Internship Proposal: Immersive Art Spaces for Boom Festival 2027

For: Faculdade de Belas-Artes da Universidade de Lisboa (FBAUL), Licenciatura em Arte Multimédia **From:** Michael Clark, Art Director, Boom Festival

Good day,

My name is Michael Clark, and I am the Art Director of Boom Festival in Idanha-a-Nova. I am looking for two students from your Arte Multimédia program to join me in developing immersive art spaces that will be prominent experiences at Boom's 30th anniversary edition in July 2027.

Your program provides ideal skillsets for bringing physical environments to life with technology. Your students' work in interactive systems, multimedia computing, sound practices and installation is what this project requires. They will work alongside students from scenography and music technology programs, as part of a team of professional artists under my leadership, in a real-world environment.

This is a unique opportunity for students to apply their studies in a rare and distinguished project that will be experienced by tens of thousands of attendees from around the world. I would like to discuss formalizing this as a curricular internship, so that students receive academic credit for their work.

Summary

The core focus of this project is set design and construction, together with the development of mechanical objects, multimedia effects, and interactive toys and art pieces. I am looking for two students who are toward the end of their licenciatura, or in a master's program, and are ready to apply their skills to real-world scenarios.

- **Where:** Lisbon, with an optional final week on site at Boom in Idanha-a-Nova
- **When:** 1 February to 30 May 2027
- **Time:** about 12 hours per week: one full day every weekend, plus flexible time on some weekday evenings
- **At Boom:** all students are invited to Boom the week before the festival (12 to 17 July 2027) to be present for the installation of their work and to consult on it. They will receive meals on site from the 12th through 17th and a festival pass.

- **Credit:** we would like to work with your department to award credit for this work, and to agree on the appropriate number of credits together.

We believe this opportunity will be invaluable: unique, creative and exciting work that we hope will build enthusiasm for the students' future careers.

About me and Boom Festival

I am a multidisciplinary artist from the United States, with an emphasis on architecture, sculpture and interactive art installations. I am the Art Director of Boom Festival and direct its art department. I enjoy working with students and mentoring, and I will be joined by my colleagues Nuno Barrocha and Luis Guerra, who are both prominent in the fields of multimedia, theater technical production and interactive art.

Boom Festival has taken place in Idanha-a-Nova since 1997. It is independent, held every two years, and known worldwide for its art, its sustainability work and its international community: almost 45,000 people from 165 countries took part in 2025. The 2027 edition, from 18 to 25 July, marks its 30th anniversary. More at boomfestival.org.

The project

For the 30th edition, the art department is creating five immersive spaces.

These spaces offer a variety of activity, story and ambiance to the festival. Each is distinct, but all are connected by themes, storylines, and motifs. The five spaces include: a circus, a mad scientist's laboratory, a surrealist treefort, a living room where normal may not be as normal as it appears, and a post office. We are creating more than just environments, we are creating new worlds that transport people into a state of play and exploration, magnetic nodes that encourage people to connect and build friendships through the curious universe of sensory experiences.

The role for Arte Multimédia students

Three Arte Multimédia students will contribute to the design and development of the interactive and technological elements of the five spaces. Examples of the work:

- Developing interactive pieces that respond to people, using sensors, screens, programmed light and movement
- Developing interactive pieces through programming for specific effects
- GPS tracking and a live map
- Research into interactive and multisensory technologies; recreating these in working prototypes
- Prototyping with microcontrollers, sensors, screens and software, and testing in real outdoor conditions

- Hardware sourcing and procurement support
- Documentation of the process
- Implementation planning

What students bring: their own laptop and the software they already use for their studies. Hardware, materials and workspace are provided by the project.

Learning outcomes

Much of this work is experimental, so the outcomes describe the process rather than guaranteeing a particular result. By the end of the internship, the student will be able to:

1. Develop an interactive system for an immersive environment, from research and concept through working prototypes and fully realized elements of the environment.
2. Integrate hardware and software (sensors, microcontrollers, screens, lights, tracking, motors) into physical scenic elements.
3. Test and adapt interactive work for outdoor conditions and continuous public use, and document what works and what does not.
4. Collaborate with scenography and music technology students to integrate technology into built environments.
5. Present and document their work to a professional standard.

Structure and timeline

Phase	Dates (2027)	What happens
Research, concept and design	1 Feb to 7 Mar	Research into tools and techniques, system concepts, first tests
Testing/prototyping	8 Mar to 1 Apr	Working prototypes, hardware and software tests
Build/development	2 Apr to 30 May	Building, implementation plan, code and wiring documentation for the build crew
Installation week (optional)	12 to 17 Jul	On site at Boom for installation

Total: approximately 160 hours

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Supervision and mentorship

- **Host supervisor:** Michael Clark leads the weekend sessions and is the students' main point of contact.
- **Mentors:** Nuno Barroca and Luis Guerra
- **Connection with the school:** a mid-point review with the academic supervisor in mid-April, and a final evaluation report from the host supervisor.

What we offer

- Academic credit, by agreement with your department
- Real-world experience with one of Europe's best-known festivals
- Named credit for their work, and professional photo and video documentation of their pieces for their portfolios
- A letter of reference from me
- For the installation week: meals on site and a festival pass

This internship is unpaid.

Safety, insurance and logistics

- **Insurance:** Provided by University if curricular internship
- **Safety:** Hands on training and assessment in the use of power tools by supervising team
- **Housing:** students live at home during the internship; no housing is provided in Lisbon.
- **Transport:** students are responsible for their own transportation.

Selection process

Who can apply: students in the final year of the Licenciatura em Arte Multimédia, or in the Mestrado em Arte Multimédia.

Required skills:

- Some programming for art or media (for example Processing, p5.js, TouchDesigner or Max)
- Experience with physical computing (Arduino, Raspberry Pi, sensors), or a strong wish to learn it quickly
- Prior involvement in at least one interactive or installation project.
- Curiosity, and a willingness to experiment
- Working English

To apply: a portfolio that shows working interactive projects (video of them running is ideal); a short motivation letter of no more than one page; and a CV.

Deadline: 15 December 2026. Shortlisted students will be invited to a short phone or video interview.

Michael Clark

Art Director, Boom Festival

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