

# **INTERACTIVE WORKS PRODUCTION**

Dr. Arnau Gifreu Castells  
2004 - 2021

\* **Online portfolio projects:** [http://agifreu.com/multimedia\\_eng.htm](http://agifreu.com/multimedia_eng.htm)

\* **The Cube. Three-dimensional stories** (Director of interactivity, design, script, 2020-2023)

Transmedia fiction project in which six characters, in their everyday universes are faced with pains, concerns and problems of which they are victims, or in some cases the cause. All their stories are intertwined as if it were a fictional story provoked by someone.

\* Project URL: <https://elcubo.rtvplay.co/>

## **Season 1: The Power (2021)**

Credits:

\* Creative Director: Juan Baquero

\* Design, literary script, stage and audiovisual direction: Fabio Rubiano

\* Project Producer: Carolina Aponte

\* Executive Producer: Margarita Herrera

A RTVCPlay production with Eva Producciones in alliance with Teatro Petra, Los Niños Films and Interfaz.

\* All credits: <https://elcubo.rtvplay.co/el-cubo/temporada-1>

## **Season 2: The Inquisitor (2022)**

Credits:

\* Creative Director: Juan Baquero

\* Design, literary script, stage and audiovisual direction: Fabio Rubiano

\* Project Producer: Carolina Aponte

\* Executive Producer: Margarita Herrera

A RTVCPlay production with Valencia Producciones and Interfaz.

\* All credits: <https://elcubo.rtvplay.co/el-cubo/temporada-2>

## **Season 3: Roads of Jordan (2023)**

Credits:

\* Creative Director: Juan Baquero

\* Design, literary script, stage and audiovisual direction: Fabio Rubiano

\* Project Producer: Margarita Herrera

\* Executive Producer: Paula Arias

A RTVCPlay production with Dieciseis9 Producciones and Interfaz.

\* All credits: <https://elcubo.rtvplay.co/el-cubo/temporada-3>

**\* Escape Europe. A Webdoc Game on the Southern Border (Interactive Scriptwriter, 2022)**

WebDoc with game narrative that aims to raise awareness through transmedia gamification about the experiences of migrants and refugees when they arrive in Europe. The Web Doc Game compiles and organizes narratively all the audiovisual and didactic materials and pieces created by the partners and participants of the ERASMUS+ MIGRIMAGE project. Image of Migration on The Southern Border.

\* Immersive Webdoc: <https://utopi.es/escape-europe/>

**\* Escarabajos. Un país descubierto a peddalazos (Interactive scriptwriter, 2021)**

Transmedia project about the history and milestones of Colombian cycling made up of three parts: an interactive documentary, a traveling physical exhibition and a documentary resource center about Colombian cycling.

Credits:

- \* Diego Aldana - Digital curator
- \* Diego Aldana and Gabriel Linares - Physical Curatorship
- \* Javier Mozo - Graphic design
- \* Nadia Guacaneme - Museography
- \* Georgina Ruiz Sandoval (GOGA) and Jhon Jaime Osorio - Main voiceover
- \* Juliana Aguirre, Marcel Baquero, Nixon Castelo, Adriana Montoya and Sergio Sarmiento - Secondary Voiceover
- \* Juliana Ladón De Guevara - Creative direction - videos
- \* Julián Alfonso, Sinar Alvarado and Zuly Zabala - Research and texts - audios and videos
- \* Andres Torres - Layout, design and animation - videos
- \* Iván Ulloa - Sound and music post-production - videos and interactive documentaries
- \* Víctor Uribe - Sound post-production - audios
- \* Zuly Adriana Zabala L. - General and editorial coordination
- Research and Services Group, Luis Angel Arango Library - Banco de la Republica
- \* Nelson Arenas, Alejandra Baena, Juan Carlos Monroy and Edwin Reyes - Scientific advisors - videos \*
- Library Network - Banco de la República

