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	Sommario/riassunto	Insightful perspectives on the use of the computer as a tool for artists. The approaches taken vary from its historical, philosophical and practical implications to the use of computer technology in art practice. The contributors include an art critic, an educator, a practicing artist and a researcher. The Editor's contribution will look at the potential for future developments in the field, looking at both the artistic and the computational aspects of the field. This collection seeks to bring together the latest theories and advances in the use of computers in art as well as looking in a prac