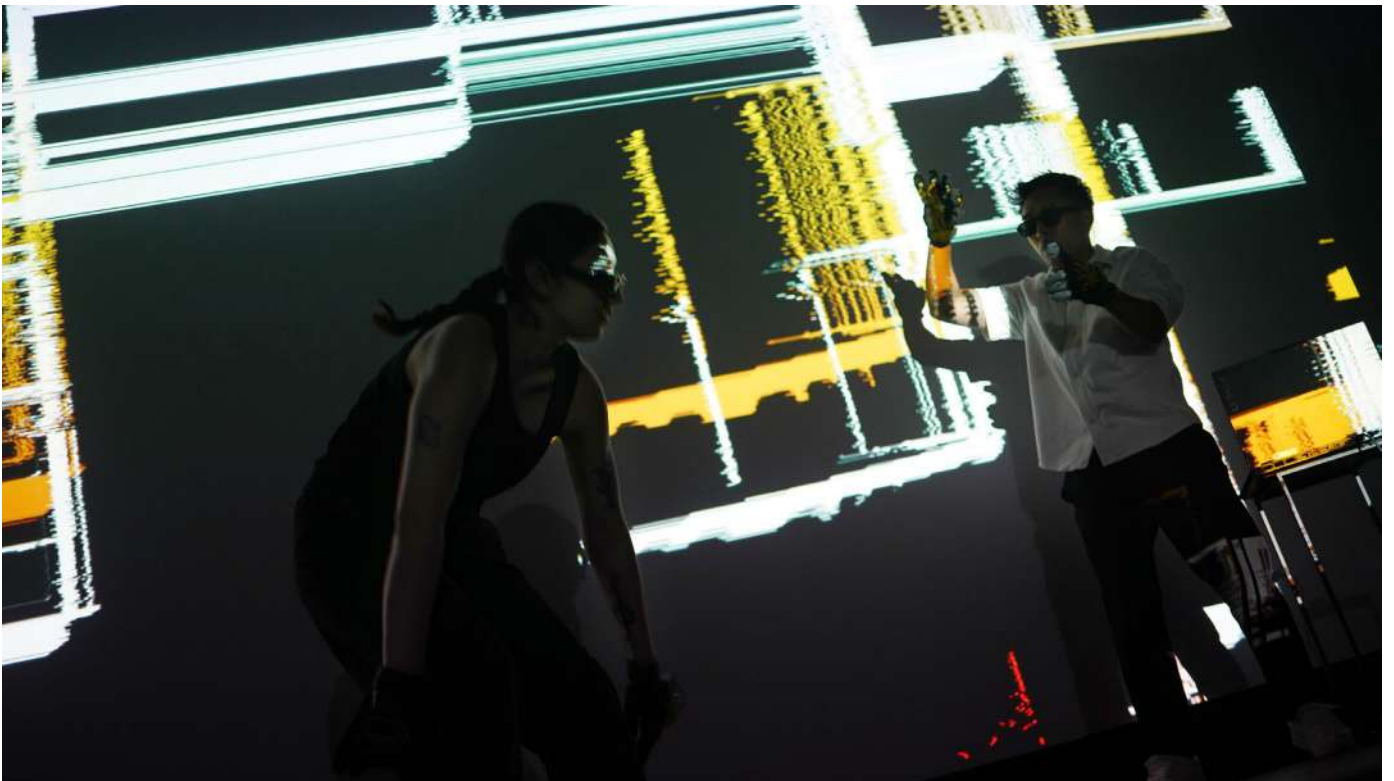Final Major Project 1
From November to end April

Final Major Project 2
From May to June

Schedules may be adjusted according to the needs of the theoretical and practical classes of the subjects.

Module 0pening. Multimedia and performing arts

A special introductory session where the master's director and faculty share a handpicked selection of works and formats from their careers, ranging from commercial projects to artistic endeavors.

"Circuits" interactive AV performance. Final Major Project by Yéssica González, Fadhli & Matteo Witten, master degree students + Bruno Tripodi (2024 student)
MICME. Interactive Art Festival. www.micme.net 2025

Module: video scene / Videomapping

Teacher. Manuel Conde

Programme

From October to May

Main software studied: Madmapper, Touchdesigner, Qlab, Manycam App, IA

In this module we will explore and work on video scene and video mapping, as the art of using video and light projections on any surface turning common objects into dynamic three-dimensional scenarios and immersive effects on the audience.

This study of the possibilities and constraints of projection technology will be carried out in its two complementary aspects of video-scene and video-mapping.

We will combine the study of the context, with reference cases of audiovisuals in the performing arts with the practice of projection techniques.

IMMERSIVE AV INSTALLATION AND CONCERT AT BOMBAS GENS
Final Major Project by Nader Abozied, master degree student
MICME. Interactive Art Festival. www.micme.net 2025

© Photo by Noel Arraiz

6

Pablo Alpe & Ilgın İçözü with the students, 2024

Module: Interactivity. Interaction on stage, immersive experiences.

Teacher Pablo Alpe

Programme

From October to May
Main software studied:
Touchdesigner / Arduino

PART 1.

TouchDesigner basics
Introduction to TouchDesigner as a tool for interactive multimedia creation.
Navigation through the TouchDesigner interface and its main concepts.
Creation of graphic compositions and interactive animations in TouchDesigner.

Advancing in TouchDesigner
Expanding your knowledge of TouchDesigner: Advanced navigation through the interface and tools.
Creating multi-screen projects.
Real-time data integration: Connecting to external data sources and dynamic visualisation in TouchDesigner projects.
Exploring 3D techniques.

PART 2.

Sensors and external devices in TouchDesigner
Artistic interaction: Immersive experiences and active participation in TouchDesigner.

7

"Euclid" installation
Final Major Project by Brianna Bobbitt, Matteo Benvegnú, Matteo Whitten
& Theon Adam, master degree students.
MICME. Interactive Art Festival. www.micme.net 2025

© Photo by Noel Arraiz

Module: Sound design and live composition

Teacher Ilgın İçözü

Programme

From October to May

Main software studied:
Ableton live

This module provides a broad experience in sound installation, composition and innovative sound design techniques. Students will be immersed in hands-on projects that foster creativity and technical competence, gaining insight into both the artistic and technical aspects of modern audio production.

The module begins with the basics of Ableton Live, covering its user interface, MIDI and audio channels, and essential instruments and effects. Students will explore the creative techniques of sampling and sound synthesis.