\* Project URL: <https://www.banrepcultural.org/exposiciones/escarabajos>

**\* Sex, maracas and chihuahuas (2016)**

The incredible life of Xavier Cugat, the only Spaniard with two stars in Hollywood Boulevard's Walk of Fame. From black and white to colour, we take a tour of classic Hollywood through film excerpts where the versatile artist met big stars such as Rita Hayworth, Frank Sinatra and Greta Garbo. A tribute to the rise of radio and big orchestras, rediscovering iconic clubs, hotel ballrooms and casinos from the end of the Prohibition era. Love stories, mafia, luxury cars, palm-tree settings. A cheerful and glamorous biopic journeying through two continents, from Cuba to Barcelona via the movie Mecca and the birth of Las Vegas, with the music of maracas.

Role: Project manager, interactive script and documentation

- Spanish version: <http://lab.rtve.es/webdocs/xavier-cugat/>

- Catalan versió: <http://xaviercugat.cma.cat/#/>

### \* **Bugarach. Surviving the Apocalypse** (2016)

Documentary game that recreates the village of Bugarach few days before the end of the Mayan world, scheduled for 21 December 2012. The user has to discover different parts of the town and after that an initiation climb to the peak of the mountain to witness the end of world ... Directed by Sergi Cameron and produced by Nanouk Films. Participation as executive producer and interaction design.

\* Role: Executive producer and project manager

- Interactive documentary: <http://lab.rtve.es/webdocs/bugarach/>

### \* **COME/IN/DOC** (2016)

Transmedia project divided into three main parts: an interactive metadocumentary, a database with leading experts of the field answering questions, and an interactive installation.

\* Idea and direction: Arnau Gifreu

\* Design and programming: Bernat Torras

\* Animation: Catalina Acelas and Ricard Parra

\* Audiovisual production and content management: Arnau Gifreu

\* Music: Guillem Roma

\* With the support of MIT Open Documentary Lab, i-Docs, DocsBarcelona, interDOC and Espill Media

- Transmedia documentary: <http://www.comeindoc.com/>

### \* **Cyborg Project** (2014)

Transmedia project with the intention of recreating in different ways, using technology, the experience of not perceiving colors and the world of cyborgs. The different parts of the project aim to invite the user to experience different ways of perceiving and relating to the world of color. But Cyborg Project is more than that: turns people into cyborgs. No, not to use them as war machines, but to widen their senses and capabilities by creating and applying cybernetic extensions to the human body. Parts of the transmedia project developed: Cyborg Project Website (1); Cyborg Foundation Website (2); Audiovisual Documentary/In a multicolor chip (3); Interactive Documentary/In a multicolor chip (4); Eyborgapp: mobile application for Android + iOS (5); Neil Harbisson personal website (6); Games Platform (7).

\* Produced by Espill Media

\* Direction: Roger Soldevila

\* Executive and transmedia Production: Arnau Gifreu

\* Design: Raymond Lagonigro, Josep Cumeras and Roger Soldevila

\* Web development: Raymond Lagonigro and Josep Cumeras

\* Audiovisual production: Isaac Martinez y Roger Soldevila

\* Promotion: Arnau Gifreu

- Transmedia documentary: <http://cyborgproject.com/>

### \* **Interactive platform** (2013-2014)

The TV3 Marathon Foundation dedicated the 2014 edition to heart diseases. This is an educational interactive website that allows the user to know more of this vital organ.

Credits:

\* Direction: Pere y Arcas Arnau Gifreu

\* Conceptual Design: Pere Arcas

\* Coordination: Arnau Gifreu

- \* Graphic Design and Development: Roger Soldevila and Joui Cumeras
- \* Animations: Catalina Acelas
- \* Illustrations: Anna Marmol
- \* Medical advice: Dr. Angel Cequier (Bellvitge University Hospital)
- \* Support for web development: Raymond Lagonigro
- \* A coproduction of Espill Media and Ask Yourself for the TV3 Marathon Foundation.

