College of Fine Arts & Design
Welcome to the University of Sharjah

Welcome to the University of Sharjah (UOS), a university that provides first-class education to students from the UAE, Arab countries, and to students from around the globe.

The University of Sharjah offers academic programs in a broad range of disciplines that truly define it as a world-class university. Programs cover an impressive range of fields and scope including the arts, humanities and social sciences, Islamic studies and Sharia law, international and civil law, communications and the media, the sciences, business, engineering and architecture, fine arts and design, medicine, pharmacy, dental medicine, health sciences and community college programs.

Studying at the University of Sharjah, a prominent and comprehensive university, offers many advantages. You will be exposed to numerous course and program options that will allow you to combine disciplines so that you may participate actively in addressing both today’s challenges and those of the future. You will also enjoy the flexibility of choosing from a wide range of options the program that best matches your talents, aptitude and interests. Lastly, at the University of Sharjah, you will experience a wonderful journey of self-discovery and learning that will bring your best abilities to the forefront.

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"Explore your future at UOS"
The College of Fine Arts and Design

The College of Fine Arts and Design (CFAD) ranks as the number one choice for talented students who aspire to become creative, innovative and skilled artists and designers. Our College is located in the vibrant and multi-faceted Sharjah University City, an inspiring academic city within a culturally rich and diverse community. Our College provides a dynamic and stimulating environment in which to study creative areas such as Fine Arts, Interior Design, visual communication, Fashion Design and Textiles.

We aim to be the leading provider of art and design education in the region through introducing the latest pedagogical concepts, novel learning and teaching methods and practice-based research of relevance to the local and regional cultural communities. Our programs are designed to encourage and nurture creativity, innovation and independent thinking and to graduate students skilled and respected as professional artists or designers within their chosen fields. At the heart of our curriculum is an ideas-led approach towards creative risk taking, exploration, inquiry, entrepreneurship and collaboration in pursuit of the most innovative and creative artwork and design.

We educate our graduates to look towards the future, continue their own development autonomously and to develop the skills for which prospective employers are progressively recognizing a need. Our programs equip graduates with the knowledge and skills necessary to create original and innovative art and design concepts that will contribute to the creative wealth of the region. Our curriculum encourages students to integrate the culture and values of their society into their artwork.

VISION
The College strives to become an international centre of excellence in art and design through delivering education and conducting research to shape our lives and society.

MISSION
The College supports the University’s overall mission to:
- Promote education, academic inquiry and the advancement of knowledge.
- Provide a supportive teaching and learning environment to enable students to develop their intellectual and creative potential and make students aware of the professional opportunities and contexts available to artists and designers in this rapidly changing world.
- Provide a curriculum that challenges students to become independent and innovative in their thinking and artistic practice and tap in on the region’s culture and traditions.

OBJECTIVES
Our College provides a dynamic and interactive learning community, which allows students to nurture, develop and exploit their creative talents towards their own professional aspirations. As the rapidly developing Arts and Design Hub of the region, our objectives are to:
- Offer comprehensive and first-rate undergraduate and postgraduate art and design programs.
- Provide a stimulating learning environment that allows students to nurture their creative talents.
- Establish partnerships with art and design centers of excellence worldwide.
- Equip our students with the means to adapt to and help shape the rapidly changing creative and cultural industries.
- Stimulate a culture of research with emphasis on multidisciplinary projects that have a direct benefit to society.
- Maximize our contribution to the cultural, social, and economic well-being of our society.
- Work with others to enhance the University’s reputation as a provider of creative and cultural education.

UNPARALLELED RESOURCES
Studios: The College enjoys four purposefully designed U-shaped studios dedicated to teaching creative and practice-based fine arts and design courses. These state-of-the-art studios create a vibrant and stimulating learning environment for our students.
Printmaking Studio: The College of Fine Arts and Design houses the most comprehensive printmaking workshop in the entire Arab Gulf region (if not the world!) to be used for educational purposes. It contains state-of-the-art printmaking facilities and equipment that enable students to partake in a full and diverse range of printmaking mediums. Students create monotypes, collagraphs, relief prints (such as linocuts and wood cuts), lithographs, screenprints, and intaglio prints such as etchings (non-toxic), photo-etchings, dry point printmaking and engravings. The studio’s specialized printmaking equipment has been imported from the UK and USA and includes:

- 2 x Harry Rochat etching presses.
- 1 x Takach large multi-purpose press.
- 3 x Natgraph screen beds.
- 1 x Harry Rochat offset lithography press
- Natgraph vertical and horizontal exposure units and UV lighting
- Natgraph washout and developing booths for screen-printing.

