



# LABA VALENCIA

SCHOOL OF ART  
DESIGN  
& NEW MEDIA

"The light of my eye" installation. Final Major Project by Céline Latrkih,  
Matteo Witten & Theon Adam, master degree students. 2025

MICME  
International master  
in multimedia creation  
for live shows

[www.micme.net](http://www.micme.net)  
[www.labavalencia.net](http://www.labavalencia.net)









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

- + 2026 / 27 Edition
- + Start date: 13 October 2026
- + End date: 18 June 2027
- + Graduation: 1st week of July 2027
- + Language: English

Welcome to the **MICME . International Master in Multimedia Creation for Live Shows**, an immersive journey into the latest technologies and trends in the contemporary art scene.

In the master's program, you'll work with top professionals and cutting-edge technology, acquiring the knowledge necessary to design and build original and professional immersive multimedia experiences.

Through a series of core modules, you will explore the technical, aesthetic, and conceptual dimensions of multimedia creation for performance and installations. Training includes hands-on experience with industry-standard software such as **TouchDesigner** for light art and interactive environments, **MadMapper** for video mapping and projection, **Ableton Live** for sound editing and live composition, and 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 2027, 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.

# Syllabus

Module: video scene / Videomapping  
From October to May

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

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Module: Sound design and live composition  
From October to May

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Module: Light Art.  
From October to May

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Module: Final Major Project  
Final Major Project 1  
From October to May

Final Major Project 2  
From May to June 2027

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

## MIXING LANGUAGES

Video scene  
Video mapping  
Interactivity  
Sound design  
Immersive art  
Light art  
Scenography

## MIXING TECHNOLOGIES

Madmapper  
Touchdesigner  
Arduino  
sensors  
Ableton live  
Lasers  
Leds

# Module: video scene / Videomapping

Teacher: Javier Mújica  
Assistant teacher: Theon Adam Nazeer  
From: October to May  
Main software studied: MadMapper,  
TouchDesigner

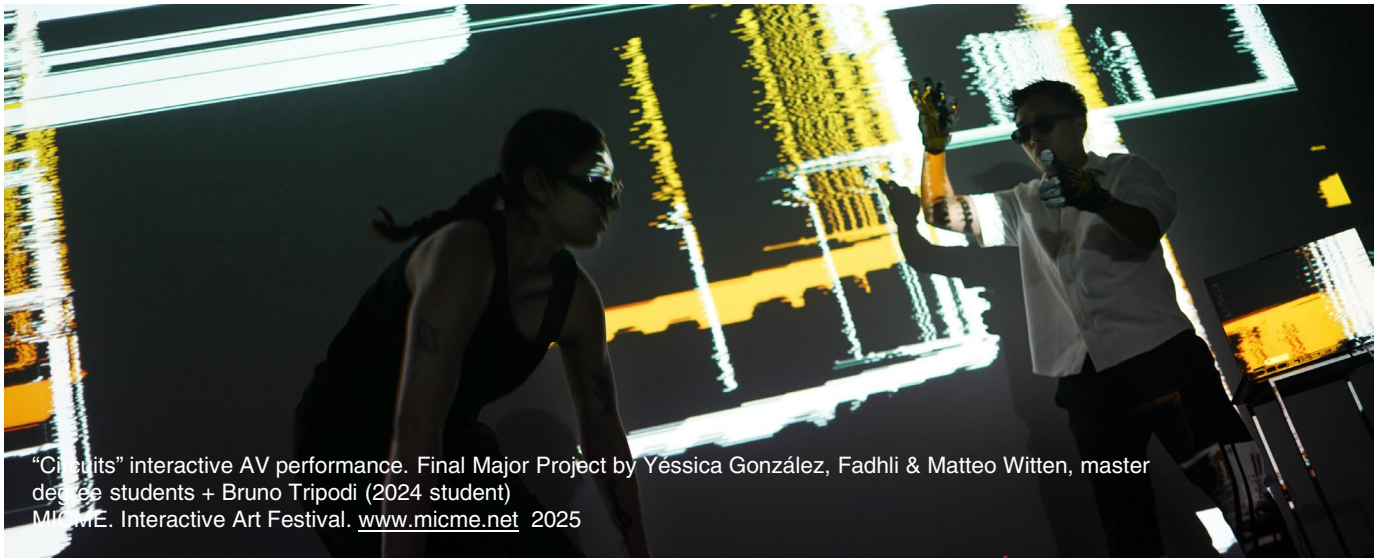
This module explores video scene and video mapping as the art of using video and light projections on any surface, transforming ordinary objects into dynamic three-dimensional scenarios and creating immersive effects for the audience.

The study of projection technology will be addressed through its two complementary aspects: video scene and video mapping.

We will combine contextual study, including reference cases of audiovisual work in the performing arts and commercial proposals, with practical training in projection techniques.







"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](http://www.micme.net) 2025

## Module: Touchdesigner. Interactivity. Interaction on stage, immersive experiences.

### Group I Foundation

Lecturer: Diana Carmenate

### Group II. Advanced

Lecturer: Pablo Alpe

Assistant Lecturer: Theon Nader

Main software studied: TouchDesigner, Arduino

### 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.

Practical examples of interactive projects in TouchDesigner.

### Advancing in TouchDesigner

Expanding your knowledge of TouchDesigner: Advanced navigation through the interface and tools.

