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Titolo	Creativity in the Digital Age / / edited by Nelson Zagalo, Pedro Branco
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Collana	Springer Series on Cultural Computing, , 2195-9056
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Soggetti	User interfaces (Computer systems) Application software Computers and civilization User Interfaces and Human Computer Interaction Computer Appl. in Arts and Humanities Computers and Society
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Preface -- Part I: Fundamentals of Digital Creativity -- The Creative Revolution that is Changing the World -- The Internet is Ancient, Small Steps are Important and Four Other Theses About Making Things in a Digital World -- Creating Creative Technologists: Playing with(in) Education -- Part II: Expressive Processes -- Playing With Puzzling Philosophical Problems -- The Creative Manipulation of Time Through Digital Personal Narratives -- Interaction Aesthetics and Ubiquitous Music -- Part III: Co-creation and Collaboration -- An Enactive Model of Creativity for Computational Collaboration and Co-Creation -- Creative Collaboration in Young Digital Creative Communities -- When Ideas Generate Value: How Lego Profitably Democratized its Relationship with Fans.-Communication in Crowdfunding Platforms -- Part IV: Makers and Players -- Fabricating Futures: Envisioning Scenarios for Home Fabrication -- Play Platforms for Children's Creativity -- Game Design with Portfolios and Creative Skills -- Author Biographies.

## Sommario/riassunto

This edited book discusses the exciting field of Digital Creativity. Through exploring the current state of the creative industries, the authors show how technologies are reshaping our creative processes and how they are affecting the innovative creation of new products. Readers will discover how creative production processes are dominated by digital data transmission which makes the connection between people, ideas and creative processes easy to achieve within collaborative and co-creative environments. Since we rely on our senses to understand our world, perhaps of more significance is that technologies through 3D printing are returning from the digital to the physical world. Written by an interdisciplinary group of researchers this thought provoking book will appeal to academics and students from a wide range of backgrounds working or interested in the technologies that are shaping our experiences of the future. .

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