The programme also introduces audio reactivity, using Ableton Live with TouchDesigner to create dynamic visual and sound experiences.

Hands-on workshops on sound installations and mixing techniques will allow students to experiment with spatial sound, audio effects and creative mixing strategies. At the end of the module, students will have the skills to develop live performances, installations and compositions that reflect an understanding of contemporary sound design techniques.
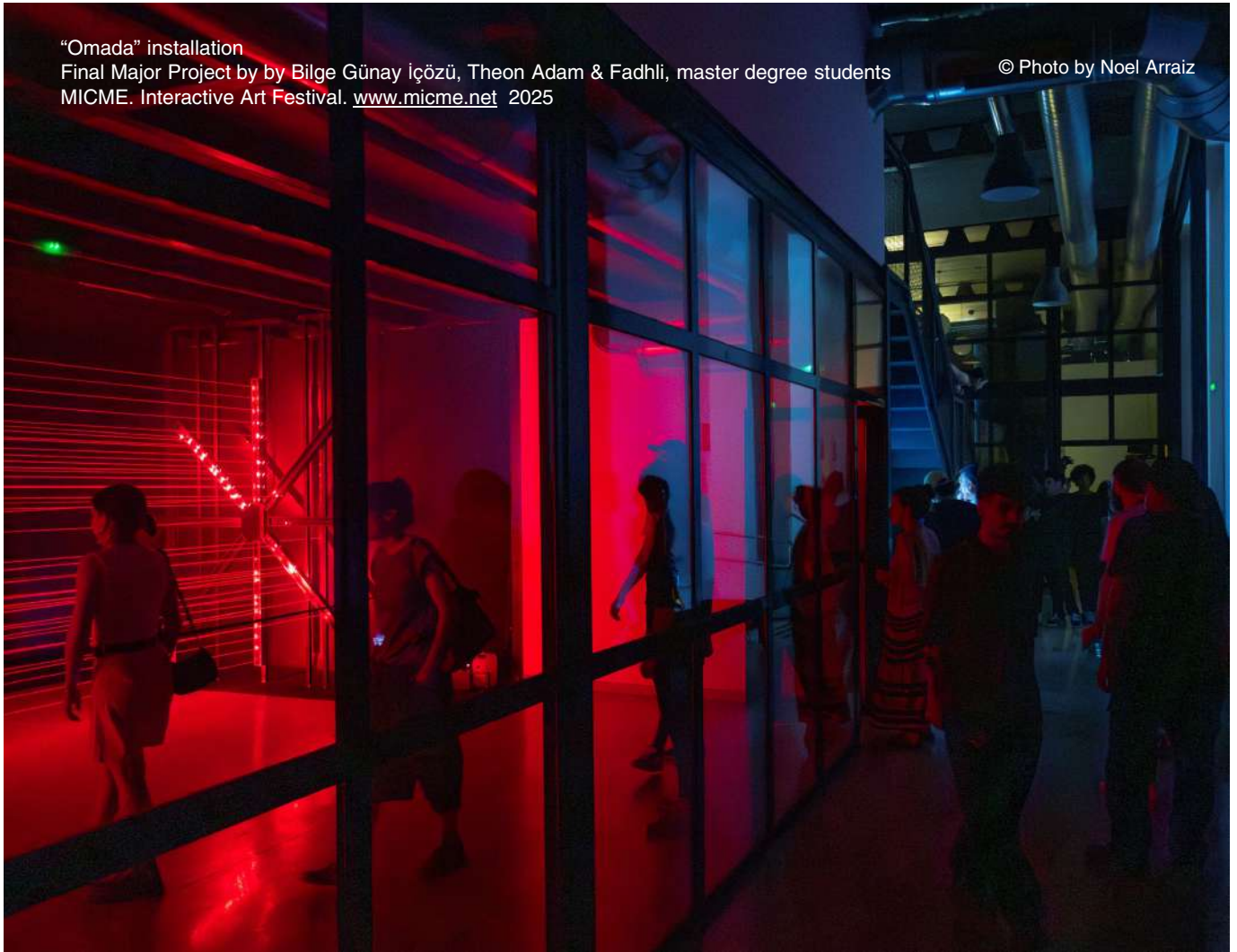
Module: Light art

Teacher Manuel Conde

Programme

From October to May

Main software studied:
Madmapper, Touchdesigner, Beyond, Onyx lighting control

General introduction to lighting, reviewing the theoretical and technical concepts required to work on the creative lighting of a project. Students will be given tools to create and control lighting from a visual language, through experimentation with the luminaire and the use of Madmapper software and others.

Students will review the references of scenic and interactive proposals in which lighting is one of the main elements and will experiment with non-conventional lighting: video projectors, lasers, LED addressable, special effects, as well as the properties of surfaces, with the aim of making lighting creation one of the protagonists of the scene.

IMMERSIVE AV INSTALLATION AND CONCERT AT BOMBAS GENS. Final Major Project by Nader Abozied, master degree student. MICME. Interactive Art Festival. www.micme.net 2025

Module: Final Major Project 1

Teacher Ilgın İçözü

Programme

From November to May

This module is transversal to the other core modules and is designed to guide the students, through a series of milestones, in the successful completion of the **Final Major Project.**

The preparation and realisation of a live installation proposal, encompassing one or more elements such as light, technology, interaction, image and/or performance, that will be shown to the audience during **MICME. INTERACTIVE ART FESTIVAL** in June 2026, at the **LABA Valencia** headquarters, completely transformed to host installations and events related to interactive art: light art, video mapping, interactivity and sound art, created by the students with the help of the teaching staff.

By the end of the module, each student will have a well-developed project plan, based on critical analysis and practical experience, ready for realisation.