The studio also houses a papermaking facility enabling students to make their own handmade paper from a range of materials using a Reina Hollander beater and a 50-ton hydraulic press. The studio is supported by a full-time technical expert/lecturer in printmaking with extensive practical knowledge of all printmaking areas.

Digital Media Lab: The College of Fine Arts and Design has developed superior, state-of-the-art technical facilities for the production and presentation of creative works in digital media, film, and photography. The College’s Mac and PC computing labs have an array of relevant software and hardware for video editing, 2-dimensional and 3-dimensional image-making and animation capabilities, audio post production, and other innovative applications for computer-based fine arts and design. The College has a diverse array of digital video and still photography cameras, lenses, and audio recording equipment, with a range of related support systems, for the purpose of learning and practice on location and in studio production.

The College facilitates AVID-, Mac and PC-based post production in professional-styled individual studios and learning labs, a multi-functional performance and production studio, and the “Little Theater” for high quality presentation of artistic work. The quality and scope of CFAD’s facilities are incomparable to any other in the UAE. Successful completion of our educational programs in the study in digital media and photography gives students the necessary skills and background to commence their professional careers in the UAE and worldwide.

Mac Labs: CFAD has three Mac labs for media classes and where students may produce creative computer-based projects. Labs are equipped primarily with Apple equipment with more than 40 iMac computers, six high-end scanners, six laser and ink jet printers and two A0 Plotters. The Lab is connected to the Internet and to the University’s local network. All computers have the latest operating systems and a full package of the most current software for graphic design, image production and manipulation, video editing, web design, basic animation and many other software programs.

Library: The College of Fine Arts and Design has its own library with more than 5,000 books and periodicals, more than 300 educational media sources (DVD’s, videotapes, etc), and computers (Mac and PC) for online learning, research and practice. The library subscribes to many research database collections, that greatly enhance research and learning in the fine arts. The library offers spacious reading areas, photocopying services (free of charge), media resources, Internet, resource circulation, and reference services.

Auditorium: The College has a large auditorium for displaying and presenting creative works produced by students in the classroom, critique settings or in public presentations. The auditorium is also used for lectures, seminars, film screenings, college assemblies, and other events and activities.

GALLERIES

Rewak - The Gallery

REWAK is a “purpose built art gallery”. In fact, its design and lighting arrangements along with its acoustics are such that it is an effective space for all art forms and artists. The gallery’s mission is to support the pedagogy, research, and studio practices of the College, which are viewed as integral to teaching and learning. Graduation assessment exhibitions and student shows are held in the gallery each year. Exhibition proposals are submitted to the College on a continuous basis, while the Gallery Committee formalizes an annual schedule for the gallery in November of each year. This approach enables the public and University to optimally utilize the gallery, plan any visits by regional and overseas guests to the University and gallery, and efficiently schedule events in the gallery.

The committee generally selects a number of student exhibitions and shows by faculty and locally emerging young artists, as well as exhibitions by established practitioners from Sharjah and the region. Proposals are selected based on merit and contribution to teaching areas in the College of Fine Arts and Design.

The Artists’ Book Gallery

Artists’ books, also referred to as bookworks, are works of art presented as a book. An artist’s book may take the form of a limited edition or a one-off piece of artwork that is more of an object than a book; it might be a selection of items in a box, a fold-out object or scroll or a hand-printed volume or multiple volumes. There are myriad ways of using artists’ books for ideas and forms.
Our Artists’ Book Gallery provides artists and students with a space to explore all aspects of the artist’s book to be presented at exhibitions. Applications or collaborative projects from students, artists and institutions are welcomed.

The Light Box Gallery

The Light Box space has been created to accommodate the emerging trend of digital image-based artwork. The College hopes that more students feel challenged to participate in this exciting media and to use this new public art space. The Light Box Gallery offers the students, or any other participants, the opportunity to showcase their work. This gallery is located along the corridor walkway to the library. The set of ten light boxes is suitable for a solo exhibition or a group exhibition. Dimensions of the boxes are: 24” x 20”.