Creating multi-screen projects: Learning how to work with multiple monitors and distribute content across viewing spaces.

Using OSC (Open Sound Control) in TouchDesigner: Exploring the capabilities of communicating with other devices and software via OSC.

Real-time data integration: Connecting to external data sources and dynamic visualisation in TouchDesigner projects.

Exploring 3D techniques: Introduction to working with 3D graphics in TouchDesigner and creating interactive three-dimensional experiences.

### Sensors and external devices in TouchDesigner

Introduction to the integration of sensors and external devices in interactive projects (Arduino, Bare Conductive...).

Experimentation with physical interaction: how to use the sensor information to create interactive responses and visual effects.

### Artistic interaction: Immersive experiences and active participation in TouchDesigner.

Exploring the connection between art and audience: Designing projects that engage the audience and encourage active participation.

Implementing interaction techniques: Using sensors, cameras and external devices to create meaningful and personalised interactions.

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

© Photo by Noel Arraiz

## Module: Sound design and live composition

Teacher: Ilgın İçözü  
Assistant teacher: Theon Adam Nazeer  
From: October to May  
Main software studied: Ableton Live

This module offers an in-depth and hands-on exploration of sound, covering sound installations, mixing and mastering, composition, and innovative sound design techniques.

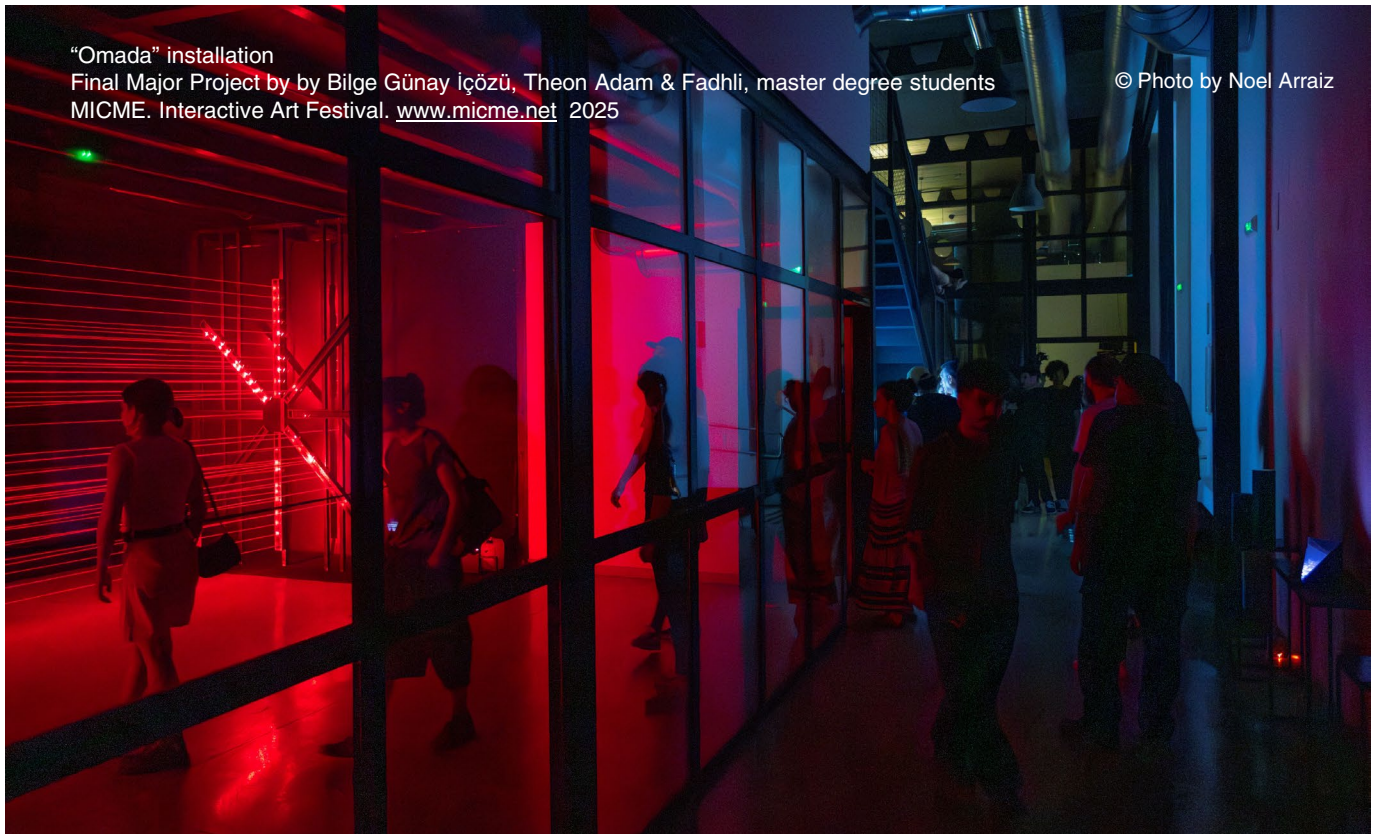
Students engage in practical projects that develop both creativity and technical skills, gaining insight into the artistic and technical aspects of contemporary audio production.

Students learn the foundations of sound design, music production, and experimental sound art, starting with Ableton Live, including its interface, MIDI and audio tracks, instruments and effects.