Module: Final Major Project 2

Tutoring by:
Cristina Casanova, curator of the MICME Interactive art Festival
Manuel Conde, technological coordinator of the MICME Interactive art Festival
Ilgın İçözü, teacher of the Final Project and Sound Design and Live Composition modules
Pablo Alpe, teacher of the Interactivity: Interaction on Stage and Immersive Experiences module
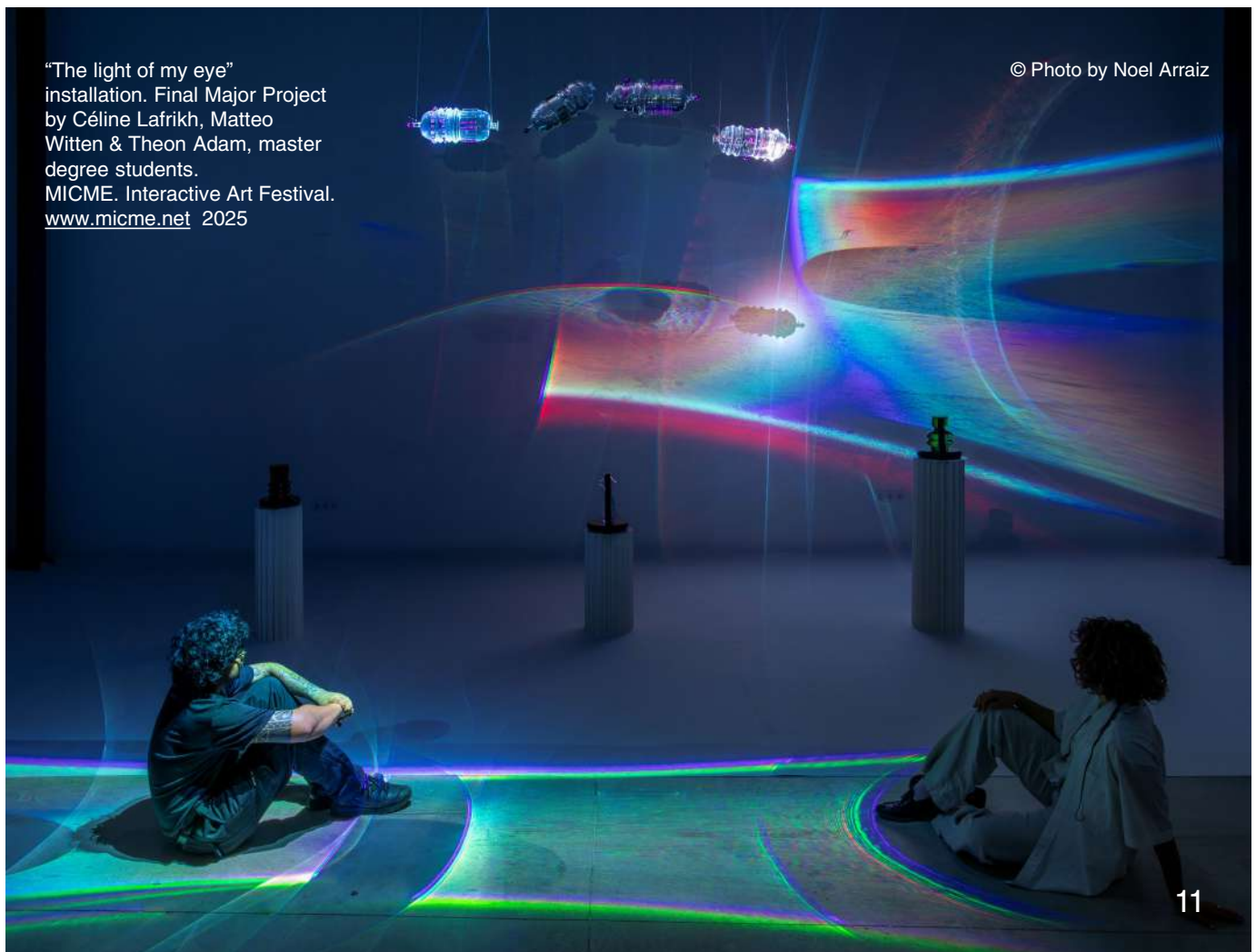
Programme

From May to June

In the final stage of the master's degree, students channel their vision and expertise into producing their Final Major Projects, the installations selected for public presentation.

Guided closely by the program director and the faculty, and building on the personalised mentorship from previous modules, they transform their projects into fully realised, live installation works.

This creative journey culminates in June with the public exhibition at the **MICME Festival of Interactive Art**, organised by **LABA Valencia**. Beyond showcasing their work, students step into the heart of the festival itself, gaining first-hand experience in its organisation and delivery — an opportunity to connect, collaborate, and make their mark on the international interactive art scene.

"The light of my eye" installation. Final Major Project by Céline Lafrikh, Matteo Witten & Theon Adam, master degree students.
MICME. Interactive Art Festival.
www.micme.net 2025

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MICME INTERACTIVE ART FESTIVAL
POSTER | EDITION 2025 June

Production of the Final Major Projects, 2025

Production of the Final Major Projects, 2025

Cristina Casanova and Manuel Conde

Faculty

Cristina Casanova

+ Director of the master's degree.

Co-Director of **LABA Valencia**, where she is jointly responsible for the institution's academic direction and programmes, as well as overseeing design, communication, events, and exhibitions.

A digital and sound artist, theatre director, and composer of soundtracks, Cristina also creates online creative tools for the artistic, cultural, and educational fields. Her work has been exhibited internationally and has earned awards in cities such as Barcelona, Madrid, Sydney, Maracaibo, London, Paris, Lisbon, Lima, York, Calgary, Beijing, Johannesburg, Brussels, Chicago, and Mexico City, among others.

https://www.instagram.com/cristinacasanova_seuma
https://www.linkedin.com/in/cristinacasanovaseuma
| http://improvisa.net

Manuel Conde

+ Vice-director of the master's degree
+ Teacher of the Video Scene and Light Art modules.
+ Technological coordinator of the MICME Festival.

Founder and director of **Radiante**. Located at the epicentre of the intersection between technology and art, Radiante Light Art Studio, under the direction of Manuel Conde, is dedicated to exploring the multiple and interconnected dimensions of the phenomenon of light. The studio focuses on the empirical and conceptual examination of the role that light and its varied components—including colors and shadows—play in the perception and representation of reality.

https://www.radiantelab.com/
https://www.instagram.com/radiantelab/
https://www.linkedin.com/in/manuel-conde/

14

Cristina Casanova, Manuel Conde, David Llordén, Andrea Contino, Ilgın İçözü and Bruno Tripodi

Pablo Alpe

+ Teacher of the Module: Interactivity. Interaction on stage, immersive experiences.

