

DESIGN

L-gh

L-gh is a thoughtful, innovative, and interactive exhibition. The reaction it provokes is from the very base of the senses and is the first final year project exhibition from BFA in Digital Arts degree students organised by the Department of Digital Arts, Faculty of Media and Knowledge Sciences.

The exhibitors chose an intriguing moniker: the most enigmatic and iconic rune in the Maltese alphabet (L-gh). Together they used it as a starting point and explored the thematic elements it connotes. The students tapped into six themes and developed twelve projects.

Despite majoring in animation or graphic design, each artist worked with a subject they discovered and developed over several months. Creativity and variety are abundant, with projects ranging from audio-visual experiments and curatorial work to interactive documentaries and highly thematic visual material. The body of research and thought behind each project sheds recognition on conceptual and creative transformations currently occurring in the practice of art and design. They shift the boundaries of art, design, and media and how they can be used together. **L**

L-gh, the Degree Exhibition of the BFA in Digital Arts (Department of Digital Arts, Faculty of Media and Knowledge Sciences, University of Malta). Artists: Ramon Azzopardi, Matthew Calleja, Caroline Curmi, Darryl Farrugia, Danika Muscat, Angele Pollacco, Lucrezia Rapa, Pascale Spiteri, Michelle Trapani, Siobhan Vassallo, Matthew Vella and Ryan Zammit Pawley.



