

1. Record Nr.	UNINA9910460644803321
Autore	Seth <1962->
Titolo	Seth : conversations // edited by Eric Hoffman and Dominick Grace
Pubbl/distr/stampa	Jackson : , : University Press of Mississippi, , [2015] ©2015
ISBN	1-62674-071-2
Descrizione fisica	1 online resource (251 p.)
Collana	Conversations with comic artists series
Disciplina	741.5/971
Soggetti	Cartoonists - Canada Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Collection of interviews originally published in various sources. Includes index.
Nota di contenuto	""Cover""; ""Contents""; ""Introduction""; ""Chronology""; ""Interview""; ""Michael Strafford / 1985""; ""An Interview with Seth""; ""Dylan Williams / 1995""; ""An Interview with Seth""; ""Bryan Miller / 2004""; ""Seth Interview""; ""Dave Sim / 2005""; ""Retro Man""; ""Gerald Hannon / 2006""; ""On Cartooning""; ""Rebecca Bengal / 2006""; ""Talking to Seth""; ""Thom Ernst / 2009""; ""Comics Reporter Sunday Interview: Seth""; ""Tom Spurgeon /2009""; ""Interview with Seth""; ""Eric Hoffman and Dominick Grace / 2013""; ""Index"";
Sommario/riassunto	"Canadian cartoonist Gregory Gallant, (b. 1962), pen name Seth, emerged as a cartoonist in the fertile period of the 1980s, when the alternative comics market boomed. Though he was influenced by mainstream comics in his teen years and did his earliest comics work on Mister X, a mainstream-style melodrama, Seth remains one of the least mainstream-inflected figures of the alternative comics' movement. His primary influences are underground commix, newspaper strips, and classic cartooning. These interviews, including one career-spanning, definitive interview between the volume editors and the artist published here for the first time, delve into Seth's output from its earliest days to the present. Conversations offer insight into his influences, ideologies of comics and art, thematic preoccupations, and major works, from numerous perspectives--given Seth's complex

and multifaceted artistic endeavours. Seth's first graphic novel, *It's a Good Life, If You Don't Weaken*, announced his fascination with the past and with earlier cartooning styles. Subsequent works expand on those preoccupation and themes. *Clyde Fans*, for example, balances present-day action against narratives set in the past. The visual style looks polished and contemplative, the narrative deliberately paced; plot seems less important than mood or characterization, as Seth deals with the inescapable grind of time and what it devours, themes which recur to varying degrees in *George Sprott*, *Wimbledon Green*, and *The Great Northern Brotherhood of Canadian Cartoonists*--

2. Record Nr.	UNINA9910510501203321
Titolo	IDC '06 : Proceedings of the 2006 conference on Interaction design and children : Tampere Finland June 7 - 9, 2006 // conference chairs, Kari-Jouko Raiha, Johanna Hoysniemi
Pubbl/distr/stampa	New York, NY : , : Association for Computing Machinery, , 2006
Descrizione fisica	1 online resource (172 pages)
Collana	ACM Other conferences
Disciplina	004.678083
Soggetti	Technology and children Human-computer interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	In today's schools, homes, and public spaces, children are becoming frequent and experienced users of technology. As this trend continues, it is increasingly important to understand both the needs of children and the nature of technological design for young people. With this in mind, the IDC conference focuses on addressing the challenges of interaction design for children. We also explore the opportunities that new technologies afford -- and the impact that those technologies have -- in the everyday lives of young people. IDC is organized now for the fifth time. The series was launched as a workshop in 2002 in

Eindhoven, The Netherlands. It grew into a full conference in 2003 in Preston, England, before moving to the United States with the conferences in 2004 in Maryland and 2005 in Boulder, Colorado. In 2006 the conference returns to Europe as it now takes place in Tampere, Finland. To address emerging research and development, IDC 2006 sought for long papers, short papers, demonstrations, and posters in three broad areas: emerging technologies for children, the impact these technologies can have on children's lives, and new research methods which give children a voice in the design, development, and evaluation processes. In response to the call for participation, we received 37 submissions for full papers, out of which 14 were accepted for presentation in the conference. With an acceptance rate of 38% we hope to provide a high-quality technical program that combines the Nordic tradition of emphasis on design and usability with emerging interaction methods and techniques. The long paper program is supplemented by 12 short talks (chosen out of 31 submissions, for an acceptance rate of 39%) and 6 posters. The selection of papers, posters, and short talks was by international committees, totaling 53 experts. The field of the IDC conference is maturing, and this year we tried a new format for the first day of the conference. A Child-Computer Interaction Master Class was organized for newcomers to the field by Janet C. Read, followed by a "Views on Our Field" session, chaired by Panos Markopoulos, that gave a chance to several invited speakers and the audience to discuss current trends and future directions of the field.
