1.	Record Nr.	UNINA9910483715803321
	Titolo	Error, ambiguity, and creativity [[electronic resource]] : a multidisciplinary reader / / edited by Sita Popat, Sarah Whatley
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Palgrave Macmillan, , 2020
	ISBN	3-030-39755-6
	Edizione	[1st ed. 2020.]
	Descrizione fisica	1 online resource (260 pages)
	Disciplina	153.35
	Soggetti	Dance
		Digital media
		Engineering
		Medicine
		Performing arts
		Digital/New Media
		Engineering, general
		Medicine/Public Health, general
		Performing Arts
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	1. Chapter 1: Introduction; Sarah Whatley -- 2. Chapter 2: Creative Thought-Spaces Nested in Ambiguity; Efva Lilja -- 3. Chapter 3: Tactical Ambiguity: Materiality, Representation and Interaction in Evan Meaney's Glitched Portraits; Vendela Grundell -- 4. Chapter 4: Ambiguity in psychology; Jon May -- 5. Chapter 5: Art of the Accident; Ruth Gibson and Bruno Martelli -- 6. Chapter 6: Beyond Error: Philosophy of Indeterminacy in the Age of Algorithms; Jaime del Val -- 7. Chapter 7: 'queer, wonderful misunderstandings': Catachresis as Aesthetic in Contemporary Poetry; Callie Gardner -- 8. Chapter 8: Medical Error: a Misnomer?; Rory O'Connor -- 9. Chapter 9: On Counter-Mapping and Media-Flânerie: Artistic Strategies in the Age of Google Earth, Google Maps, and Google Street View; Emilio Vavarella -- 10. Chapter 10: Perhaps this can not be anything (on exercises in text production and critical typography, which make use of machine-made

errors in processes of visual and semantic translation); Paul Wilson -- 11. Chapter 11: Error as music composition: human and material agencies; Scott McLaughlin -- 12. Chapter 12: Crashing Creatively: Trial and Error in the Hip Hop Battle; Sherril Dodds -- 13. Chapter 13: Written in Error: Definitions and Methods for Interdisciplinary and Multidisciplinary Research; Sarah Whatley. .

| Sommario/riassunto | This book offers a set of eleven discipline-specific chapters from across the arts, humanities, psychology, and medicine. Each contributor considers the creative potential of error and/or ambiguity, defining these terms in the particular context of that discipline and exploring their values and applications. Themes include error in choreography, poetry, media art, healthcare, psychology, critical typography and mixed reality performance. The book emerges from a core question of how dance research and HCI can inform each other through consideration of error, ambiguity and 'messiness' as methodological tools. The digital age had heralded the possibility that error could be eradicated by the logic of computers but several chapters focus on glitch in arts practices that exploit errors in computer programmes, or even create programmes specifically to produce errors. Together, the chapters explore how error can take us somewhere different or somewhere new, to develop a new, more interesting way of working. . |