PROGRAMS

The College’s programs may be completed in four years of full-time study and include a common first-year foundation studies program. This is an intensive year of study designed to introduce students to creative production methods and all of the art and design subject areas offered by the College.

All of our programs are studio-based with state-of-the-art workshop and technical facilities. Courses are delivered by an international faculty made up of accomplished artists, designers and theorists with professional links to the creative industries in the UAE and worldwide. The College is co-educational and the language of instruction is English.

Bachelor of Fine Arts in Interior Design

Our Interior Architecture and Design program brings together the study of architecture with interior design to explore how buildings are inhabited and physical spaces are organized, working with interior structure and surface to coordinate all elements that make up an interior space, from walls and windows to color, lighting, furnishings and textures. Study is based around the practical application of design concepts, technology for design, philosophy and theory. The program provides students with the knowledge, understanding, and skills to respond to the professional challenges ahead through innovative, responsible and sustainable design practice.

Bachelor of Fine Arts

The BA of Fine Arts encourages students to investigate the world around them and think about what it means to be creative through experimentation and creative exploration.

The program offers project-based coursework and practice studios and workshops. Students are given the opportunity to explore a wide range of specialized areas of practice including sculpture, printmaking, drawing, painting, digital media, and photography. Throughout all stages of study, students learn about art history and theory, while building their knowledge and understanding of cultures.

Bachelor of Fine Arts in Fashion Design and Textiles

Our Fashion Design with Textiles program aims to graduate talented and highly skilled designers with professional experience, ready to take on the challenges of the vibrant, exciting and fast-paced global design and textile industries. It focuses on innovative design processes and print production techniques, together with a critical appreciation for the historic, social and cultural context of fashion and textiles.

Bachelor of Fine Arts in Visual Communication

Our Visual Communication program incorporates the study of a broad range of practices including motion graphics and interactive design, design for books, magazines and exhibitions, packaging, branding and corporate identity, television graphics and moving images. The program aims to equip a new generation of designers with the tools they need for the 21st century in the ever-evolving design industry. Students engage in practical studio and workshop-based projects, which gives them the opportunity to explore different media. Projects become increasingly self-directed as students progress through the program, giving them the freedom to develop their own creative means of expression and invention through design.
Bachelor of Fine Arts

The Fine Arts Program is designed to produce graduates who are multi-skilled practitioners, independent learners and creative thinkers.

The Fine Arts Program emphasizes support for creative development, utilizing a dynamic and contemporary approach to fine arts, and prepares students to become innovative professional artists. The Fine Arts program fosters a distinctive, experiential learning process that provides key knowledge, skills and attitudes in the field of fine arts. Introductory core fine arts studio workshops equip you with the fundamental proficiencies in sculpture, painting, photography, printmaking, and art history and theory. During the intermediate stage, you acquire knowledge of fine arts concepts, the contemporary fine arts practice, and the ability to produce meaningful works of art and contextualize your studio work within the discourses of contemporary fine arts. Students are encouraged to focus their research on self-directed studio research projects supported by competencies in core fine arts areas, and may choose to work in one medium or to combine various media forming an interdisciplinary practice. During the advanced stage, students further develop and consolidate a coherent line of intellectual inquiry to develop an area of fine arts research integrating studio work with concepts, theories, and professionalism.

PROGRAM OF STUDY

Foundation Year One
The foundation year equips students with general art and design knowledge and skills in drawing, color, 2D/3D design through rotations of art and design disciplines, IT/digital workshops, and a final project. It introduces you to the history of world arts and encourages you to become self-reflective and to work independently. Students are introduced to the studio practice through projects and workshops coupled with study trips, lectures, seminars, tutorials and exhibitions, while working closely with faculty members. The curriculum is designed within a framework such that faculty and student-led projects prepare you for your respective areas of specialization in the next stages of study.

Year Two
Introductory core fine arts studio workshops and projects equip students with the fundamental proficiencies to challenge their imagination and develop formal skills in sculpture, painting, photography, printmaking, and art history and theory. Students acquire proficiency in techniques and technologies, methods and processes, the languages of fine arts, syntax and structure, and in the creation of artworks.

