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Titolo	Aesthetics of interaction in digital art / / Katja Kwastek ; foreword by Dieter Daniels ; translated by Niamh Warde
Pubbl/distr/stampa	Cambridge, MA : , : MIT Press, , [2013] ©2013
ISBN	0-262-31721-4
Descrizione fisica	1 online resource (381 p.)
Altri autori (Persone)	DanielsDieter WardeNiamh
Disciplina	776.01
Soggetti	Interactive art New media art Aesthetics, Modern - 20th century Aesthetics, Modern - 21st century Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Interactive art: definition and origins -- Interaction as an aesthetic experience -- The aesthetics of purposeless behavior: play as a boundary concept -- The aesthetics of interaction in digital art -- Case studies.
Sommario/riassunto	"Since the 1960's, artworks that involve the participation of the spectator have received extensive scholarly attention. Yet interactive artworks using digital media still present a challenge for academic art history. In this book, Katja Kwastek argues that the particular aesthetic experience enabled by these new media works can open up new perspectives for our understanding of art and media alike. Kwastek, herself an art historian, offers a set of theoretical and methodological tools that are suitable for understanding and analyzing not only new media art but also other contemporary art forms. Addressing both the theoretician and the practitioner, Kwastek provides an introduction to the history and the terminology of interactive art, a theory of the aesthetics of interaction, and exemplary case studies of interactive media art. Kwastek lays the historical and theoretical groundwork with

discussions of processual strategies of twentieth-century art and theories of aesthetic experience, process aesthetics, play, and performance. She then develops an aesthetics of interaction, discussing such aspects as real space and data space, temporal structures, instrumental and phenomenal perspectives, and the relationship between materiality and interpretability. Finally, she applies her theory to specific works of interactive media art, including narratives in virtual and real space, interactive installations, and performance - with case studies of works by Olia Lialina, Susanne Berkenheger, Stefan Schemat, Teri Rueb, Lynn Hershman, Agnes Hegedus, Tmema, David Rokeby, Sonia Cillari, and Blast Theory."--Pub. desc.

2. Record Nr.

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Titolo

Conflict of interest and medical innovation : ensuring integrity while facilitating innovation in medical research : workshop summary // Sarah H. Beachy, Adam C. Berger, and Steve Olson, rapporteurs ; Board on Health Sciences Policy, Institute of Medicine of the National Academies

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Disciplina

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Soggetti

Medicine - Research - Moral and ethical aspects  
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"Workshop summary has been reviewed in draft form by individuals chosen for their diverse perspectives and technical expertise, in accordance with procedures approved by the National Research Council's Report Review Committee."

Nota di bibliografia

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Nota di contenuto

""Front Matter""; ""Reviewers""; ""Acknowledgments""; ""Contents"";

""Boxes and Figures""; ""Abbreviations and Acronyms""; ""1 Introduction and Overview""; ""2 Conflict of Interest Policies: An Overview""; ""3 Perspectives on Conflict of Interest Policies""; ""4 Public Perceptions of Conflict of Interest""; ""5 Managing Conflict and Facilitating Innovation""; ""References""; ""Appendix A: Workshop Agenda""; ""Appendix B: Speaker Biographical Sketches""; ""Appendix C: Statement of Task""; ""Appendix D: Registered Attendees""

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## Sommario/riassunto

"Scientific advances such as the sequencing of the human genome have created great promise for improving human health by providing a greater understanding of disease biology and enabling the development of new drugs, diagnostics, and preventive services. However, the translation of research advances into clinical applications has so far been slower than anticipated. This is due in part to the complexity of the underlying biology as well as the cost and time it takes to develop a product. Pharmaceutical companies are adapting their business models to this new reality for product development by placing increasing emphasis on leveraging alliances, joint development efforts, early-phase research partnerships, and public-private partnerships. These collaborative efforts make it possible to identify new drug targets, enhance the understanding of the underlying basis of disease, discover novel indications for the use of already approved products, and develop biomarkers for disease outcomes or directed drug use. While the potential benefits of collaboration are significant, the fact that the relationships among development partners are often financial means that it is vital to ensure trust by identifying, disclosing, and managing any potential sources of conflict that could create bias in the research being performed together."Conflict of Interest and Medical Innovation" is the summary of a workshop convened by the Institute of Medicine Roundtable on Translating Genomic-Based Research for Health in June 2013 to explore the appropriate balance between identifying and managing conflicts of interest and advancing medical innovation. A wide range of stakeholders, including government officials, pharmaceutical company representatives, academic administrators and researchers, health care providers, medical ethicists, patient advocates, and consumers, were invited to present their perspectives and participate in discussions during the workshop. This report focuses on current conflict of interest policies and their effect on medical innovation in an effort to identify best practices and potential solutions for facilitating innovation while still ensuring scientific integrity and public trust"--

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