The module explores MIDI fundamentals, sampling techniques, and sound synthesis (subtractive, additive and FM), as well as audio reactivity using Ableton Live with TouchDesigner to create audiovisual experiences.

Workshops on sound installations and mixing allow students to experiment with spatial sound, effects and creative strategies.

By the end, students are able to develop live performances, installations and compositions, combining artistic vision with strong technical knowledge in sound design.



## Module: Light art

Teacher: Jana Tox

Assistant teacher: Theon Adam Nazeer

From: October to May

Main software studied: MadMapper, TouchDesigner

The Light Art module offers a practical and conceptual introduction to light as a creative medium within scenic, audiovisual and installation-based contexts. Throughout the course, students explore light as an artistic language, a technological tool and a perceptual phenomenon, combining experimentation, design and critical reflection.

The programme covers the use of control and programming systems, lighting design, pixel mapping, LED fixtures, laser, projection and hybrid media, integrating both contemporary technologies and the principles of traditional stage lighting. Through workshops and collaborative projects, students develop installations and lighting choreographies that bring space, body, image and sound into dialogue.

The module concludes with an analysis of light from a physical, psychological and emotional perspective, fostering a comprehensive understanding of its impact on perception and audience experience, and preparing students to apply Light Art in a wide range of artistic and professional contexts.





IMMERSIVE AV INSTALLATION AND CONCERT AT BOMBAS GENS. Final Major Project by Nader Abozied, master degree student. MICME. Interactive Art Festival. [www.micme.net](http://www.micme.net) 2025

## Module: Final Major Project 1

Teacher: Ilgın İçöz

Assistant teacher: Diana Carmenate

From: November to May

This module is designed to guide students toward the successful realization of their final major project through a structured sequence of milestones. Students begin by studying professional examples and past presentations, then practice creating project sketches and mood boards. Using these exercises, they will develop initial ideas and become familiar with key installation typologies, such as light-art sculptures, sensor-based interactivity, interactive performances, video mapping and light art, and sound installations.

As the course progresses, students refine and organize their concepts within these typologies. They also learn essential production skills: how to build a realistic budget and plan a timeline. Milestone presentations allow for formative feedback, and the most compelling proposals will advance into the production phase upon course completion. By the end of the course, each student will hold a well-developed project plan, grounded in critical analysis and practical experience, ready for realization.

Building on this foundation, the course also emphasizes portfolio development and project methodologies. Early assignments guide students through creating and critiquing their own portfolios, while analysis papers on professional examples deepen understanding of successful project structures. Workshops on mood-board creation and presentation techniques teach how to communicate ideas clearly and effectively. Throughout, students receive tutoring on their initial ideas and practice peer-review presentations, ensuring they master both the creative and formal aspects of project delivery.

Finally, dedicated sessions cover the preparation and delivery of milestone presentations, first to clarify initial concepts, next to refine technical and typological focus, and last to finalize budgeting, scheduling (Gantt charts), and production plans. This integrated approach ensures that, beyond creative development, students

# Module: Final Major Project 2

From: May to 19 of June

Teachers:

Ilgin Icozu and Diana Carmenate

+ Cristina Casanova, curator of the MICME Interactive Art Festival

Other tutors:

Pablo Alpe, Javier Mujica, Jana Tox

Assistant teacher:

Theon Nazeer

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.

