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Nota di contenuto	List of Illustrations -- Foreword, Steve Benford -- Notes on Editors -- Notes on Contributors -- 1. Introduction, The Performing Body: Creativity and Technology in Performance, Susan Broadhurst & Sara Price -- 2. Digital Performance and Creativity, Susan Broadhurst -- 3. Atmospheres of Wearable Design, Johannes Birringer -- 4. Making and Breaking: Electronic Waste Recycling as Methodology, Dani Ploeger -- 5. Blast Theory's Strategies of Counter-gamification, Maria Chatzichristodoulou -- 6. Bodies in Light: Embodiment, Technology and Immersion, Michaela French -- 7. The Embodiment of Time, Helga

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Sommario/riassunto

This book explores technologies related to bodily interaction and creativity from a multi-disciplinary perspective. By taking such an approach, the collection offers a comprehensive view of digital technology research that both extends our notions of the body and creativity through a digital lens, and informs of the role of technology in practices central to the arts and humanities. Crucially, Digital Bodies foregrounds creativity, the interrogation of technologies and the notion of embodiment within the various disciplines of art, design, performance and social science. In doing so, it explores a potential or virtual new sense of the embodied self. This book will appeal to academics, practitioners and those with an interest in not only how digital technologies affect the body, but also how they can enhance human creativity.