Industrial engineer by training turned digital and generative artist. Co-founder and Technical Director **Vitamin Studio**: creators of immersive and interactive experiences who are constantly looking for new forms of artistic expression. His main tool is TouchDesigner, which he uses to create art in real time, as it allows for technical precision and total creativity.

https://vitamin-arte.com/
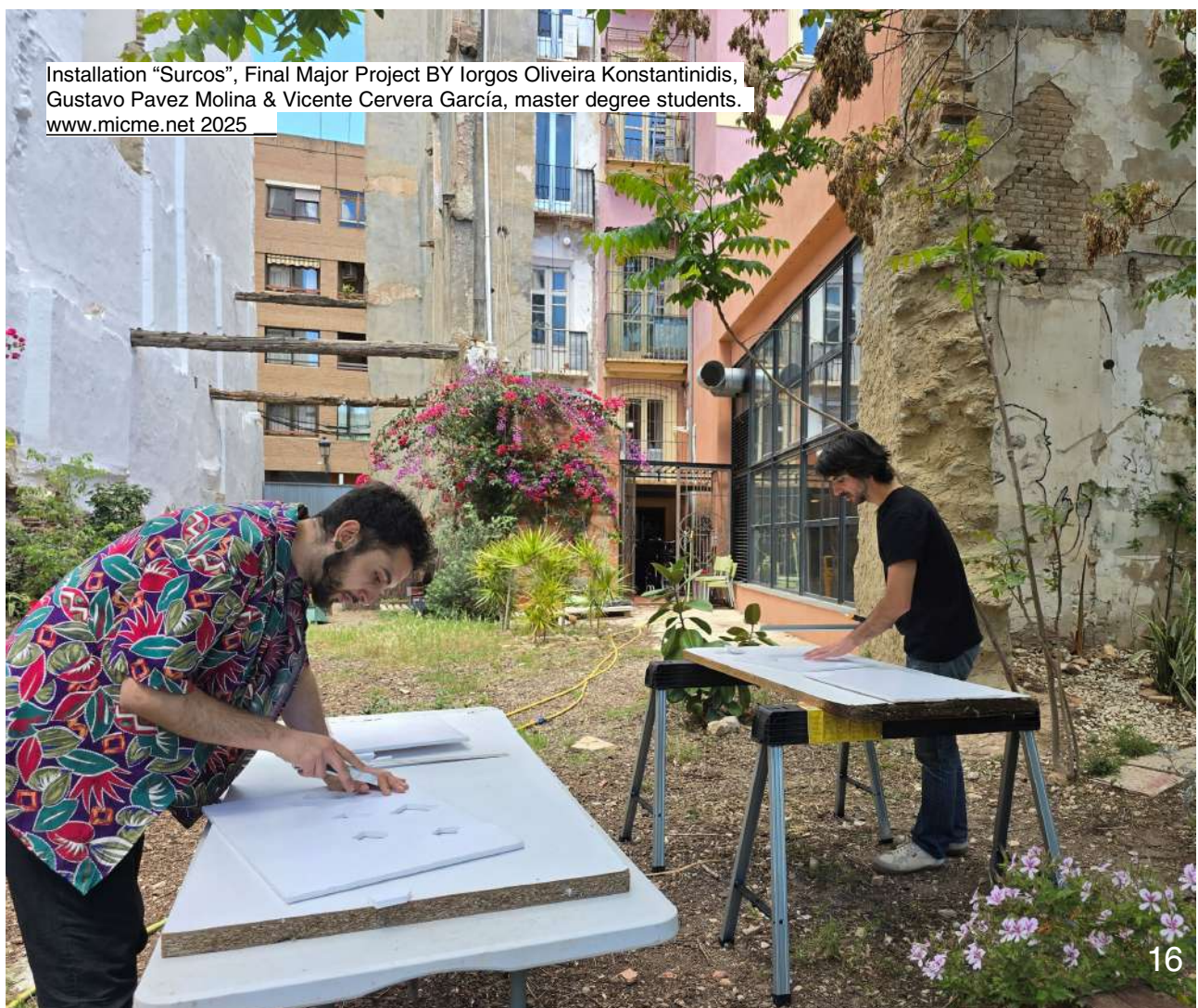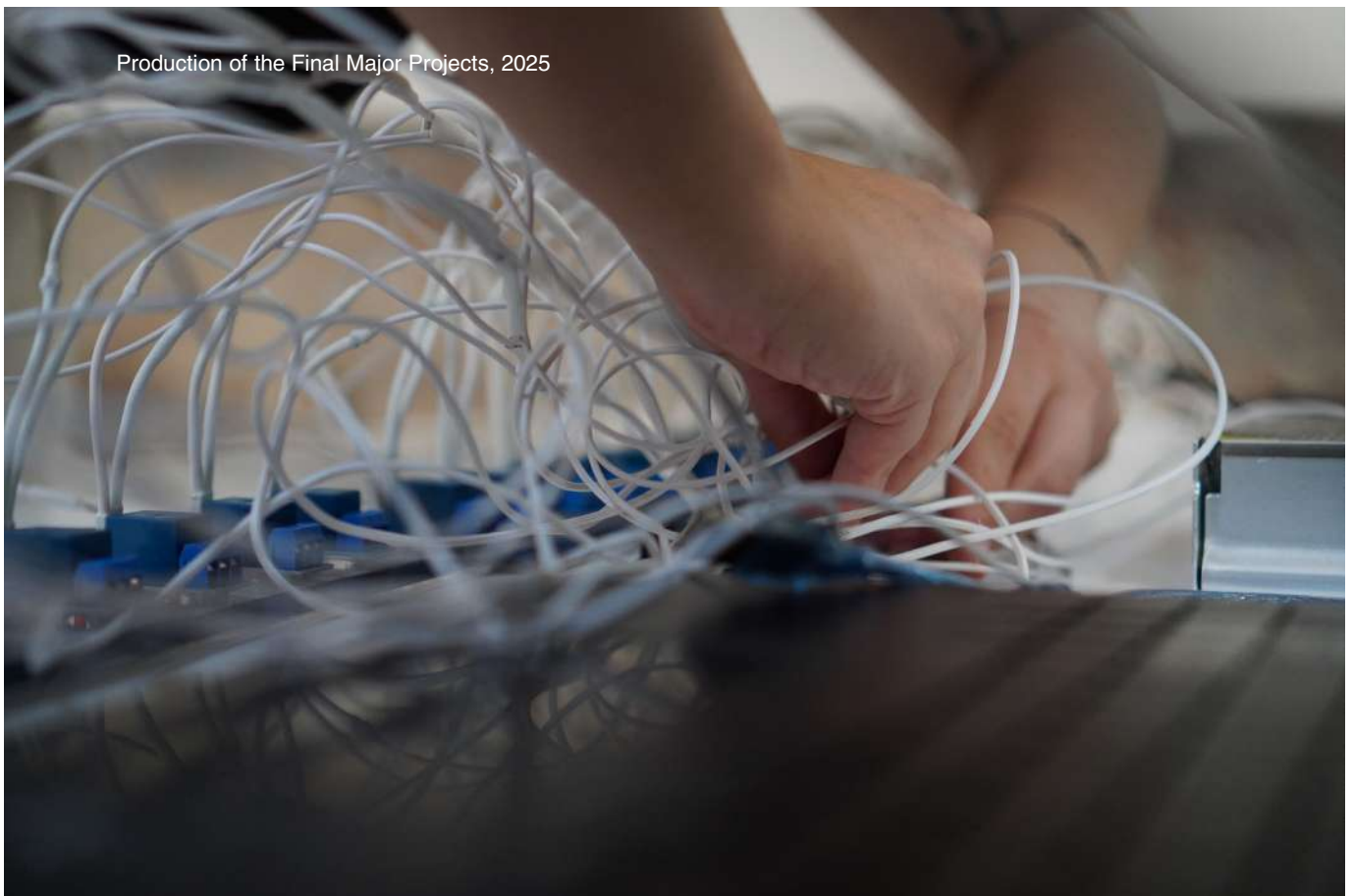https://www.instagram.com/pablo_alp

