

Springer Series on Cultural Computing

Linda Candy  
Sam Ferguson *Editors*

# Interactive Experience in the Digital Age

Evaluating New Art Practice



Springer

# Interactive Experience In The Digital Age Evaluating New Art Practice Springer Series On Cultural Computing

**Anton Nijholt**



## **Interactive Experience In The Digital Age Evaluating New Art Practice Springer Series On Cultural Computing:**

**Interactive Experience in the Digital Age** Linda Candy, Sam Ferguson, 2014-03-28 The use of interactive technology in the arts has changed the audience from viewer to participant and in doing so is transforming the nature of experience From visual and sound art to performance and gaming the boundaries of what is possible for creation curating production and distribution are continually extending As a consequence we need to reconsider the way in which these practices are evaluated Interactive Experience in the Digital Age explores diverse ways of creating and evaluating interactive digital art through the eyes of the practitioners who are embedding evaluation in their creative process as a way of revealing and enhancing their practice It draws on research methods from other disciplines such as interaction design human computer interaction and practice based research more generally and adapts them to develop new strategies and techniques for how we reflect upon and assess value in the creation and experience of interactive art With contributions from artists scientists curators entrepreneurs and designers engaged in the creative arts this book is an invaluable resource for both researchers and practitioners working in this emerging field

*The Creative Reflective Practitioner* Linda Candy, 2019-11-26 The Creative Reflective Practitioner explores research and practice through the eyes of people with a wholehearted commitment to creative work It reveals what it means to be a reflective creative practitioner whether working alone in collaboration with others with digital technology or doing research and what we can learn from listening and observing closely It gives the reader new insights into the fascinating challenge that having a reflective creative mindset can bring Creative reflective practice is seen through practitioner ideas and works which have informed the writing at every level supported by research studies and historical accounts The practitioners featured in this book represent a broad spectrum of interdisciplinary creative activities producing works in film music drama dance and interactive installations Their work is innovative full of new ideas and exciting to experience offering engagement and challenge for audiences and participants alike Practitioner interviews give a direct sense of how they see creative practice from the inside The ways in which these different situations of practice stimulate and facilitate reflection in practice and how we can learn from this are described Variations of reflective practice are discussed that extend the original concepts proposed by Donald Schön and a contemporary dimension is added through the role of the digital in creative reflective practice as a tool mediator medium and partner This book is relevant to people who wish to understand creativity and reflection in practice and how to learn from the practitioners themselves This includes researchers in any discipline as well as students arts professionals and practitioners such as artists curators designers musicians performers producers and technologists

Museums and Digital Culture Tula Giannini, Jonathan P. Bowen, 2019-05-06 This book explores how digital culture is transforming museums in the 21st century Offering a corpus of new evidence for readers to explore the authors trace the digital evolution of the museum and that of their audiences now fully immersed in digital life from the Internet to home and work In a world where life in code and digits has redefined

human information behavior and dominates daily activity and communication ubiquitous use of digital tools and technology is radically changing the social contexts and purposes of museum exhibitions and collections the work of museum professionals and the expectations of visitors real and virtual Moving beyond their walls with local and global communities museums are evolving into highly dynamic socially aware and relevant institutions as their connections to the global digital ecosystem are strengthened As they adopt a visitor centered model and design visitor experiences their priorities shift to engage audiences convey digital collections and tell stories through exhibitions This is all part of crafting a dynamic and innovative museum identity of the future made whole by seamless integration with digital culture digital thinking aesthetics seeing and hearing where visitors are welcomed participants The international and interdisciplinary chapter contributors include digital artists academics and museum professionals In themed parts the chapters present varied evidence based research and case studies on museum theory philosophy collections exhibitions libraries digital art and digital future to bring new insights and perspectives designed to inspire readers Enjoy the journey     Interactivity, Game Creation, Design, Learning, and Innovation Anthony Brooks,Eva Irene Brooks,2020-07-27 This book constitutes the refereed post conference proceedings of two conferences The 8th EAI International Conference on ArtsIT Interactivity and Game Creation ArtsIT 2019 and the 4th EAI International Conference on Design Learning and Innovation DLI 2019 Both conferences were hosted in Aalborg Denmark and took place November 6 8 2019 The 61 revised full papers presented were carefully selected from 98 submissions The papers represent a forum for the dissemination of cutting edge research results in the area of arts design and technology including open related topics like interactivity and game creation     *Cultural Robotics: Social Robots and Their Emergent Cultural Ecologies* Belinda J. Dunstan,Jeffrey T. K. V. Koh,Deborah Turnbull Tillman,Scott Andrew Brown,2023-05-11 This edited collection approaches the field of social robotics from the perspective of a cultural ecology fostering a deeper examination of the reach of robotic technology into the lived experience of diverse human populations as well as the impact of human cultures on the development and design of these social agents To address the broad topic of Cultural Robotics the book is sectioned into three focus areas Human Futures Assistive Technologies and Creative Platforms and their Communities The Human Futures section includes chapters on the histories and future of social robot morphology design sensory and sonic interaction with robots technology ethics material explorations of embodiment and robotic performed sentience The Assistive Technologies section presents chapters from community led teams and researchers working to adopt a strengths based approach to designing assistive technologies for those with disability or neurodivergence Importantly this section contains work written by authors belonging to those communities Creative Platforms and their Communities looks to the creative cross disciplinary researchers adopting robotics within their art practices those contributing creatively to more traditional robotics research and the testing of robotics in non traditional platforms such as museum and gallery spaces Cultural Robotics Social Robots and their Emergent Cultural Ecologies makes a case for the development of social robotics to

