

Aesthetics of Interaction in Digital Art

Katja Kwastek

Aesthetics Of Interaction In Digital Art

Ulrik Ekman, Jay David Bolter, Lily Diaz, Morten Sondergaard, Maria Engberg

Aesthetics Of Interaction In Digital Art:

Aesthetics of Interaction in Digital Art Katja Kwastek, 2013-09-13 Interactive art definition and origins Interaction as an aesthetic experience The aesthetics of purposeless behavior play as a boundary concept The aesthetics of interaction in **Aesthetics of Interaction in Digital Art** Katja Kwastek, 2015-08-21 An art historical perspective digital art Case studies on interactive media art that provides theoretical and methodological tools for understanding and analyzing digital art Since the 1960s artworks that involve the participation of the spectator have received extensive scholarly attention Yet interactive artworks using digital media still present a challenge for academic art history In this book Katja Kwastek argues that the particular aesthetic experience enabled by these new media works can open up new perspectives for our understanding of art and media alike Kwastek herself an art historian offers a set of theoretical and methodological tools that are suitable for understanding and analyzing not only new media art but also other contemporary art forms Addressing both the theoretician and the practitioner Kwastek provides an introduction to the history and the terminology of interactive art a theory of the aesthetics of interaction and exemplary case studies of interactive media art Kwastek lays the historical and theoretical groundwork and then develops an aesthetics of interaction discussing such aspects as real space and data space temporal structures instrumental and phenomenal perspectives and the relationship between materiality and interpretability Finally she applies her theory to specific works of interactive media art including narratives in virtual and real space interactive installations and performance with case studies of works by Olia Lialina Susanne Berkenheger Stefan Schemat Teri Rueb Lynn Hershman Agnes Heged's Tmema David Rokeby Sonia Cillari and Blast Theory Culture and Computing Matthias Rauterberg, 2025-07-01 This book constitutes the refereed proceedings of the 13th International Conference on Culture and Computing held as part of the 27th International Conference HCI International 2025 which took place in Gothenburg Sweden during June 22 27 2025 The total of 1430 papers and 355 posters included in the HCII 2025 proceedings was carefully reviewed and selected from 7972 submissions Two volumes of the HCII 2025 proceedings are dedicated to this year s edition of the C Health and Well Being and Bie Modernism and Cultural Computing Moving Islands Diana Looser, 2021-09-30 Moving Islands reveals the international and intercultural connections within contemporary performance from Oceania focusing on theater performance art art installations dance film and activist performance in sites throughout Oceania and in Australia Asia North America and Europe Diana Looser's study moves beyond a predictable country specific or island specific focus to encompass an entire region defined by diversity and global exchange showing how performance operates to frame social artistic and political relationships across widely dispersed locations. The study also demonstrates how Oceanian performance contributes to international debates about diaspora indigeneity urbanization and environmental sustainability The author considers the region s unique cultural and geographic dynamics as she brings forth the paradigm of transpasifika to suggest a way of understanding these intercultural exchanges and connections with the aim to rework the cartographic

and disciplinary priorities of transpacific studies to privilege the activities of Islander peoples Cultural, Theoretical, and Innovative Approaches to Contemporary Interior Design Crespi, Luciano, 2020-02-07 Interior design can be considered a discipline that ranks among the worlds of art design and architecture and provides the cognitive tools to operate innovatively within the spaces of the contemporary city that require regeneration Emerging trends in design combine disciplines such as new aesthetic in the world of art design in all its ramifications interior design as a response to more than functional needs and as the demand for qualitative and symbolic values to be added to contemporary environments Cultural Theoretical and Innovative Approaches to Contemporary Interior Design is an essential reference source that approaches contemporary project development through a cultural and theoretical lens and aims to demonstrate that designing spaces interiors and the urban habitat are activities that have independent cultural foundations Featuring research on topics such as contemporary space mass housing and flexible design this book is ideally designed for interior designers architects academics researchers industry professionals and students **HCI** in Business, Government and Organizations. eCommerce and Consumer Behavior Fiona Fui-Hoon Nah, Keng Siau, 2019-07-10 This two volume set LNCS 11588 and 11589 constitutes the refereed proceedings of the 6th International Conference on Business Government and Organizations HCIBGO 2019 held in July 2019 as part of HCI International 2019 in Orlando FL USA HCII 2019 received a total of 5029 submissions of which 1275 papers and 209 posters were accepted for publication after a careful reviewing process The 63 papers presented in these two volumes are organized in topical sections named Electronic Mobile and Ubiquitous Commerce eBanking and Digital Money Consumer Behaviour Business Information Systems Dashboards and Visualization Social Media and Big Data Analytics in B 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 hosed 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 *Ubiquitous Computing, Complexity and Culture Ulrik Ekman, Jay* David Bolter, Lily Diaz, Morten Sondergaard, Maria Engberg, 2015-12-22 The ubiquitous nature of mobile and pervasive computing has begun to reshape and complicate our notions of space time and identity In this collection over thirty internationally recognized contributors reflect on ubiquitous computing s implications for the ways in which we interact with our environments experience time and develop identities individually and socially Interviews with working media artists lend further perspectives on these cultural transformations Drawing on cultural theory new media art studies human computer interaction theory and software studies this cutting edge book critically unpacks the complex ubiquity effects confronting us