Ilgın İçözü

+ Teacher of Sound design and live composition and the Final Major Project 1 modules

Composer, creative coder and mixed media designer. Graduated in Music Composition from Istanbul Bilgi University and completed his master's degree in Advanced Music Studies (MIAM) at Istanbul Technical University. He is interested in telling stories with abstract concepts in both music and creative coding, drawing inspiration from historical events and various mythologies from around the world.

https://ilginicozu.com/
https://www.instagram.com/ilginicozu

Team meetings: Ilgın İçözü, Pablo Alpe and Cristina Casanova

Installation "Surcos", Final Major Project BY Iorgos Oliveira Konstantinidis, Gustavo Pavez Molina & Vicente Cervera García, master degree students. www.micme.net 2025 __

16

Production of the Final Major Projects, 2025

Production of the Final Major Projects, 2025

Final Major Projects.
MICME.
Interactive Art Festival.
Other projects and exhibitions.

"Circuits" interactive AV performance. Final Major Project by Yéssica González, Fadhli & Matteo Witten, master degree students + Bruno Tripodi (2024 student)
MICME. Interactive Art Festival. www.micme.net 2025
© Photo by Noel Arraiz

"How to Build a Home" installation. Final Major Project by Andrea Ternera & Marc Pauchet, master degree students
MICME. Interactive Art Festival. www.micme.net 2025

© Photo by Noel Arraiz

"The light of my eye" installation. Final Major Project by Céline Lafrikh, Matteo Witten & Theon Adam, master degree students.
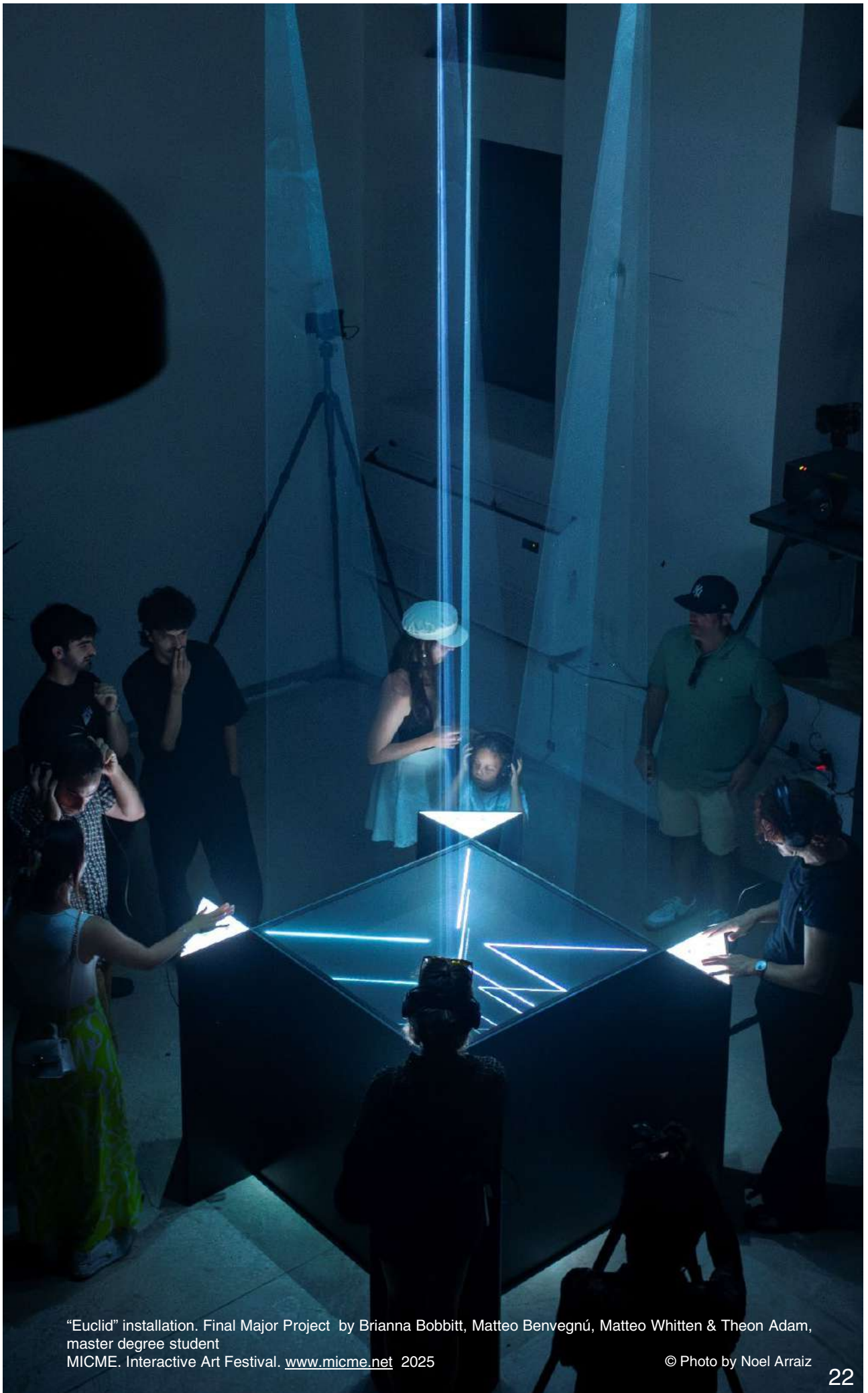MICME. Interactive Art Festival. www.micme.net 2025