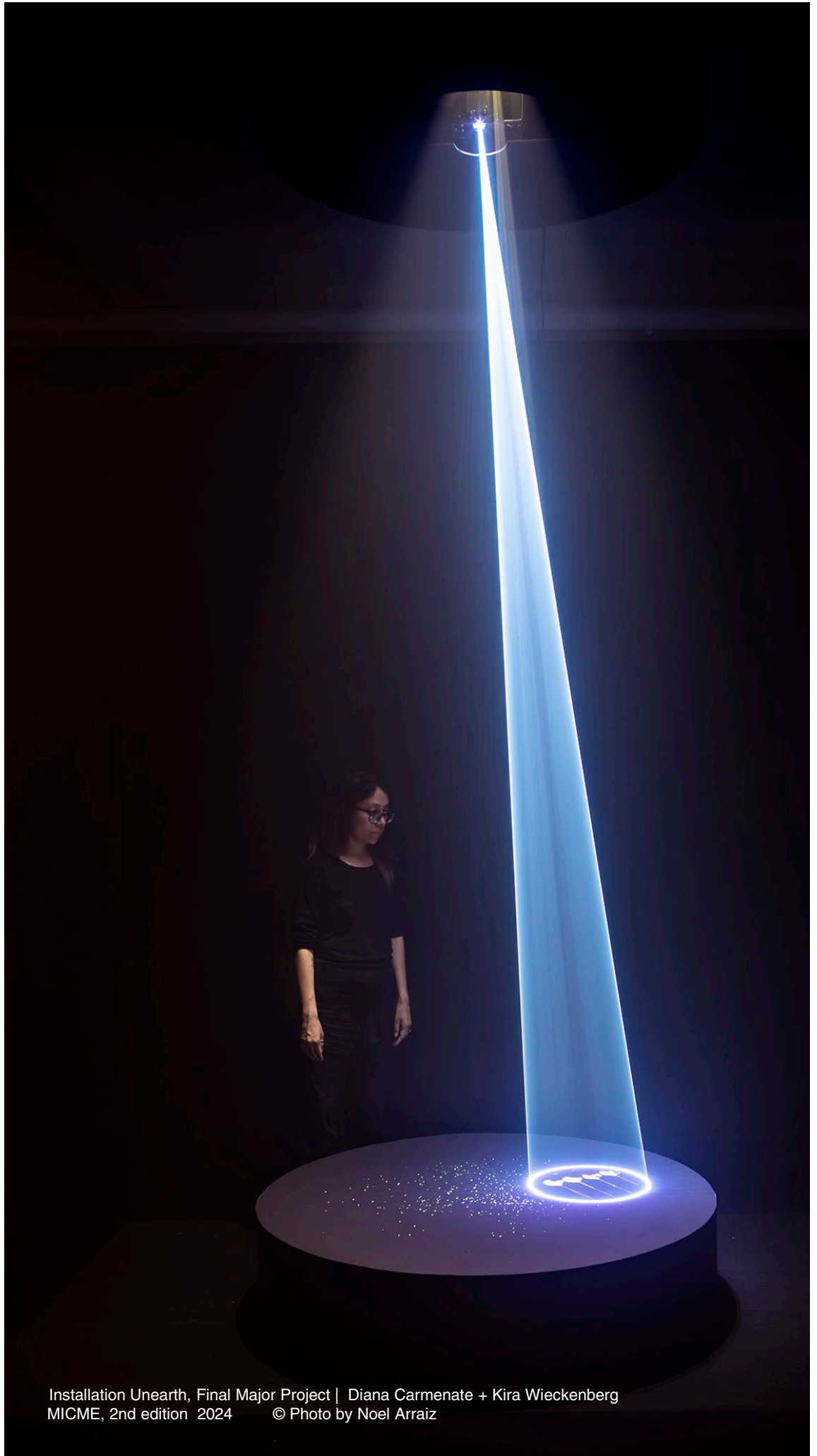
## MICME. INTERACTIVE ART FESTIVAL

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 festival highlights the role of multimedia and technologies as the core of the artistic experience, where poetics, innovation and experimentation converge. After a year of intense learning in technologies, design, spaces, criteria and aesthetics, the master's students have been immersed in the realisation of one or more installation proposals, encompassing elements such as light art, video mapping, sensors, interactivity and sound art, image and/or performance, to be shown to the public during the MICME – INTERACTIVE ART FESTIVAL in June 2027.







Installation Unearth, Final Major Project | Diana Carmenate + Kira Wieckenberg  
MICME, 2nd edition 2024 © Photo by Noel Arraiz

Faculty: Pablo Alpe, Cristina Casanova, Diana Carmenate, Yana Tox, Javier Mújica, Ilgın İçözü and Theon Adam



## Faculty

### Cristina Casanova

Programme Director of the Master's. | Curator of the MICME Festival.

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

Co-Director of LABA Valencia, sharing responsibility for the institution's academic leadership and programmes. She is in charge of LABA Valencia's events, and exhibitions.

[https://www.instagram.com/cristinacasanova\\_seuma](https://www.instagram.com/cristinacasanova_seuma) | <http://improvisa.net>

<https://www.linkedin.com/in/cristinacasanovaseuma>

### Ilgın İçözü

Teacher of the Sound Design and Live Composition modules, and Final Project 1 and 2.

Composer, creative coder, and multimedia designer. He holds a degree in Music Composition from Istanbul Bilgi University and a master's degree in Advanced Music Studies (MIAM) from Istanbul Technical University. His work focuses on storytelling through abstract concepts, both in music and creative coding, drawing inspiration from historical events and a wide range of mythologies from around the world.

<https://ilginicozu.com/> | <https://www.instagram.com/ilginicozu>

### Pablo Alpe

Teacher of the Interactivity modules (Stage Interaction and Immersive Experiences) and Final Project 2.

An industrial engineer by training, now working as a digital and generative artist. Co-founder and Technical Director of Vitamin Studio, creators of immersive and interactive experiences who constantly explore new forms of artistic expression. His main tool is TouchDesigner, which he uses to create real-time art, combining technical precision with complete creative freedom.

<https://vitamin-arte.com/> | [https://www.instagram.com/pablo\\_alp](https://www.instagram.com/pablo_alp)