every day The companion website can be found here http ubiquity dk Research and Development in Art, Design and **Creativity** Rae Earnshaw, 2016-07-12 This book details how research and development in art and design can be formulated progressed measured and reviewed It explores the challenges of interdisciplinary research and highlights its importance and significance for the future of research in art and design and its relationship to science and technology. The author looks at how creative processes and ideas are devised and how technology and its applications are changing these processes and the way in which research is developed and advanced The use of digital environments in art and design and the application of new frameworks tools and opportunities for the expression of new ideas and design are discussed Research and Development in Art Design and Creativity is an essential read for anyone interested in the concept of collaboration and communication and how this applies to art and its creation An Ethico-Phenomenology of Digital Art Practices Giuseppe Torre, 2020-12-31 Digital art practitioners work under the constant threat of a medium the digital that objectifies the self and depersonalises artistic identities If digital technology is a pharmakon in that it can be either cure or poison with regard to digital art practices the digital may have in fact worked as a placebo that has allowed us to push back the date in which the crisis between digital and art will be given serious thought This book is hence concerned with an analysis of such a relationship and proposes their rethinking in terms of an ethico phenomenological practice informed by an in depth understanding of the digital medium Giuseppe Torre engages with underground cultures such as Free and Libre Open Source Software FLOSS and its ties with art discourse The discussion is informed by various philosophical discourses and media theories with a focus on how such ideas connect back to the existing literature in performance studies Replete with examples of artwork and practices this book will be of great interest to students and scholars of theatre and performance studies art and technology 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 <u>Digital Art, Aesthetic Creation</u> Paul Crowther, 2018-10-10 Is art created with computers really art This book answers yes Computers can generate visual art with unique aesthetic effects based on innovations in computer technology and a Postmodern naturalization of technology wherein technology becomes something we live in as well as use The present study establishes these claims by looking at digital art s historical emergence from the 1960s to the start of the present century Paul Crowther using a philosophical approach to art history considers the first steps towards

digital graphics their development in terms of three dimensional abstraction and figuration and then the complexities of their Human-Computer Interaction Constantine Stephanidis, Gavriel Salvendy, 2024-09-28 The pervasive interactive formats influence of technology continuously shapes our daily lives From smartphones to smart homes technology is revolutionizing the way we live work and interact with each other Human computer interaction HCI is a multidisciplinary research field focusing on the study of people interacting with information technology and plays a critical role in the development of computing systems that work well for the people using them ensuring the seamless integration of interactive systems into our technologically driven lifestyles The book series contains six volumes providing extensive coverage of the field wherein each one addresses different theoretical and practical aspects of the HCI discipline Readers will discover a wealth of information encompassing the foundational elements state of the art review in established and emerging domains analysis of contemporary advancements brought about by the evolution of interactive technologies and artificial intelligence as well as the emergence of diverse societal needs and application domains These books Showcase the pivotal role of HCI in designing interactive applications across a diverse array of domains Explore the dynamic relationship between humans and intelligent environments with a specific emphasis on the role of Artificial Intelligence AI and the Internet of Things IoT Provide an extensive exploration of interaction design by examining a wide range of technologies interaction techniques styles and devices Discuss user experience methods and tools for the design of user friendly products and services Bridge the gap between software engineering and human computer interaction practices for usability inclusion and sustainability These volumes are an essential read for individuals interested in human computer interaction research and applications

Designing for Usability, Inclusion and Sustainability in Human-Computer Interaction Constantine Stephanidis, Gavriel Salvendy, 2024-08-07 Addressing the rising prevalence of interactive systems in our daily lives this book focuses on the essential aspects of usability user experience UX and inclusive design This book Discusses both theoretical and practical aspects approaches and methods for the design process and the collaboration between HCI Design and Software Engineering Expands to practical topics such as web and mobile design aesthetics information visu alization information architecture and navigation design along with relevant guidelines and standards Tackles the issue of persuasive interfaces that has arisen as a crucial concern in the contemporary digitalized landscape Emphasizes the importance of making computing systems inclusive and user friendly for a diverse range of users including children older adults and persons with disabilities Highlights the significance of usability underscoring its key role in enhancing the overall user experience of interactive products This book has been written for individuals interested in Human Computer Interaction research and applications