© Photo by Noel Arraiz

"Sonic Artefacts" installation. Final Major Project by by Bilge Günay İçözü, master degree student
MICME. Interactive Art Festival. www.micme.net 2025

© Photo by Noel Arraiz

IMMERSIVE AV INSTALLATION AND CONCERT AT BOMBAS GENS. Final Major Project by Andrea Ternera & Brianna
Bobbitt, master degree students. MICME. Interactive Art Festival. www.micme.net 2025

"Euclid" installation. Final Major Project by Brianna Bobbitt, Matteo Benvegnú, Matteo Whitten & Theon Adam, master degree student
MICME. Interactive Art Festival. www.micme.net 2025

© Photo by Noel Arraiz

Installation "Señal", Final Major Project by David Llordén, master degree
student + Ilgın Içözü, music
MICME. Interactive Art Festival. www.micme.net 2024

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Installation "Convergencias". Final Major Project by Gustavo Pavez Molina, Diana Camenate and Bruno Tripodi,
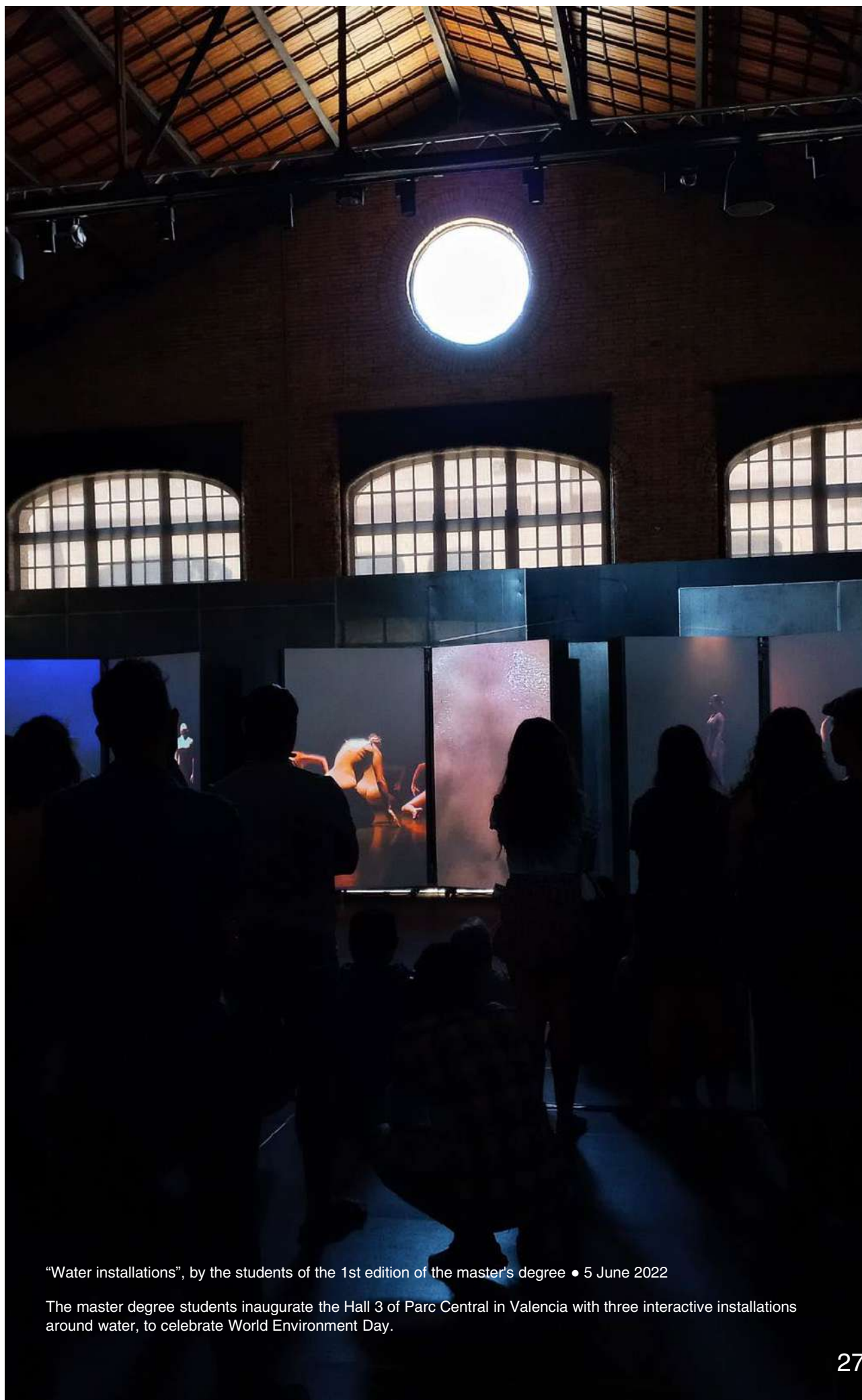master degree students. MICME. Interactive Art Festival. www.micme.net 2024

Installation "Gesture". Final Major Project by A Giuglietti, master degree student MICME. Interactive Art Festival. www.micme.net_2024__

"Water installations", by the students of the 1st edition of the master's degree ● 5 June 2022

The master degree students inaugurate the Hall 3 of Parc Central in Valencia with three interactive installations installed in Maja Palette World by Sara Chiepa, Xavi Julià & Marc Pauchet, master degree students
MICME. Interactive Art Festival. www.micme.net 2025

"Water installations", by the students of the 1st edition of the master's degree ● 5 June 2022