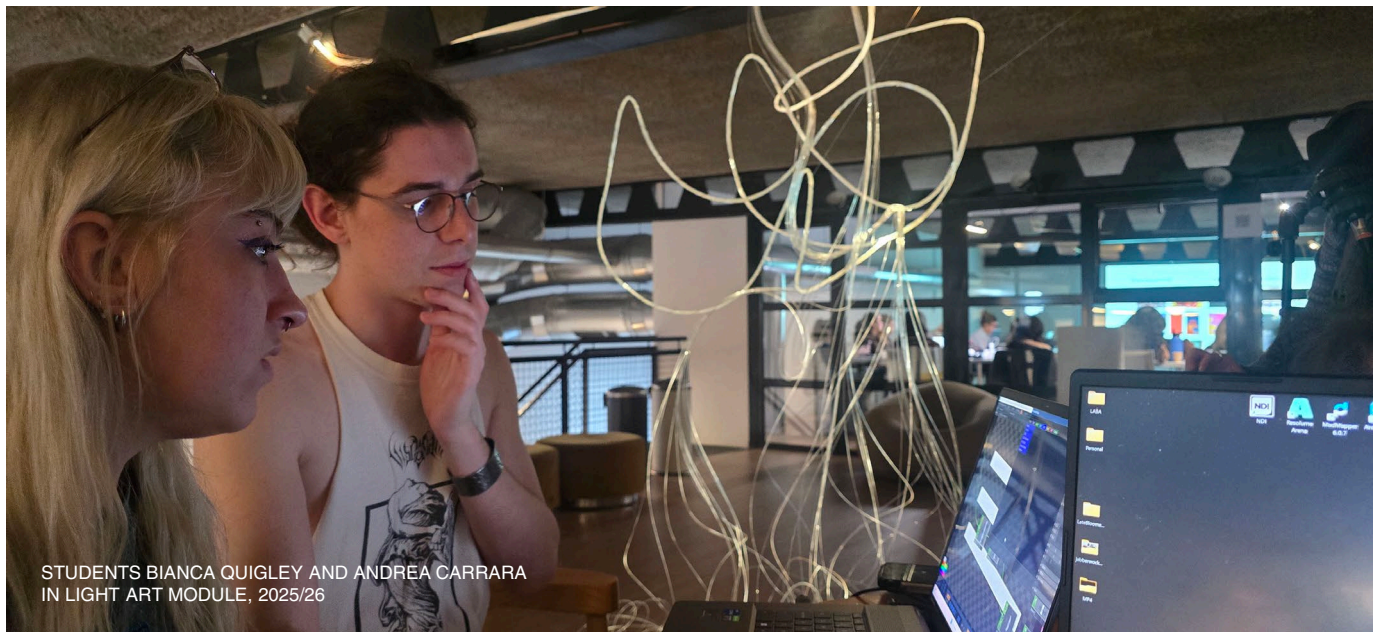
### Javier Mújica

Teacher of the Video Scenography, Video Mapping, and Final Project 2 modules.

Trained in Fine Arts, he is a digital and generative artist. Co-founder and Artistic Director of Vitamin Studio, creators of immersive and interactive experiences who constantly seek new forms of artistic expression. He is responsible for the design and conceptual development of projects, in an ongoing dialogue between art and the endless possibilities offered by technology.

[Web](#) | [Instagram](#)





STUDENTS BIANCA QUIGLEY AND ANDREA CARRARA  
IN LIGHT ART MODULE, 2025/26

## Jana Tox

Teacher of the Light Art and Final Project 2 modules.

Jana Tox is a designer and developer of interactive and light-based experiences. Trained in Industrial Design with a specialization in Interactive Design, she combines a strong technical foundation with her artistic sensitivity as a dancer, integrating movement, rhythm, and emotion into her digital creations.

She has created live visuals for Awkward Moments at the Houghton festival, developed λCDM, presented in the dome at the Symphoria festival, and produced visual content for Bright Festival. Her work also includes light installations at Whiterabbit, projects at Bombas Gens, and the creation of lighting scenographies for theatre and live shows. A professional in TouchDesigner and lighting systems, she explores interactivity and visual design as tools to expand the audience's perception.

[Instagram](#)

## Diana Carmenate

Assistant teacher at Final Project I and 2.

Teacher of Beginner TouchDesigner Module

Multimedia artist and graphic designer. A graduate of the International Master's in Multimedia Creation for Live Shows (2nd edition, 2024) at LABA Valencia, she has contributed to the development of stage works for dance and theatre, light art installations, and audiovisual pieces in different countries. She has also worked in graphic art direction for numerous projects and institutions in the social sector. She is currently part of the creative and technical team at Radiante Light Art Studio, as well as the technical team at Bombas Gens Centre d'Arts Digitals.

[Instagram](#)

## Theon Adam Nazeer

Assistant teacher across all modules of the Master's programme.

Theon is a musician and sound engineer, qualified in Singapore, whose multidisciplinary practice spans production, performance, and installation. As a musician, he toured for two years across some of the top stages in Russia and other countries in Asia with his heavy metal band.

Graduate of the MICME. International Master's in Multimedia Creation for Live Shows (2nd edition, 2024) at LABA Valencia. He creates immersive works that merge art, technology, and sound, bridging the technical and the expressive. He has contributed to numerous productions, performances, and collaborative projects internationally.

[Instagram](#)

## Methodology:

- + Practical and market-oriented approach, with the immediate application of technical and artistic knowledge.
- + Creative experimentation, combining design, research, and prototyping to iterate proposals.
- + Blended learning: face-to-face classes + workshops / masterclasses with artists and industry professionals. Throughout its different editions, the master's program has featured masterclasses, workshops, and meetings with key figures in multimedia creation, digital design, and contemporary visual arts .
- + Exhibitions, festivals, and real events where students integrate their work.
- + Personalized mentorship and continuous faculty support, with the development of the Final Major Project structured around key milestones and formative feedback.
- + Real projects with public visibility: The master's program culminates in the presentation of multimedia installations during the MICME Interactive Art Festival, where students not only showcase their work but also take part in organizing the event.
- + Use of professional tools: Students are trained with industry-standard software such as MadMapper, TouchDesigner, Ableton Live, among others, integrating video, sound, light, interactivity, and technology into their projects.
- + Transversality between modules: modules continuously intersect and contribute to the development of the final project throughout the academic year, forming an integrated structure rather than isolated components.