be increasingly informed by community led transdisciplinary research to be decentralised and democratised shaped by teams with a diversity of backgrounds informed by both experts and non experts and tested in both traditional and non traditional platforms In this way the field of cultural robotics as an ecological approach to encompassing the widest possible spectrum of human experience in the development of social robotics can be advanced

*Making Smart Cities More Playable* Anton Nijholt, 2019-07-23 This book explores the ways in which the broad range of technologies that make up the smart city infrastructure can be harnessed to incorporate more playfulness into the day to day activities that take place within smart cities making them not only more efficient but also more enjoyable for the people who live and work within their confines The book addresses various topics that will be of interest to playable cities stakeholders including the human computer interaction and game designer communities computer scientists researching sensor and actuator technology in public spaces urban designers and hopefully urban policymakers This is a follow up to another book on Playable Cities edited by Anton Nijholt and published in 2017 in the same book series Gaming Media and Social Effects

*Emergence in Interactive Art* Jennifer Seevinck, 2017-03-28 This book is concerned with emergence interaction art and computing It introduces a new focus for emergence in interactive art the emergent experience Emergence literature is discussed and an organising framework the Taxonomy of Emergence in Interactive Art TEIA is provided together with case studies of digital interactive art systems that facilitate emergence Evidence from evaluations of people interacting with the works is analysed using the TEIA Artworks from across the world are also reviewed to further illustrate the potential for emergence Interactive art is itself still a young domain where audience influence or interaction with the work is a defining aspect Emergence in Interactive Art explores the rich opportunities for interactive experiences of digital art systems that are provided by looking through a lens of emergence And what better way to explore these potentials than through the open ended domain of emergence with its inherent affinity to the natural world Through an integrated approach of practice research and theory this book reveals design and analytical insights relating to emergence interaction and interactive art to benefit artists researchers and designers alike

**Curating the Digital** David England, Thecla Schiphorst, Nick Bryan-Kinns, 2016-06-01 This book combines work from curators digital artists human computer interaction researchers and computer scientists to examine the mutual benefits and challenges posed when working together to support digital art works in their many forms In Curating the Digital we explore how we can work together to make space for art and interaction We look at the various challenges such as the dynamic nature of our media the problems posed in preserving digital art works and the thorny problems of how we assess and measure audience s reactions to interactive digital work Curating the Digital is an outcome of a multi disciplinary workshop that took place at SICI2014 in Toronto The participants from the workshop reflected on the theme of Curating the Digital via a series of presentations and rapid prototyping exercises to develop a catalogue for the future digital art gallery The results produce a variety of insights both around the theory and philosophy of curating digital

works and also around the practical and technical possibilities and challenges We present these complimentary chapters so that other researchers and practitioners in related fields will find motivation and imagination for their own work

**Art and Culture in the Multiverse of Metaverses** James Hutson,2024-08-01 Drawing on the art historical framing of Location Place and Identity this book will examine how the factors of Immersion Presence and Interactivity of XR are shaping our understanding of the world and our place within it Location refers to the specific geographical or spatial context in which a work of art is created or experienced Place refers to the social cultural and historical context of that location Identity refers to the ways in which individuals and communities construct and express their sense of self and belonging within those contexts Through case studies and theoretical analysis Art and Culture in the Multiverse of Metaverses Immersion Presence and Interactivity in the Digital Age will explore how the factors of Immersion Presence and Interactivity of XR can be aligned with these art historical concepts providing new opportunities for understanding and engaging with Location Place and Identity For example XR can be used to create immersive experiences of historical locations and cultural sites allowing users to explore and engage with them in ways that would otherwise be impossible Additionally XR can be used to create interactive artworks that engage with issues of identity and belonging creating new possibilities for self expression and exploration