The master degree students inaugurate the Hall 3 of Parc Central in Valencia with three interactive installations around water, to celebrate World Environment Day.
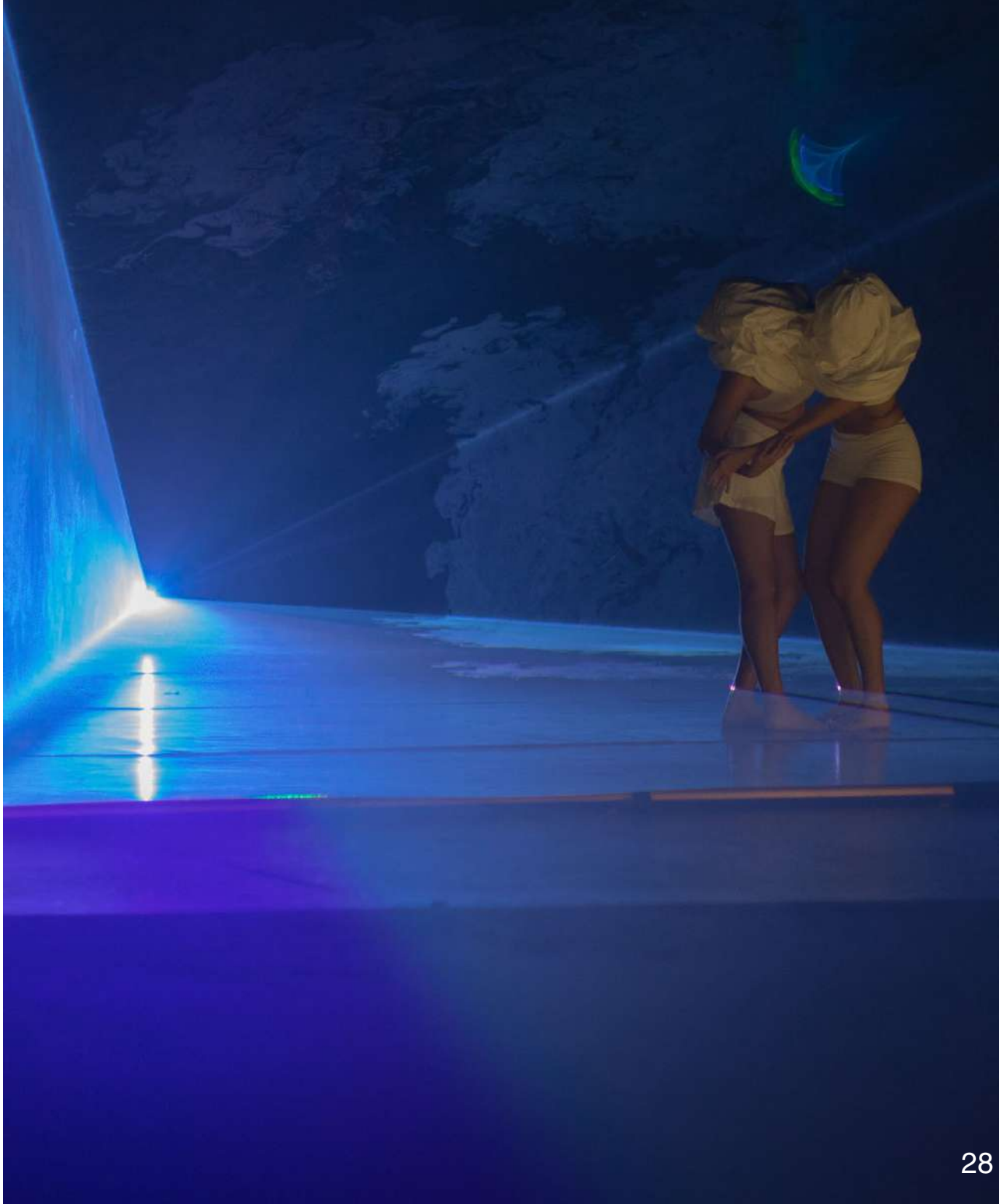
PLAY "AMOR"