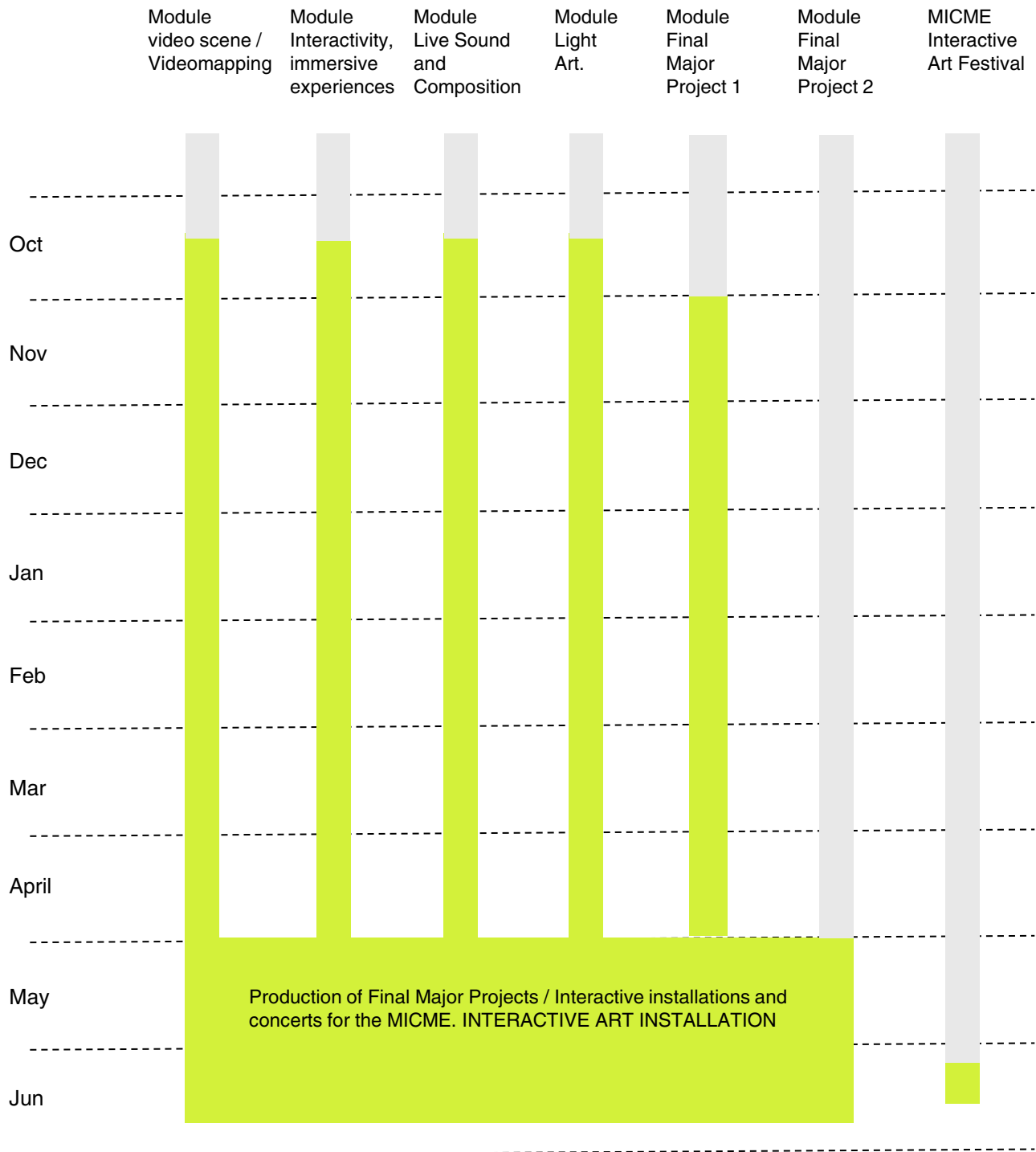


JAV AV session, 2026 Cicle of MICME multimedia concerts at LABA VALENCIA

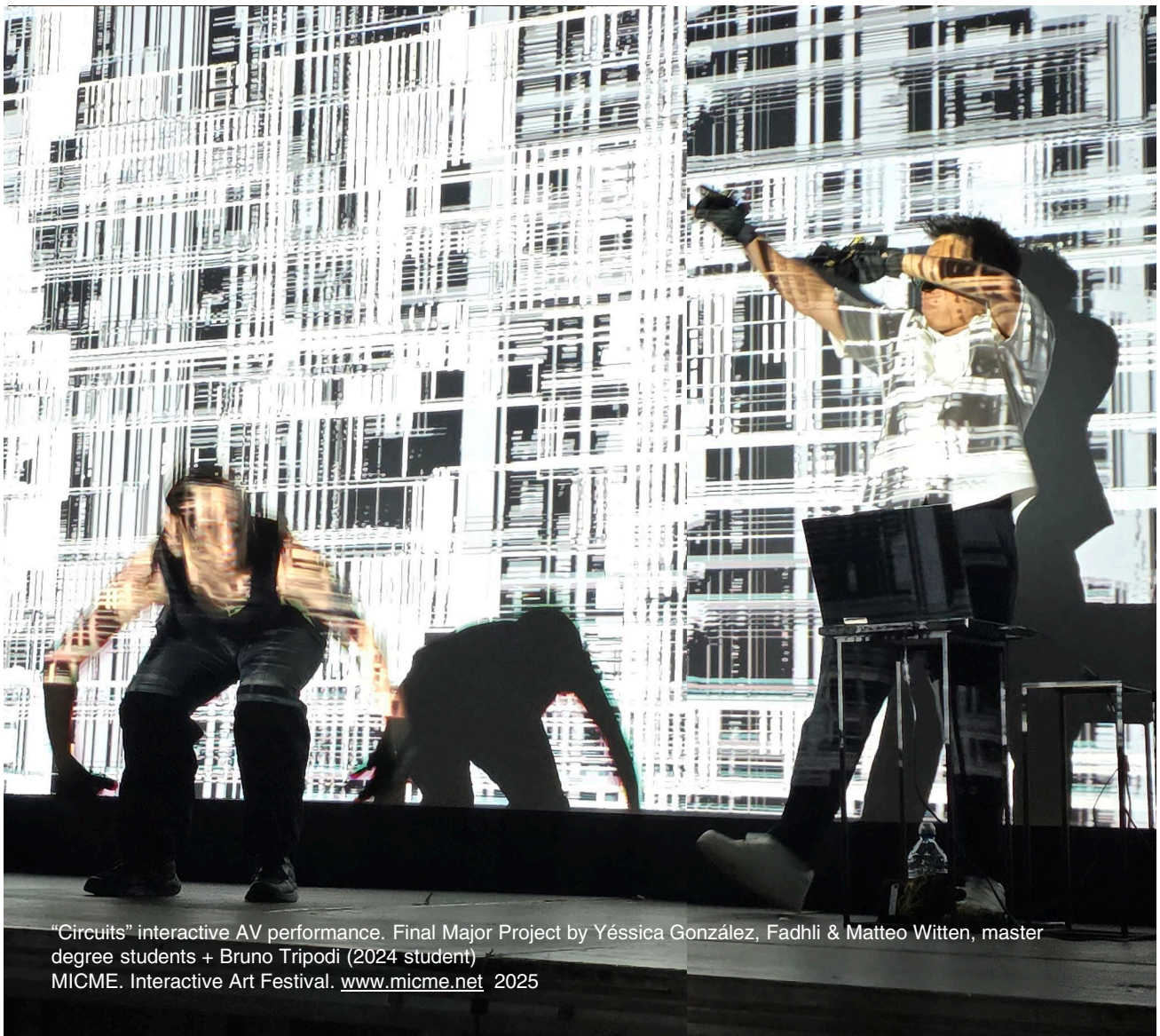


# 2025-26

## Academic Calendar



Production of the Final Major Projects, 2025



