



Universitat  
Pompeu Fabra  
*Barcelona*

Departament  
de Comunicació

# Master in Digital Culture and Emerging Media

## **CHALLENGE-ORIENTED FINAL PROJECTS**

# DiCEM | Challenge-oriented Final Projects

## Edition 2025-26

The Master in Digital Culture and Emerging Media offers the students the opportunity to do a challenge-oriented project for their Master's Degree final project, based on a proposal of the teaching staff and/or a collaborating entity. These challenge-oriented projects are carried out in groups (2-3 students), each participant having a clearly defined role (see the specifics of the project proposals). The final evaluation of these projects will include both an individual mark (50%) and a group, shared mark (50%).

The offer of challenge-oriented projects may change in each edition of the Master's Degree. Those students interested in taking part in one of these proposals must first formalize an expression of interest (individually) through the corresponding online form (due to be active in November-December; students will be informed about the procedure in due course).

### **DiCEM's challenge-oriented projects. Edition 2025-26**

#### **Challenge #1. Exhibition script on a topic of digital culture**

##### Outline and objectives

This challenge consists of the conceptualization and development of an exhibition script related to digital media / digital culture. The advisor of the project will propose 2-3 possible topics to the group of students, among which they will choose one. Throughout the process, the group will have a mentoring session with an artist, a curator or a representative of a cultural center / museum (to be decided by the advisor).

##### Output

The group of students engaged in this project will carry out a research report and an exhibition script (written document).

##### Basic aspects of the workflow

The work process will start with an initial meeting with the advisor of the project, who will propose 2-3 possible topics to work on to the group. In addition to the regular meetings with

the advisor, by the middle of the process a special meeting would be held between the students and a mentor (artist, curator, representative of a cultural center / museum), who will give additional feedback to the students.

### On the theoretical and research background of this project

This project has two key aspects of its theoretical and research background:

(A) Topic-related research.

The students shall carry out some research into the topic of the exhibition.

(B) Theoretical background and state of the art of (selected) digital media/resources for the exhibition.

The students must include some museographic proposals related to digital media in their exhibition script and these resources must be contextualized in the theoretical section of the final document, as a state of the art on these digital media resources and their potential in museum exhibitions. Proper academic references must be included.

These two points must be properly developed and discussed in the final document of the project.

### Participants and roles

This project is to be carried out by a group of 2-3 students. All of them may collaborate as they wish in any area of the project; however, in terms of the final evaluation, each significant section must be signed individually by (only) one student, as the main author.

Roles (concerning individual evaluation):

1) One/two student(s) responsible for the theoretical and research background of the project (see points A and B above) plus, optionally, a certain part of the script (this role must be covered by at least one student).

In case of two students adopting this role, they must specify clearly the main individual authorship of each section, by signing them individually.

2) One/two student(s) as main responsible(s) for the development of the exhibition script (this role must be covered by at least one student). In case of two students adopting this role, they must specify clearly the main individual authorship of each part of the work, by signing them individually.

According to this outline, the students must specify clearly their respective roles within the final document of the project. See the document of guidelines for the master's degree final projects on the master's website (regarding practice-based research).

### Structure of the document

See the information on the modality 'practice-based research' in the document of guidelines for the final projects, available on the master's website.

#### Other aspects

Intellectual property rights shall belong to the students. The students commit not to use the results of the project as part of an academic publication (or any other kind of dissemination) without having prior permission from the group.

#### Limit of groups and selection criterion:

This challenge is limited to one group (of 2-3 students). If requests from students exceed this limit, the selection criterion will be their average grade at the current moment in the master's degree.

## **Challenge #2. Interactive Art Installation**

### Outline and objectives

This challenge consists of the conceptualization and development of an interactive art installation, which critically explores any aspect of digital media / digital culture.

The concept of the installation shall be proposed by the group, in agreement with the advisor, and adapted to the resources and limitations of our campus facilities.

### Output

The group of students engaged in this project will carry out and document an art-based research process which will culminate in an interactive art installation of which they will be the authors.

### Basic aspects of the workflow

The work process will start with a kick-off meeting with their project's supervisor, who will assist the students on the initial orientation and definition of the project. Special attention will be paid to adapting the project to the calendar, as well as to the technological resources and operating rules of our campus. Throughout the process, follow-up meetings will be held between the students and their project's supervisor whereby he may assess the evolution of the project and give more feedback to the students. The students must take notes at the meeting/s and include the information and decisions they made deriving from them in a written report of the work process.

### Arts-based research

Following Henk Borgdorff (2005):

*“Art practice qualifies as research if its purpose is to expand our knowledge and understanding by conducting an original investigation in and through art objects and creative processes. Art research begins by addressing questions that are pertinent in the research context and in the art world. Researchers employ experimental and hermeneutic methods that reveal and articulate the tacit knowledge that is situated and embodied in specific artworks and artistic processes. Research processes and outcomes are documented and disseminated in an appropriate manner to the research community and the wider public.”*

Both the interactive art installation and its documentation will be carried out by the group and will be evaluated separately.

### Participants and roles

This project is to be carried out by a group of 2-3 students. All of them may collaborate as they wish in any area of the project; however, in terms of the final evaluation, each significant section must be signed individually by (only) one student, as the main author.

Roles (concerning individual evaluation):

1) One/two student(s) responsible for their reflective practice documentation (this role must be covered by at least one student).

2) One/two student(s) as main responsible(s) for the development of the interactive art installation (this role must be covered by at least one student). In case of two students adopting this role, they must specify clearly the main individual authorship of each part of the work, by signing them individually. According to this outline, the students must specify clearly their respective roles within the final document of the project as well as on the credits of the interactive art installation. See the document of guidelines for the master's degree final projects on the master's website (regarding practice-based research).

### Structure of the document

See the information on the modality 'practice-based research' in the document of guidelines for the final projects, available on the master's website.

### Other aspects

Intellectual property rights shall belong to the students. The students commit not to use the results of the project as part of an academic publication (or any other kind of dissemination) without having prior permission from the group.

The use of open hardware and software is encouraged. Respecting the terms and conditions of our University's software and hardware is mandatory.

Both the installation and the documentation constitute the student's work in the context of their Master's Final Project and therefore DiCEM/UPF must be credited accordingly.

### Limit of groups and selection criterion:

This challenge is limited to one group (of 2-3 students). If requests from students exceed this limit, the selection criterion will be their average grade at the current moment in the master's degree.