- Educational website: <http://www.espillmedia.com/lamarato2014/index.php>

Website on degenerative diseases in the context of the 2013 Catalan Television Marathon.

Credits:

- \* Direction: Pere Arcas, Catalina Acelas and Arnau Gifreu
- \* Script and coordination: Pere Arcas
- \* Audiovisual and multimedia production: Arnau Gifreu
- \* Design and web development: Catalina Acelas
- \* Editorial Content: Pere Arcas and Liudmila Shafirova
- \* Medical advice: Dr. James Kulisevsky (Research Institute of the Hospital de Sant Pau)
- \* Support for web development: Raymond Lagonigro

- Educational website: <http://www.tv3.cat/marato/interactiu2013>

### \* **Talking hearts** (2014)

Interactive project proposal that expands the play "Talking hearts", an interactive performance created by the collective "Roots and routes". Talking hearts is a youth initiative funded by the Youth in Action program of the European Union and coordinated by the Subjective Values Foundation (Budapest, Hungary) in partnership with Associazione culturale Fabbrica Europa (Firenze, Italy), EuroEst Foundation (Bucharest, Romania) and the University of Barcelona - LMI (Spain). It brings together four groups of young music, media and dance artists from four European countries with a diversity of cultural roots to promote creative European collaboration and social inclusion.

Encouraging young people to develop a common vision of a future Europe of cultural diversity as well as specific artistic, social, intercultural and entrepreneurship skills, "Talking hearts" is designed and organized by young people who met and worked together in various projects promoted by the ROOTS & ROUTES International network.

- \* Documentary direction: Marta Mesquida
- \* Interactive documentary direction: Arnau Gifreu
- \* Design and web development: Catalina Acelas
- \* Website of the audiovisual and multimedia production company Espill Media
- \* Espill Media Team: Roger Soldevila, Josep Cumeras, Raymond Lagonigro, Isaac Martínez, Ana Marmol and Arnau Gifreu

- Interactive essay: <http://www.talkinghearts.rootsnroutes.eu>

### \* **Interactive Documentary Website** (2014)

Research websites about the interactive documentary. First web with scientific content on this subject in Catalan, supplementing interDoc research site, the first of its kind in Spanish language.

- Catalan website: <http://www.documentalinteractiu.com/>

Web showing the author's milestones in his field of research

- English website: <http://agifreu.com/interactivedocumentary>

### \* **Eyeborg App (2014)**

Mobile application for Android and iOS that associates sounds with colors and creates an image composed of several layers of colors (sound pictures). Part of a transmedia project about the the cyborg world and specifically the figure of Neil Harbison.

The Android Application aims to recreate the metaphor for the mobile as the "Eyeborg", so that the user experience involves the sensations that Neil feels. It is, in a sense, a human extension through a mobile device, as Marshall McLuhan outlined decades ago. The application captures the colors through the device camera, analyzes the color and transforms it into an equivalent sound/color frequency. Thus, taking a few pixels from the centre of the image, the user can "listen" to colors and create their own sonor picture, then print or save it in the system as a JPG file.

\* Espill Media Team: Roger Soldevila, Josep Cumeras, Raymond Lagonigro, Isaac Martínez, Ana Marmol and Arnau Gifreu

\* Design and app programming: Josep Cumeras and Raymond Lagonigro

- App: [eyeborgapp.com](http://eyeborgapp.com)

### \* **InterDOC (2013)**

Web platform and research location focused on analyzing and enhancing interactive documentary production in the Latin area. Interdoc is an educational platform based on research, analysis and dissemination of interactive non-fiction, and can be used as a tool for studying and producing interactive documentary, an emerging form of audiovisual narrative. InterDOC is an online collaborative tool with two main functions: first, it facilitates the transmission of a certain type of information and knowledge that can be used in education, training and leisure activities, for example, in audiovisual and interactive production; and second, it allows a high degree of interaction and exchange between different users.