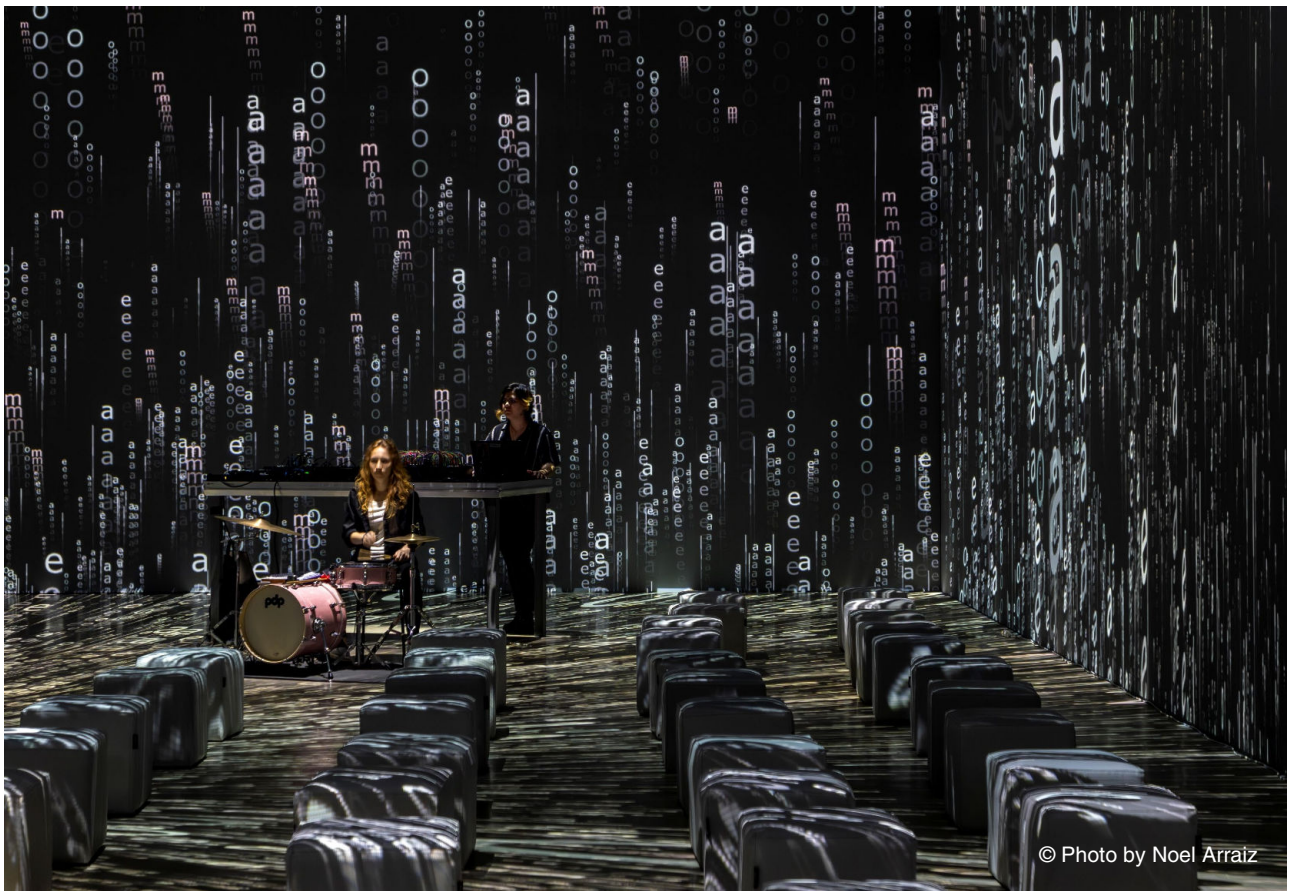
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"Sonic Artefacts" installation. Final Major Project by Bilge Günay İçöz, master degree student MICME. Interactive Art Festival. [www.micme.net](http://www.micme.net) 2025