The Significance of Complexity Kees van Kooten Niekerk, Hans Buhl, 2023-01-06 Originally published in 2004 Thanks to computer simulations science is beginning to understand complex natural processes such as the weather earthquakes and the evolution of life The Significance of Complexity deals with the importance of the sciences of complexity for the

humanities and theology First three scientists explain the science of complexity and illustrate it with concrete examples Second two scholars consider the concept of complexity and possible applications of complexity theory within the humanities e g as a tool to understand the interplay between the artist the work of art and the user in interactive art Finally three theologians ask what can be learned from the science of complexity for a religious understanding of humankind and the world The Significance of Complexity is a pioneering work exploring the import of a fascinating new branch of science for human self understanding It caters for all those who are interested in relating science to the quest for the meaning of life

Arts and Technology Fay Huang, Reen-Cheng Wang, 2010-01-13 We welcome you to the First International Conference on Arts and Technology ArtsIT 2009 hosted by CSIE of the National Ilan University and co organized by the National Science Council ICST College of EECS at National Ilan University Software Simulation Society in Taiwan ISAC TCA NCHC CREATE NET and Institute for Information Industry ArtsIT2009 was held in Yilan Taiwan during September 24 25 2009 The conference comprised the following themes New Media Technologies Evolutionary systems that create arts or display art works such as tracking sensors wearable computers mixed reality etc Software Art Image processing or computer graphics techniques that create arts including algorithmic art mathematic art advanced modeling and rend ing etc Animation Techniques 2D or 3D computer animations AI based animations etc Multimedia Integration of different media such as virtual reality systems audio performing arts etc Interactive Methods Vision based tracking and recognition interactive art etc The conference program started with an opening ceremony followed by three keynote speeches and four technical sessions distributed over a period of two days Two poster sessions one hour each were scheduled before the afternoon oral sessions An Int active Arts Exhibition was held in conjunction with ArtsIT 2009 Twelve well known digital arts teams from Taiwan exhibited 15 artworks in this event including 10 int active installation arts 4 video arts and 1 digital print The conference received around 50 submissions from 15 different countries

Aesthetics, Gender, and Disability in Interactive Digital

Art and Performance Art Phaedra Shanbaum, 2024-11-29 This book explores the tensions between aesthetics gender and disability in contemporary digital media installations and performance art Notions of agency and subjectivity are connected to four contemporary political issues artificial intelligence migration and political violence contemporary medical technologies and practices and the Anthropocene and analyzed against a Western legacy of utopian and dystopian ideas and desires that have shaped and continue to shape what it means to be human The book s main argument is that agency and subjectivity are not universal attributes rather they are socio material entanglements and contextually bound enactments that are strategically negotiated by the subject Thus they involve conflict struggle and other forms of resistance The book will be of interest to scholars working in art history media and cultural studies disability studies and gender studies

<u>Human-Computer Interaction. Applications and Services</u> Masaaki Kurosu,2014-06-09 The 3 volume set LNCS 8510 8511 and 8512 constitutes the refereed proceedings of the 16th International Conference on Human Computer Interaction HCII

2014 held in Heraklion Crete Greece in June 2014 The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human computer interaction addressing major advances in knowledge and effective use of computers in a variety of application areas Brain Art Anton Nijholt, 2019-05-25 This is the first book on brain computer interfaces BCI that aims to explain how these BCI interfaces can be used for artistic goals Devices that measure changes in brain activity in various regions of our brain are available and they make it possible to investigate how brain activity is related to experiencing and creating art Brain activity can also be monitored in order to find out about the affective state of a performer or bystander and use this knowledge to create or adapt an interactive multi sensorial audio visual tactile piece of art Making use of the measured affective state is just one of the possible ways to use BCI for artistic expression We can also stimulate brain activity It can be evoked externally by exposing our brain to external events whether they are visual auditory or tactile Knowing about the stimuli and the effect on the brain makes it possible to translate such external stimuli to decisions and commands that help to design implement or adapt an artistic performance or interactive installation Stimulating brain activity can also be done internally Brain activity can be voluntarily manipulated and changes can be translated into computer commands to realize an artistic vision The chapters in this book have been written by researchers in human computer interaction brain computer interaction neuroscience psychology and social sciences often in cooperation with artists using BCI in their work It is the perfect book for those seeking to learn about brain computer interfaces used for artistic applications Human-Computer Interaction. Theory, Design, Development and Practice Masaaki Kurosu, 2016-07-04 The 3 volume set LNCS 9731 9732 and 9733 constitutes the refereed proceedings of the 18th International Conference on Human Computer Interaction HCII 2016 held in Toronto ON Canada in July 2016 The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions The papers thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The volumes constituting the full 27 volume set of the conference proceedings

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