



The National University of Theatre and Film "I.L. Caragiale"
Film Faculty

Field FILM AND MEDIA

MA Study Programme

INTERACTIVE TECHNOLOGIES FOR PERFORMING AND MEDIA ARTS

Full-time study – 2 years (4 semesters, 120 credits)

University year 2017/2018

CONTEST TESTS

REGISTRATION REQUIREMENTS

- the contest is open to graduates of profile faculties or to graduates in the fields of Architecture, Plastic Arts, Engineering
- candidates must have completed a specialization with 180 credits or 240 credits;
- when registering candidates will submit:
 1. a **Curriculum Vitae** (in 3 copies);
 2. a **portfolio of works / projects** relevant for the fields Digital Media & Performing Arts (these can be live performances, film installations, software or any other work with relevant content);
 3. a **short description, in writing**, of the work/project and the creative process (in 3 copies);
 4. In the absence of the portfolio (points 2 and 3), candidates can submit an **essay of 1,500-2,000 words** that explains their interest in interactive technology studies. (In 3 copies);

Single stage (tests are graded from 1 to 10)

Test 1 – oral

1. Presentation of the portfolio and explanation of the technical and aesthetic means used / defending the argumentation essay.
2. Interview based on the CV submitted by the candidate.

Test 2 – oral / practical

Presentation of working skills in specific software environments *, at the choice of the candidate.

* a OSX system will be available with Max/MSP, Ableton Live, Pd, Unity, Xcode, Adobe Creative Cloud, 3ds Max, SketchUp, Maya (or other software, on request), or the candidate can bring his/her own configuration.

BIBLIOGRAPHY

- Birringer, Johannes H.: *Performance, Technology & Science*, PAJ Publication, New York, 2008
- Chion, Michel: *Audio-Vision: Sound on Screen*, Columbia University Press, New York, 1994
- Dixon, Steve: *Digital Performance: A History of New Media in Theater, Dance, Performance Art, and Installation*, The MIT Press, Cambridge, 2007
- Holmes, Thom: *Electronic and Experimental Music: Technology, Music, and Culture*, Routledge, New York, 2012
- Manovich, Lev: *The Language of New Media*, The MIT Press, Cambridge, 2002
- Noble, Joshua: *Programming Interactivity: A Designer's Guide to Processing, Arduino, and OpenFrameworks*, O'Reilly Media, Inc., 2009 (revizuită 2012)
- Schafer, Murray R.: *The Soundscape: Our Sonic Environment and the Tuning of the World*, Inner Traditions / Bear & Co., 1993