InterDOC is configured in two main areas: one visible area and one closed. The observatory will be the visible part of the production of interactive nonfiction genres, and particular emphasis will be placed on the interactive documentary genre. The area that is closed to the general public is considered to be the first social network specifically devoted to the interactive documentary. The people who will benefit from applying the InterDOC platform are those involved in the creation and production of interactive nonfiction, academic research and training in this area and the social networks of culture, leisure and entertainment.

Team: Valentina Moreno, Amanda Padilla, Ángela Gomez and Arnau Gifreu

- Web platform: <http://www.inter-doc.org/>

### \* **Interactive Nonfiction (2012)**

Interactive Nonfiction is a project that aims to encourage the production and analysis of the main genres related to the interactive nonfiction field. Interactive Nonfiction is an online community project that can be used as a collaborative tool for research, production and exchange of interactive nonfiction formats. The research will be strengthened through the creation of a research laboratory consisting of experts in the fields of interactive nonfiction (INFLab). The production will be encouraged from a different program in which participants will be selected to produce prototypes of projects related to interactive nonfiction (INFPro). The information will be disseminated through an online platform that will give visibility to the whole project and allow a high degree of participation, interaction and sharing. This platform will be the first social network dedicated to interactive non-fiction (INFCOM).

- Website: <http://www.interactivenonfiction.com/>

### \* **In a multicolor chip** (2011)

This project involves an audiovisual documentary broken down into themes and videos that explain unfamiliar concepts about the figure of Neil Harbisson, a sonocromatic cyborg. In the interactive space, the user can experience the feeling of creating their own sound picture, with the possibility of sharing in social networks, and post it on the online gallery. The idea is to create an interactive application and an interactive documentary. Both the application and the documentary are about the Neil Harbisson disease condition known as achromatopsia or monochromatopsia (genetic, congenital non-progressive disease that affects vision so that the person can only see black and white). The documentary addresses the theme of man and the use of technology to improve his living conditions. It uses the term cyborg because the main character of the documentary is considered to be a cyborg.

\* Team: Roger Soldevila, Josep Parés, Isaac Martinez, Arnau Costa and Arnau Gifreu

- Interactive documentary: [www.xipmulticolor.com](http://www.xipmulticolor.com)

### \* **And who are you?** (2011)

Audiovisual and interactive documentary that offers a realistic view of the everyday lives of three characters: three girls aged between 8 and 10 years old who attend educational institutions where coeducation is the order of the day. To co-educate means equal education for both sexes, without distinction. The project questions the current education system and attempts to determine whether the term "co-education" is really applicable to the classroom. This experimental study was possible thanks to the qualities of the girls, who were natural and sincere with an enthusiastic desire to learn and share experiences, as well as talk about experiences with school teachers and friends in interviews carried out by education specialists who are closely linked to the educational paradigm shift.

\* Team: Bea Ruiz, Jennifer Vilarreal, Raquel Enríquez and Arnau Gifreu

- Interactive documentary: <http://www.ituquiets.com/>

### \* **UVIC\_lab** (2011)

Laboratory of digital content and new media production at the University of Vic. UVIC\_lab is an experimental and pioneering experience promoted by the Business and Communication College of the University of Vic that aims to go one step further by bringing together teachers, students and post-graduate students to produce multimedia and interactive prototypes, theoretical research and creative synergies in the digital field. The idea is to create an innovative experience that involves multimedia teachers and students to offer assistance and expertise in specific areas of interactive communication.

\* Idea, information architecture and content: Arnau Gifreu

\* Design and programming: Jaume Masarnau

### \* **Proyecto Icaria** (2011)

Web and interactive short film about a father who needs to obtain illegal substances to save his daughter. Short film with fiction/theme game aesthetic. The story is about a girl who has a hereditary disease that can only be cured with a vaccine composed of illegal chemical elements. The father must get all these elements to save his daughter.