**The Art of Interaction** Ernest Edmonds,2022-05-31 What can Human Computer Interaction HCI learn from art How can the HCI research agenda be advanced by looking at art research How can we improve creativity support and the amplification of that important human capability This book aims to answer these questions Interactive art has become a common part of life as a result of the many ways in which the computer and the Internet have facilitated it HCI is as important to interactive art as mixing the colours of paint are to painting This book reviews recent work that looks at these issues through art research In interactive digital art the artist is concerned with how the artwork behaves how the audience interacts with it and ultimately how participants experience art as well as their degree of engagement The values of art are deeply human and increasingly relevant to HCI as its focus moves from product design towards social benefits and the support of human creativity The book examines these issues and brings together a collection of research results from art practice that illuminates this significant new and expanding area In particular this work points towards a much needed critical language that can be used to describe compare and frame research in HCI support for creativity

*The Arts and Computational Culture: Real and Virtual Worlds* Tula Giannini,Jonathan P. Bowen,2024-06-27 A Paradigm Shift and Defining Moment in the 21st Century Fuelled by the convergence of computational culture artificial intelligence and machine learning arts and culture are experiencing a revolutionary moment poised to change human life and society on a global scale There is the promise of the Metaverse with extended reality XR and immersive virtual worlds For the first time reality and virtuality are merging with these new developments The proposed book is among the first to address the context complexity and impact of this multi faceted subject in detail for up close and personal engagement of the reader while evoking a landscape

view As digital culture evolves to computational culture we embark on a digital journey from 2D to 3D where flat computer screens for the Internet and smart phones are evolving into immersive digital environments This is while new technologies and AI are increasingly embedded in every aspect of daily life the arts and education

**Technology, Design and the Arts - Opportunities and Challenges** Rae Earnshaw,Susan Liggett,Peter Excell,Daniel Thalmann,2020-06-22 This open access book details the relationship between the artist and their created works using tools such as information technology computer environments and interactive devices for a range of information sources and application domains This has produced new kinds of created works which can be viewed explored and interacted with either as an installation or via a virtual environment such as the Internet These processes generate new dimensions of understanding and experience for both the artist and the public s relationships with the works that are produced This has raised a variety of interdisciplinary opportunities and issues and these are examined The symbiotic relationship between artistic works and the cultural context in which they are produced is reviewed Technology can provide continuity by making traditional methods and techniques more efficient and effective It can also provide discontinuity by opening up new perspectives and paradigms This can generate new ideas and produce a greater understanding of artistic processes and how they are implemented in practice Tools have been used from the earliest times to create and modify artistic works For example naturally occurring pigments have been used for cave paintings What has been created provides insight into the cultural context and social environment at the time of creation There is an interplay between the goal of the creator the selection and use of appropriate tools and the materials and representations chosen Technology Design and the Arts Opportunities and Challenges is relevant for artists and technologists and those engaged in interdisciplinary research and development at the boundaries between these disciplines

**Art Practice in a Digital Culture** Hazel Gardiner,Charlie Gere,2016-04-15 Much as art history is in the process of being transformed by new information communication technologies often in ways that are either disavowed or resisted art practice is also being changed by those same technologies One of the most obvious symptoms of this change is the increasing numbers of artists working in universities and having their work facilitated and supported by the funding and infrastructural resources that such institutions offer This new paradigm of art as research is likely to have a profound effect on how we understand the role of the artist and of art practice in society In this unique book artists art historians art theorists and curators of new media reflect on the idea of art as research and how it has changed practice Intrinsic to the volume is an investigation of the advances in creative practice made possible via artists engaging directly with technology or via collaborative partnerships between practitioners and technological experts ranging through a broad spectrum of advanced methods from robotics through rapid prototyping to the biological sciences

*Technology, Design and the Arts - Opportunities and Challenges* Rae Earnshaw,Susan Liggett,Peter Excell,Daniel Thalmann,2020-07-01 This Open Access book details the relationship between the artist and their created works using tools such as information technology computer

environments and interactive devices for a range of information sources and application domains This has produced new kinds of created works which can be viewed explored and interacted with either as an installation or via a virtual environment such as the Internet These processes generate new dimensions of understanding and experience for both the artist and the public s relationships with the works that are produced This has raised a variety of interdisciplinary opportunities and issues and these are examined The symbiotic relationship between artistic works and the cultural context in which they are produced is reviewed Technology can provide continuity by making traditional methods and techniques more efficient and effective It can also provide discontinuity by opening up new perspectives and paradigms This can generate new ideas and produce a greater understanding of artistic processes and how they are implemented in practice Tools have been used from the earliest times to create and modify artistic works For example naturally occurring pigments have been used for cave paintings What has been created provides insight into the cultural context and social environment at the time of creation There is an interplay between the goal of the creator the selection and use of appropriate tools and the materials and representations chosen Technology Design and the Arts Opportunities and Challenges is relevant for artists and technologists and those engaged in interdisciplinary research and development at the boundaries between these disciplines