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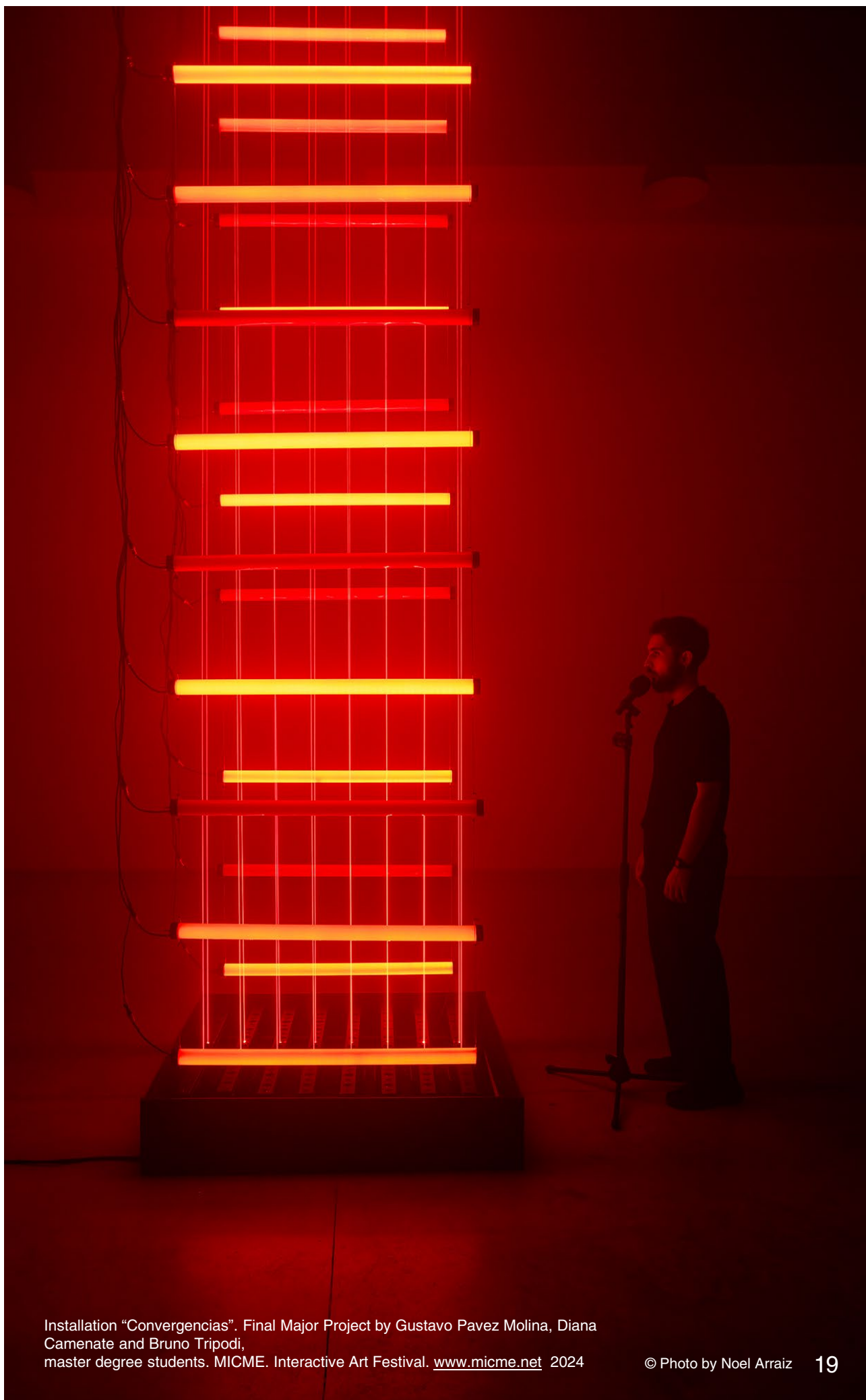
IMMERSIVE AV INSTALLATION AND CONCERT AT BOMBAS GENS. Final Major Project by Andrea Ternera & Brianna Bobbitt, master degree students. MICME. Interactive Art Festival. [www.micme.net](http://www.micme.net) 2025





Installation "Señal", Final Major Project by David Llordén, master degree student + İlgin İçöz, music  
MICME. Interactive Art Festival. [www.micme.net](http://www.micme.net) 2024





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

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