\* Team: Marca Aliart, Albert , Georgina Cabrera, Ana Marmol and Elsa Bigas

\* Interactive movie edition and programming: Arnau Gifreu

- Interactive short film: [www.proyectoicaria.com](http://www.proyectoicaria.com)

### \* **Sparklyng (Big Visit) (2011)**

Sparklyng (Big Visit) is a proposal from the audiovisual field and the computer science field. From an audiovisual standpoint, Sparklyng (BigVisit) approaches the interactive documentary field with documented experiences in the city of Vic and offers the user the ability to access a volume of information on different significant areas, and create personalized timelines through the city of Vic.

From the computer standpoint, Sparklyng (Big Visit) is a geolocated multimedia application: the user can walk through the city and collect moments with their personal mobile device, then send them to a database and finally combines them to create an original timeline.

- \* Direction: Jaume Masarnau and Arnau Gifreu
- \* Design and web development: Jaume Masarnau

### \* **Projecte Lumières (2010)**

Projecte Lumières is the first collaborative project on Catalan film history and acts as an information tool and academic resource. It helps the user to understand the historical evolution of cinema through textual content, film clips and interviews. In the initial prototype, the project was an offline interactive documentary (DVD Rom). From 2012 the project was reconsidered and initiated again, and a web was produced for a participatory project open to contributions from interactors.

Projecte Lumières is not limited to a chronological database, but rather it is the opportunity to understand the cinema arts. The aim is not to provide the user with information on directors, titles and movements, but rather to provide the necessary tools for understanding the different languages of the different narrative times, countries and personalities.

- \* Team: Judit Sarquella, Raul Aguilar, Maria Angels Ruano, Cristian Marimon and Arnau Gifreu

- Educational platform: <http://www.projectelumieres.com/>

### \* **GRID website (Digital Interactions Research Group) (2010)**

Web from the GRID (Digital Interactions Research Group), linked to the Department of Communication at the Faculty of Business and Bommunication at the University of Vic. In 2013 the Business and Communication College decided to lanuch another web.

### \* **MetamentalDOC (2009)**

MetamentalDOC is an interactive documentary that looks at documentary film and independent documentary film. It is a project that contains a great deal of content of various types. The project came about as the result of an audiovisual documentary produced by the same team, and grew to the point where it became a larger work than its predecessor. MetamentalDOC multimedia is also a documentary based on a web and interactive medium. In this platform, the content has been expanded and the audiovisual project has become part of the multimedia, with the inclusion of some parts and at the same time, the inclusion of audiovisual content.

The title of the audiovisual project - metamentalDOC - is based on a word game. This terminology and ideas in this project infinitely reference each other on a constant basis. Producing a documentary work on the documentary genre itself is “playing” with the concept, using its own tools. MetamentalDOC is “metadocumentary”, “meta-doc-MENTAL” and finally, meta-mental-DOC. Each part of the title is significant: “Meta”, because it is a metanarrative, “mental“ because it calls for the interpretation of the content and “DOC” because it is a documentary. MetamentalDOC multimedia is therefore the title of an interactive project based on the audiovisual documentary metamentalDOC. It has the same title, and is

complemented by the multimedia specification. From the point of view of the core concept of this work, it is an interactive application halfway between the documentary genre - as can be seen in the interviews section and the documentary piece itself - and a work of cultural dissemination with a didactic and pedagogical objective - as can be seen in the historical background and virtual classroom sections.

\* Team: Ingrid Blasco, Glòria Campos, Myriam Figueira, Marc Molino and Arnau Gifreu

- Platform: <http://www.metamentaldoc.com/>

### \* **Societat 2.0** (2009)

An audiovisual and online interactive documentary about the social effects of new communication technologies in today's society.