Year Three
In intermediate studio practice and research students acquire knowledge in fine arts concepts and contemporary fine arts practice gaining the ability to produce meaningful works of art within the context of contemporary fine arts discourse. Students are empowered to be independent and innovative thinkers through a critical application of practical methods and processes, theories, semantics and concepts.

Year Four
Forming a coherent line of intellectual inquiry in fine arts research, students further enhance self-sufficient study and develop an independent research in their area of study. Students exercise critical thinking to form and defend views about their artwork and the artwork of their peers. In this stage students synthesize imaginative and innovative theories with a conceptually led approach into studio practice towards becoming professional artists.

AFTER GRADUATION

Fine Arts graduates are accomplished and proficient in several key areas of art and design. They possess the knowledge, skills and attitudes to work as fine arts practitioners and are prepared for careers in fine arts or postgraduate study. Our graduates may also apply their learning to pursue arts-related educational programs such as arts management, curatorial studies and arts education.
Bachelor of Fine Arts in Visual Communication

Our Graphics Design and Multimedia program incorporates the study of a broad range of practices including motion graphics and interactive design, design for books, magazines and exhibitions, packaging, branding and corporate identity, television graphics and moving images.

Our program focuses on graphic design with multimedia as a complementary component reflecting the realities of contemporary practices in the graphics design industry. The program covers topics such as visual communication, typography, print and digital media, web design, interface design, branding, corporate identity, and the design of multimedia. This program normally leads to a variety of professional design destinations such as working for design studios using print and digital media. Graduating designers are able to move into other related areas such as marketing, advertising and promotions.

PROGRAM OF STUDY
Foundation Year One
The foundation year equips you with general art and design knowledge and skills in drawing, color, 2D/3D design through rotations of art and design disciplines, IT/digital workshops, and a final project. It introduces you to the history of world arts and encourages you to become self-reflective and to work independently. Students are introduced to studio practice through projects and workshops coupled with study trips, lectures, seminars, tutorials and exhibitions, while working closely with faculty members. The curriculum is designed within a framework such that faculty and student-led projects prepare you for your respective areas of specialization in the next stages of study.

Year Two
The Underlying Design Principles, Concepts and Tools. Year Two of this program covers the acquisition of underlying skills and knowledge in the use of industry standard software in the context of creative exercises and assignments related to the design and development of varied aspects and applications of visual identity (both off and on-line). This is complemented by a background in typography and related principles for traditional and digital media, as well as information design (signage, interface design, digital and non-digital media). Information design deals with aspects of visual information management, whether print-based or digital. Once these principles are covered, students are equipped to deal with the concepts of visual identity, branding for different media, and advertising. The year two integrated project allows you to select from a number of set briefs based on regional relevance.

Year Three
The Application of Design Principles and Concepts. During year three, you develop skills related to the packaging design, web design, audio-visual practices and the design of multimedia narratives. The unit of design for packaging, builds upon information design skills and knowledge acquired during the previous year. The unit on audio/visual practices utilizes industry standard software and the award-winning audio-visual facilities in the College of Fine Arts and Design. During year three, you also learn about web design and multimedia design.

Year Four
Independent Year four is about preparing you for the workplace through the research, development and the design of a major project (a showcase for individual portfolios and public exhibition). This is complemented by a unit, related to professional development and practice, which exposes students to industry practices, business awareness, CV/resume writing, portfolio development, applying for jobs, and ethical considerations and practices. Last, but not least, students undertake the writing of a thesis that complements their knowledge and confirms that they are thinking practitioners able to pursue further professional development and research.

AFTER GRADUATION
There are abundant opportunities for graphic and multimedia designers to work as independent professionals or at design agencies, corporations, or national and international art organizations, museums and galleries. In addition, graduates may wish to enter into the teaching profession in their related area of specialization. Positions such as art directors and senior graphic designers are usually available once graduates have accrued significant work experience and a portfolio reflecting their experience.