**Cross-Cultural Computing: An Artist's Journey** Naoko Tosa, 2016-03-01 This exciting new book explores the relationship between cultural traditions and computers looking at how people from very different cultures and backgrounds communicate and how the use of information technologies can support and enhance these dialogues Historically we developed our understanding of other cultures through traditional means museums printed literature etc but the advent of information technologies has allowed us access to a plethora of material Tosa asks the question Can we understand other cultures using computers as media to supplement thinking and memorization Starting with a survey of art and technology moving into the area of culture and technology the book culminates with a vision of a new world based on an understanding of these relationships allowing cultural creators and viewers the opportunity to reach a better and more profound understanding of the role information technology will play going forward

*Interactive Media for Cultural Heritage* Fotis Liarokapis, Maria Shehade, Andreas Aristidou, Yiorgos Chrysanthou, 2024-11-10 The aim of this edited book is to provide a point of reference for the latest advancements in the different fields of interactive media applied in Digital Cultural Heritage research ranging from visual data acquisition classification analysis and synthesis 3D modelling and reconstruction to new forms of interactive media presentation visualization and immersive experience provision via extended reality collaborative spaces serious games and digital storytelling This volume is structured around 4 sections focusing on different types of technologies and applications in Cultural Heritage namely Cutting Edge Applications of Extended Reality in Cultural Heritage Preservation Cultural Heritage Preservation and Exploration through Emerging Digital Technologies Interactive and Immersive Experiences for Storytelling in Cultural Heritage and Innovative Approaches to Interactive Cultural Heritage

Visualization Interactive Media for Cultural Heritage consists of theoretical discussions and presents a range of case studies from diverse geographical locations allowing for an international focus of the book It is addressed to academics scholars researchers and students working on interactive media in cultural heritage and provides an interdisciplinary approach to enable cross fertilization and collaboration among those research communities **Analyzing Art, Culture, and Design in**

**the Digital Age** Gianluca Mura,2015 This book brings together a collection of chapters on the digital tools and processes impacting the fields of art and design as well as related cultural experiences in the digital sphere *Art History in the Age of Artificial Intelligence* James Hutson,2025-10-11 This book examines how artificial intelligence is transforming museums and art historical research by enhancing visitor inclusivity scholarly innovation and pedagogical practices Chapters explore practical implementations of intelligent technologies addressing accessibility data driven research ethical frameworks administrative leadership and immersive digital learning Combining theoretical insights with case studies and practical guidelines it offers a comprehensive roadmap for responsibly integrating AI across art museums scholarship and education

The Work of Art in a Digital Age Melissa Langdon,2014-09-30 Artificial Media Nelson Zagalo,Damián Keller,2025-07-29 A groundbreaking exploration of the evolving relationship between the fields of artificial intelligence and creativity studies Artificial Media charts the course of a transformative path toward hybrid methodologies involving computing and human centric approaches Scholars and practitioners from leading research centers in South America Asia and Europe delve into theoretical and philosophical frameworks practical deployments and data based critical analyses of artificial media initiatives that reconfigure authorship and collaboration Co creation collective memory and situated knowledge practices are featured in multiple hands on examples of technological design music visual arts journalistic and educational projects that address the ethical and social implications of generative techniques Through an interdisciplinary lens this collection projects a nuanced panorama of both the remarkable results and the complex challenges of emerging artificial media methods offering practical insights for anyone seeking to engage with the future of creativity in the age of autonomous machines

## Embracing the Tune of Expression: An Emotional Symphony within **Interactive Experience In The Digital Age Evaluating New Art Practice Springer Series On Cultural Computing**

In a global eaten by displays and the ceaseless chatter of immediate conversation, the melodic elegance and psychological symphony created by the published word usually fade into the background, eclipsed by the persistent noise and disruptions that permeate our lives. However, located within the pages of **Interactive Experience In The Digital Age Evaluating New Art Practice Springer Series On Cultural Computing** a stunning fictional prize full of organic feelings, lies an immersive symphony waiting to be embraced. Constructed by a wonderful composer of language, that captivating masterpiece conducts viewers on a psychological trip, skillfully unraveling the hidden tunes and profound influence resonating within each cautiously crafted phrase. Within the depths of the moving review, we can examine the book is main harmonies, analyze its enthralling publishing type, and surrender ourselves to the profound resonance that echoes in the depths of readers souls.

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