\* Team: Joan Teixidor, Mireia Hurtado, Guillem Santapau, Laia Piera, Oleguer Homs and Arnau Gifreu

- Interactive documentary: <http://www.societat20.com/>

### \* **OPA - Audiovisual Production Observatory** (2007)

Portal of the audiovisual production Observatory (OPA), in which I was responsible for content management and layout.

\* Graphic design and programming by the designer Catalina Acelas.

\* Graphic design and web development: Catalina Acelas

Content management: Arnau Gifreu

### \* **Portal of Formats digital magazine** (2007)

\* Graphic design and web development: Catalina Acelas

\* Content management: Arnau Gifreu

### \* **UNICA research group CD ROM** (2005)

Design and production of offline content (CD) including the promotional presentation of the UNICA research group (Audiovisual Communication Research Unit) of Pompeu Fabra University. Production of a promotional CD for the UNICA Research Group Single - Audiovisual Communication Research Unit, associated to Pompeu Fabra University. The cooperation with the UNICA group included various website projects including Formats Digital Magazine and the Audiovisual Production Observatory (OPA)

\* Design and content: Arnau Gifreu

\* Design and programming: Catalina Acelas

\* Website and first personal portfolio. Management focused on the creation of textual and audiovisual content and information - browsing architecture.

\* Graphic design and programming: Arnau Gifreu and Catalina Acelas  
ebsite of the construction company Magí Queraltó.

\* Graphic design and web development: Catalina Acelas

\* Content management: Arnau Gifreu



### **\* Joan Badia i Margarit CD-ROM (2004)**

Design, digitalization and management of online and offline content related to the Catalan Letters Honorary Prizes. Web project undertaken for Tasmania Films. An offline project presenting the Catalan Letters Honorary Prizewinner Joan Badia i Margarit. The CD accompanied a 30-minute documentary. A commission by Omnium Cultural, produced for the audiovisual production and multimedia company Tasmania Films, produced in 2004.

### **\* Espacios [Spaces] (2004)**

Espacios [Spaces] is an offline interactive work in which various atmospheres can be experienced in a 3D environment. Spaces looks at the field of abstract creation, video art and 2D/3D animation. I consider Spaces to be a test laboratory in the interactive audiovisuals field. Part of the composition of Spaces is hypertextual content (websites, links), still images and video, compositions in three dimensions, edited sound, spatial anchoring points, interconnection between 2D and 3D structures, the digital treatment of images, etc. Spaces starts as a small project and grows on a nodal basis until it is completely interconnected at all game levels and sublevels.

Spaces is a turning point in interactive communication and the production of 3D interactive content. Furthermore, it brings the concept of interactive content closer to other genres to which it is already closely related: offline video game, virtual tour, interactive exploration, interactive narration, etc.

Spaces was a joint production with Rosam rica Urtasun, a musician, composer and a student with me on the Master's Degree in Digital Arts. Without her and her magnificent sonic creations the work would not be as complete or as atmospheric.

Finally, I would like to dedicate this immense work to three people without whom it would never have been possible: Ricard Serra (project lecturer and tutor); Rosam rica Urtasun (music and sound) and Catalina Acelas (graphic designer and multimedia). Thank you for your invaluable help.

The end result, in terms of the visual part, was quite satisfactory. I was seeking three conditions to make the work technically correct at a visual level: that the interactive content contained no errors and that the application did not crash, that the pace and transitions when executing the program were correct (reproduction of various films, actors and scenarios within the Director) and that the product created simple and pleasant browsing for the user.

The interactive content contains no errors and does not crash, the pace and changes of scenarios are normal, although there are some problems when the program is very heavy and has so much browsing and when the scenario is changed it does not recognise the still it should go to and goes to another one.