Professional bodies and associations often have a careers section with job profiles; these can vary in terms of titles, but graduates are encouraged to check regularly for positions and jobs. We recommend the following professional bodies and associations: The British Interactive Media Association (BIMA), the Chartered Society of Designers (CSD), the Design Council, the International Society of Typographic Designers, the Society of Graphic Fine Art, the Association of Illustrators (AOI), British Design and Art Direction (D&AD), and the American Institute for Graphic Design (AIGA).
Bachelor of Fine Arts in Interior Design

The Interior Design program brings together the study of architecture and interior design to explore how buildings are inhabited and physical spaces are organized, working with interior structure and surface to coordinate all the elements that make up an interior space from walls and windows to color, lighting, furnishings, and textures.

The program aims to provide you with the knowledge, understanding and skills necessary to respond to professional challenges ahead through innovative, responsible and sustainable design practice, and gives you a clear understanding of the international interior architecture market and industry.

The demand and requirements for well-designed interior spaces continue to change and develop in response to public and commercial practice, new technologies and social and cultural practices. The program aims to reflect these changes and encourages students to explore and develop innovative, spatial and architectural interior design responses to such demands.

PROGRAM OF STUDY

Our degree program is structured around a series of design projects, that develop in terms of physical and intellectual complexity, and examine, research and develop creative solutions to change, occupation and use of space. During a three-year period, projects are set within the context of considering existing buildings and their re-evaluation and refurbishment for contemporary use.

Foundation Year One

The foundation year equips you with general art and design knowledge and skills in drawing, color, 2D/3D design through rotations of art and design disciplines, IT/digital workshops, and a final project. It introduces you to the history of world arts and encourages you to become self-reflective and to work independently.

Students are introduced to studio practice through projects and workshops coupled with study trips, lectures, seminars, tutorials and exhibitions, while working closely with faculty members. The curriculum is designed within a framework such that faculty and student-led projects prepare you for your respective areas of specialization in the next stages of study.

Year Two

Year two begins with a fundamental exploration of form, space, line and drawing aimed at teaching you the basic skills of interior architecture through a series of studio-based design projects.

Each design project has a different contextual and technical requirement to which you respond. Alongside these design-based units, you will participate in our cross-college program for Personal and Professional Development (PPD), which is delivered through an Emirates-based research project.

Unit 4 engages all design pathway students in a college-based cultural studies program.

Year Three

During year three, you are encouraged to be creative and inventive and to enquire and explore both new and traditional techniques for the design and presentation of interior spaces. You are introduced to CAD and 3D computer graphics as both a design and presentation tool, and you will enhance your skills and knowledge in both model making and prototyping. In addition, you will develop your presentational skills and design portfolio skills. You will also enrich your knowledge of interior architecture and design through participation in group or teamwork projects with students from other programs.

Your design appreciation and theoretical learning will continue in Unit 9, culminating in a cultural studies degree research project.

Year Four

The focus of this final year of the program is on the further development of your individuality and independence as a designer. You will initiate, develop and complete your final major degree project. Unit 13 teaches you research skills as you explore a project within your design interests and identify areas of your work that may require further attention or focus, while developing your degree project proposal.

Unit 14 sees the development and resolution of this research project as a comprehensive interior design solution and presentation in the form of an interior architecture and design exhibition in the College.

Throughout the year, you continue to learn new skills and develop existing ones, in particular with respect to advanced 3D CAD and digital design techniques, and apply these to your final major project. In common with all other design students in the College, you will complete your cultural studies dissertation during Unit 12; this is submitted for examination at the beginning of the Spring semester.

AFTER GRADUATION

There are abundant career opportunities to work as designers for architectural or interior design organizations or companies, in commercial and residential design, space planning, computer-aided drafting, showroom management, production design, stage design, event management and architectural journalism or as design consultants in various industries, entertainment, retail and tourism.
Bachelor of Fine Arts in Fashion Design and Textiles

Our Fashion Design and Textiles program combines the study of fashion design with printed textiles using innovative design processes and print production techniques, together with a critical appreciation for the historic, social and cultural context of fashion and textiles.

The Fashion Design and Textiles program equips you with the knowledge, skills and attitudes to develop into innovative professional fashion designers. Our program emphasizes fashion design with fashion textiles as a complementary component. You acquire knowledge, skills and understanding of printing, dying, manipulation and embellishment processes that you creatively apply in your fashion design work. Combining fashion design with textile design allows you to develop a unique identity in line with contemporary professional fashion designers.

