1. Record Nr.	UNINA9910544846503321
Autore	Wolfel Matthias
Titolo	ArtsIT, Interactivity and Game Creation : Creative Heritage. New Perspectives from Media Arts and Artificial Intelligence. 10th EAI International Conference, ArtsIT 2021, Virtual Event, December 2-3, 2021, Proceedings / / edited by Matthias Wölfel, Johannes Bernhardt, Sonja Thiel
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2022
ISBN	3-030-95531-1
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (474 pages)
Collana	Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-822X ; ; 422
Disciplina	006.7 700.105
Soggetti	Telecommunication Computer networks Artificial intelligence User interfaces (Computer systems) Human-computer interaction Communications Engineering, Networks Computer Communication Networks Artificial Intelligence User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Media Arts and Virtual Reality -- Digital art and dissipative structures -- Web-Mindscape and REFLEXION – In Sync/Out of Sync – : Biofeedback and Physical Computing in Inter active New Media Art -- NerveLoop: Visualization as Speculative Process to Explore Abstract Neuroscientific Principles through New Media Art Anton Dragan Maslic -- Influence of Visual Appearance of Agents on Presence, Attractiveness, and Agency in Virtual Reality -- Reconstructing Facial Expressions of HMD Users for Avatars in VR -- Tackling online hate speech? Play Your Role! -- Dynamic Suspense Management Through

Adaptive Gameplay -- Toward Injury-Aware Game Design -- Mental Jam: A Pilot Study of Video Game Co-creation for Individuals with Lived Experiences of Depression and Anxiety -- Statistical Models for Predicting Results in Professional League of Legends -- Real-time Dynamic Digital Scenography: An Electronic Opera as a Use Case -- The lost film Pontianak (1957) as a case study to evaluate different strategies of performance capture for virtual heritage -- Considering Authorial Liberty in Adaptive Interactive Narratives -- Towards Inclusive and Interactive Spaces for Breakdancing -- Collaboration, Inclusion and Participation -- Creative collaboration with the "brain" of a search engine: Effects on cognitive stimulation and evaluation apprehension -- Designing Mobile Tasks to Improve Art Description Accessibility for People with Visual Impairments -- Promoting Social Inclusion Around Cultural Heritage Through Collaborative Digital Storytelling -- Resonant Webs: an international online collaborative arts performance for individuals with and without a disability -- Facilitating Mixed Reality Public Participation for Modern Construction Projects: Guiding Project Planners with a Configurator -- Artificial Intelligence in Art and Culture -- AI in Art: Simulating the Human Painting Process -- Unusual Transformation: A Deep Learning Approach to Create Art -- Synthography – An invitation to reconsider the rapidly changing toolkit of digital image creation as a new genre beyond photography -- Contextual storytelling using machine learning representations of sound and music -- Questions and answers: Important steps to let AI chatbots answer questions in the museum -- Poetic Automatisms: A Comparison of Surrealist Automatisms and Artificial Intelligence for Creative Expression -- Approaches and Applications -- Design Patterns of Health Animation – Scaling pattern Languages Into a New Domain -- The Effect of Characters' Locomotion on Audience Perception of Crowd Animation -- Information presentation in autonomous shuttle busses: - What and how? -- AI Assisted Design of Sokoban Puzzles using Automated Planning -- Logo Generation Using Regional Features: A Faster R-CNN Approach to Generative Adversarial Network -- User Study on the Effects of Explainable AI Visualizations on Non-Experts.

Sommario/riassunto	This book constitutes the refereed post-conference proceedings of the 10th EAI International Conference on ArtsIT, Interactivity and Game Creation, ArtsIT 2021 which was held in December 2021. Due to COVID-19 pandemic the conference was held virtually. The 31 revised full papers presented were carefully selected from 57 submissions. The papers are thematically arranged in the following sections: Media Arts and Virtual Reality; Games; Fusions; Collaboration, Inclusion and Participation; Artificial Intelligence in Art and Culture; Approaches and Applications.