The issue of interaction and ease of browsing still needs some work, as there is always room for improvement. The information given to users must be continuous at all times due to the succession of spaces and scenarios, but without saturating or exhausting them. This is a basic assumption so that people who are exploring move forward in their search and move easily from one space to another. The interactive content is interlinked and logically connected in its various parts and scenarios, but there should still be more clearly defined browsing controls. It is currently possible to browse using the mouse or the arrows on the keyboard and some specific keys, but the idea is that in the near future it will be possible to play using a joystick or any graphic palette, for example.

### **\* Spaces interactive navigation (2004)**

Interface providing a general overview of the different paths and general browsing aesthetic of the interactive content. Spaces is the other major item with its own identity within my creative process. While Campo highlights a passion for natural purity, Spaces looks at the field of abstract creation, video art and 2D/3D animation. I consider Spaces to be a test laboratory in the interactive audiovisuals field. Part of the composition of Spaces is hypertextual content (websites, links), still images and video, compositions in

three dimensions, edited sound, spatial anchoring points, interconnection between 2D and 3D structures, the digital treatment of images, etc. Spaces starts as a small project and grows on a nodal basis until it is completely interconnected at all game levels and sublevels.

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## **CONSULTING**

### **\* Blend (2019)**

Transmedia documentary in which two musicians and two winemakers start a personal and creative journey transforming their experiences into songs. Ricardo Mollo and Polo Marti, popular musicians, together with two renowned winemakers from Mendoza (Argentina), Alejandro Vigil and Sebastián Zuccardi, start a personal and creative experience to compose songs that represent their particular views on vitiviculture by exploring the musical richness of the popular songbook cuyano. Wine and Music reinvent themselves in the encounter between their creators.

\* Direction: Cristian Pellegrini

\* Executive production: Laura Salvo

### **\* Las extraordinarias e inverosímiles aventuras de Biófilo Panclasta (2019)**

Interactive and itinerant transmedia docufiction which tells the adventures of the Colombian revolutionary Vicente Rojas Lizcano, a romantic of the early twentieth century, who under the pseudonym Biófilo Panclasta embarks on a journey around the world to take anarchism to all corners of the earth and confront the powerful.

\* Direction: Diego Rivera

\* Role: Advisor-tutor

### **\* Wifive (2017)**

Webdoc about Internet connectivity in San Antonio de los Baños, Cuba

- Interactive documentary: <http://tvnm.eictv.org/idoc/wifive/>

\* Team: Ana Luisa Díaz, Manuel Alejandro Rodríguez, Milko Winston Delgado and Santiago Bernard. Cátedra de Televisión y Nuevos Medios.

### **\* Metáfora viva - EICTV 30 años! (2016)**

Webdoc which commemorates the 30 years of existence of the 'Escuela de Cine y Televisión' from San Antonio de los Baños, Cuba

\* Team: Janaina Moraes, Ana Luisa Sánchez, Eddy Gamboa, Jade Azevedo, Kenitay Orsini, Maga Zevallos, Enrique Fajardo Cortés and Paola Rojas. Cátedra de Televisión y Nuevos Medios.

- Interactive documentary: <http://eictv30.eictv.org/>

### \* **Las sinsombrero** (2015)

Transmedia documentary focused on the Spanish Generation of '27, one of the most important artistic movements of the Spanish cultural history. Its male members are widely known...but what happen in terms of women?

\* Creative direction and executive production: Serrana Torres, Tània Balló and Manuel Jiménez Núñez

\* Todos los créditos: <https://www.lassinsombrero.com/creditos>

- Transmedia documentary: <http://www.rtve.es/lassinsombrero/es>

### \* **Pregoneros de Medellín** (2015)

Transmedia documentary that offers a virtual tour of the work and personal universe of those who love and understand that customers will be seduced by ear. Those who "pregonan" -preach are humble people who sell their products singing

\* Direction: Angela Carabali y Thibault Durand

\* All credits: <https://pregonerosdemedellin.com/#page/team/es>

- Interactive documentary: <http://pregonerosdemedellin.com/>