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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.