

MARIANNA MURGIA

Experienced sound designer for theatre, film and video games. She is co-founder of TriBit Studio - winner of the IncrediBol! 2018- with which she has developed accessible games for blind people and which has now become a space dedicated to sound design for audiovisual products (direct sound recording, sound editing, mixing, sound design and music). She has held courses on sound in cinema at the Florestano Vancini school in Ferrara and game audio at the Creative Hub school and ITS Academy Adriano Olivetti (ex FISTIC) of Bologna

in Bologna She has also conducted sound walks for *Suono Giardino* at Tempo Reale festival.

She participated in the European project *Le Paysage sonore dans lequel nous vivons* in Florence and Cagliari (2016).

SELECTED WORK EXPERIENCE

Short films, documentaries and video-art

I Fratelli Segreto documentary, Italia/Brasile by Federico Ferrone and Michele Manzolini | Stayblack, Rai Cinema, Bang Filmes | direct sound/field recording (2025)

Monowe, film by Ludovica Carbotta | BoFilm, MAMBo, Italian Council | Direct sound recording, audio post production, music and sound design (2024)

Alterità video installation by Donatella Lombardo | Audio Post Production (2023)

Giorgio Bassani in gran segreto documentary, by Toni Trupia, Civetta Movie | Direct sound recording (2024)

Kissing Gorbaciov, a documentary by Andrea Paco Mariani and Luigi D'Alife | SMK production | Direct sound recording (2023)

Lonely Dolls, a documentary by Renato Giugliano | Eie Film | Audio post-production with Cecilia Stacchiotti (2022)

Bologna 900, short movie by Giorgio Diritti | Music, Mixing assistant (2017)

Videogames

A Western Drama, by TriBit Studio, audiogame for PC, mobile and console | Sound implementation, music and sound design (2020)

Haunted Space, by Italian Game Factory, AA game for console | Music (2020)

Pride Run, by IV Production, game for PC and Nintendo Switch | Music arrangements and sound design (2019)

Theatre and performances

Attrito, performance by Anna Rispoli, ERT | Sound design (2023)

Voci, by Rossella Dassu | Live voice, music and sound design, live vocal performance (2021)

Noire, original composition for live voice and fixed media | Vocal Performance and sound design (2021)

La Salvazione, by Angelo Colosimo, directed by Chiara Callegari | Sound design (2021)

Simu e Puarcu di Angelo Colosimo | music (2018)

L'Agnello di Dio di Angelo Colosimo | music and sound design (2017)

Bestie Rare di Angelo Colosimo | sound design (2012)

Podcast

Spore | Kilowatt | recording, editing, audio post production (2024)

It's not Rocket Science | Collegio Superiore UNIBO, Kiné | recording, editing, audio post production (2025)

Climate Cha(lle)nge | Collegio Superiore UNIBO, Kiné | recording, editing, audio post production (in progress)