PROGRAM OF STUDY

Throughout your degree studies, units on the history and theory of art and design and cultural studies help you develop a critical and analytical approach to the design process. You also work closely with key figures and organizations from the design world on projects that give you professional awareness and experience.

Foundation Year One

The foundation year equips you with general art and design knowledge and skills in drawing, color, 2D/3D design through rotations of art and design disciplines, IT/digital workshops, and a final project. It introduces you to the history of world arts and encourages you to become self-reflective and to work independently. Students are introduced to studio practice through projects and workshops coupled with study trips, lectures, seminars, tutorials and exhibitions, while working closely with faculty members. The curriculum is designed within a framework such that faculty and student-led projects prepare you for your respective areas of specialization in the next stages of study.

Year Two

Project work during year two is directly linked to instruction related to the basic principles of fashion design. Design work is based on research-driven project briefs that introduce you to the building blocks of fashion design in pattern-cutting and garment construction. These workshops and projects are offered in sequence and you gain an understanding and the skills necessary for basic textile work, which will enhance your future in fashion design. In Unit 5, you consider the application of surface texture to garment design and 3D experimentation draping on the stand. You are also introduced to illustration and portfolio presentation techniques.

Year Three

During year three, you enhance and refine your design and technical skills and deepen your knowledge of the fashion industry. You are encouraged to be creative, inventive and inquisitive. You will begin to shape your personal identity as a designer. You increasingly combine your fashion design skills with fashion textile design work using both digital technology and traditional techniques.

As the year progresses, these skills are integrated further into the fashion design practice. You participate in a ‘live’ team project that offers interaction with related industries and furthers your understanding of viability and market compatibility. Before commencing year four, you undertake an internship in a design company; this will help shape your ideas for your final degree collection and help you with career decisions.

Year Four

The focus of this year is on the synthesis of originality and professionalism as you initiate, develop and complete the degree collection project. During the first semester, you are encouraged to identify and explore your personal design interests. You are required to develop a coherent proposal that evaluates and justifies your work in terms of market considerations and technical demands. In the final semester, you complete your degree collections of four to six outfits and your supporting body of work.

The challenging nature of year four allows you to combine your fashion and textile work in a contemporary and self-directed manner. This culminates in the preparation of your design portfolio and degree collection, which normally takes the form of a group catwalk show.

AFTER GRADUATION

Our program prepares students for careers in fashion design, creative direction and brand development, styling, consultancy, fashion textile development, garment production and technical management, and entrepreneurship. You may, through further training, pursue careers as fashion press relation officers, fashion journalists, retail buyers and managers, film and theatrical costume designers and fashion event producers. The international nature and structure of the program enables you to pursue further graduate studies.
Exchange Programs

The College Implemented a “visiting artist program” in Fine Arts. The value of the visiting artist program is to provide students with exposure and interaction with quality external practitioners with international experience. This year the visiting artist was Tarek Atoui who conducted a workshop for second and third year Fine Arts students addressing the use of new and interactive technologies in the fields of interdisciplinary performances and installations in Fine Arts. The workshop introduced students to the world of new technologies applied to art allowing students to conceive and work on projects and ideas that use new technologies in creative and artistic ways.

Admission Requirements

MAKING THE GRADE
Students with a minimum overall average of 70% on the UAE Secondary School scientific or literature certificate or its equivalent, as approved by the Ministry of Education, may apply for admission to the College of Fine Arts.

ENGLISH PROFICIENCY TESTS
All new students applying to the College of Fine Arts are required to obtain a passing score on one of the English language proficiency exams recognized by the University of Sharjah. Students may take the institutional TOEFL exam at the University of Sharjah upon registration and must achieve a minimum score of 500. The University of Sharjah also accepts a minimum of 61 on the international iBT TOEFL (Internet-based exam), or a minimum of 5.0 on the academic IELTS exam, or a minimum of 1400 on the EMSAT (in English) provided that the student’s test score certificate is still in effect.

Admission
Students meeting the University’s admission requirements and choosing a Fine Arts and Design (major) as their desired program of study are admitted to the University as Fine Arts and Design students. Students are strongly advised to carefully review the University’s catalogue for admission and degree requirements as well as all related academic policies.

Exchange Programs

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