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| Autore                  | Earnshaw Rae A. <1944->  |
| Titolo                  | Research and Development in Art, Design and Creativity / / by Rae Earnshaw   |
| Pubbl/distr/stampa      | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016  |
| ISBN                    | 3-319-33005-5  |
| Edizione                | [1st ed. 2016.]  |
| Descrizione fisica      | 1 online resource (XIII, 87 p. 9 illus., 6 illus. in color.)   |
| Collana                 | SpringerBriefs in Computer Science, , 2191-5776  |
| Disciplina              | 702.85   |
| Soggetti                | Interactive multimedia<br>Multimedia systems<br>Design<br>User interfaces (Computer systems)<br>Human-computer interaction<br>Media Design<br>User Interfaces and Human Computer Interaction   |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| Livello bibliografico   | Monografia   |
| Nota di bibliografia    | Includes bibliographical references at the end of each chapters.   |
| Nota di contenuto       | Foreword -- Preface -- Strategies for Research and Development in Art and Design -- Models for Research in Art, Design, and Creativity -- Collaboration Methodologies in Art and Design -- Creativity and Creative Processes in Art and Design -- Research Monitoring and Audit in Art and Design.   |
| Sommario/riassunto      | 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. .

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