

RESEARCH THEME

XLI Cycle – a.y. 2025/2026

Title of the doctoral research Leveraging new digital technologies in sound art and audiovisual art to re-frame the boundaries of exhibit design

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Abstract

The proposal examines how new digital technologies in sound art and audiovisual art change the role of exhibit design and re-frame the boundaries of this discipline.

One of the goals is to study how new expressions of this kind of art influence the way with which the design envisions new cultural experiences and the perception of spaces, modifying the synesthetic experience according to visitors' behaviors.

A further aspect to be explored is how new digital technologies intervene in the interactive and performative stage design field.

How do new expressions of audiovisual/sound arts contribute to shaping novel immersive and interactive spaces?

How can the cross-fertilisation between audiovisual art, sound art, and design improve the models of collaboration among curators and exhibit/stage designers?

How can interactive digital audiovisuals intervene in creating new models of performance able to change the traditional staging paradigms?

The research longs for "using" temporary event settings as a place of experimentation addressing different orders of issue:

- methodological: inquiring approaches, methodologies, practices, and tools the researcher/designer must embrace to frame the design intervention according to an interdisciplinary approach between art and design

- meta-project: envisioning new models of exhibit/stage systems able to take advantage of digital interaction in audiovisual/sound arts

- technical: pinpointing, applying, and evaluating innovative exhibit/stage systems in actual contexts.

Keywords

Exhibit/stage design, Art, Phygital.