Director: Pep Gatell - action hall | Cristina Casanova - interior scenes
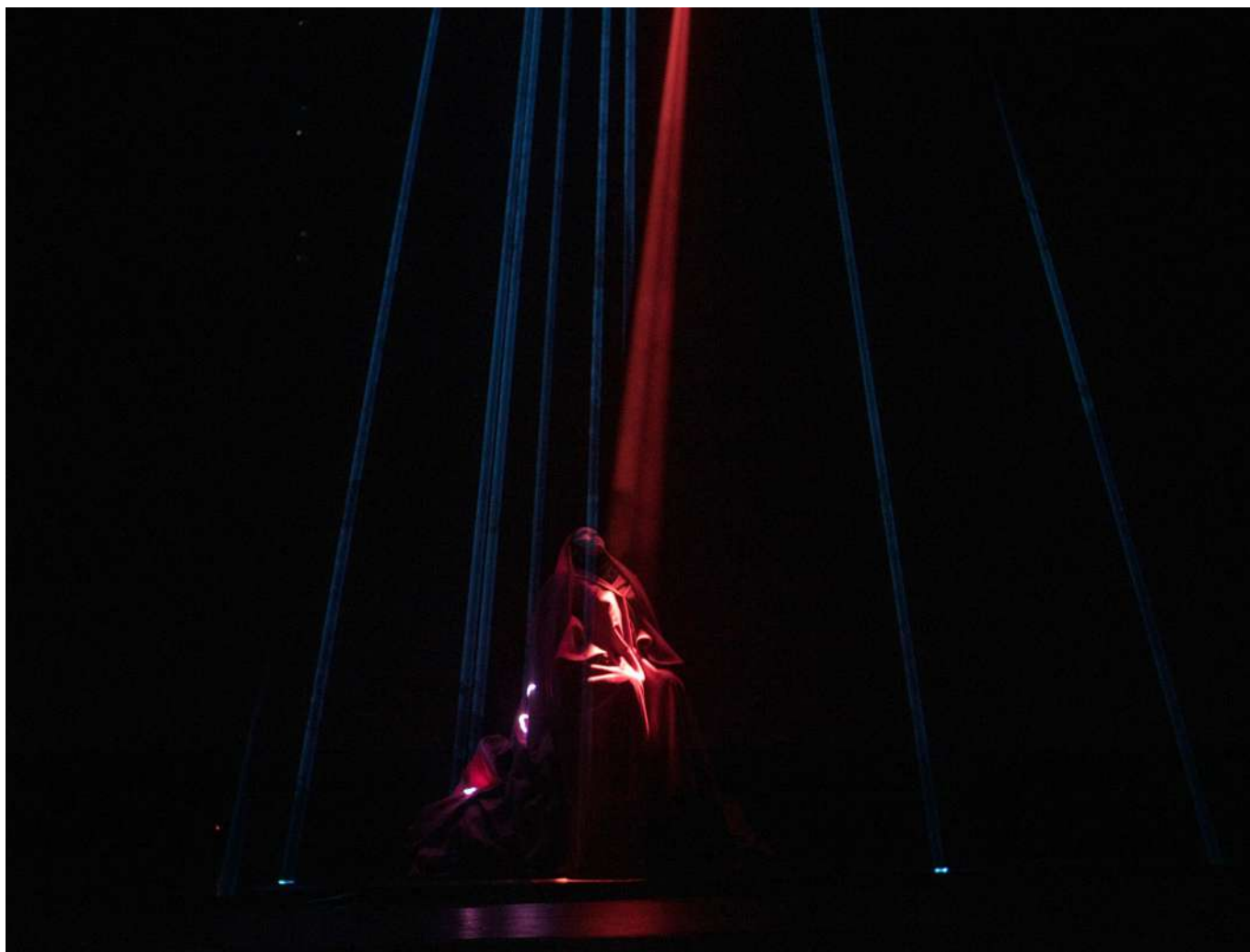Assistant director: Manuel Conde
Teaching team: Manuel Conde | Siddharth Gautam | Pablo Alpe | Nadala Fernández | Pedro Lorente
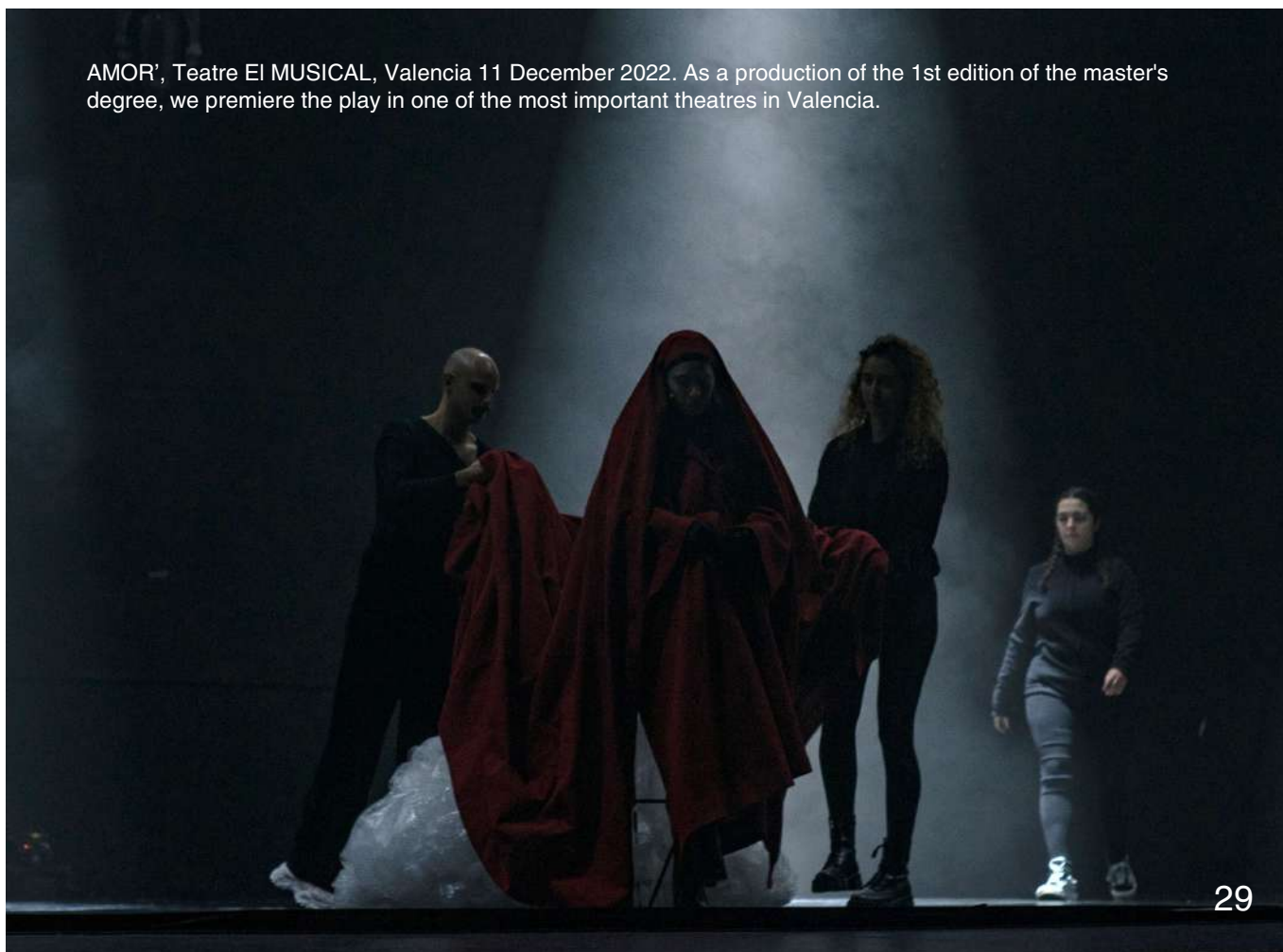Students: Almudena Carpio | Gaby Mendez | Andrea Mir | Maria Peredo | Maysdel Rodriguez | Isaac Rovira | Luis Triviño
+ Eduardo Jairycovich, costume designer | Sara Miso, dance performer | Roser Arroyas and Fran Asensi, video actors

PLAY "AMOR"

Director: Pep Gatell - action hall | Cristina Casanova - interior scenes
Assistant director: Manuel Conde

AMOR', Teatre El MUSICAL, Valencia 11 December 2022. As a production of the 1st edition of the master's degree, we premiere the play in one of the most important theatres in Valencia.

PLAY "AMOR"

Director: Pep Gatell - action hall | Cristina Casanova - interior scenes
Assistant director: Manuel Conde
Teaching team: Manuel Conde | Siddharth Gautam | Pablo Alpe | Nadala Fernández | Pedro Lorente
Students: Almudena Carpio | Gaby Mendez | Andrea Mir | Maria Peredo | Maysdel Rodriguez | Isaac Rovira | Luis Triviño
+ Eduardo Jairycovich, costume designer | Sara Miso, dance performer | Roser Arroyas and Fran Asensi, video actors

"DIY Forest" installation. Final Major Project by by by Sara Chieppa, Xavi Julià
& Marc Pauchet, master degree students
MICME. Interactive Art Festival. www.micme.net 2025

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