

1. Record Nr.	UNINA9910845489203321
Autore	Brooks Anthony L
Titolo	ArtsIT, Interactivity and Game Creation : 12th EAI International Conference, ArtsIT 2023, São Paulo, Brazil, November 27-29, 2023, Proceedings, Part I // edited by Anthony L. Brooks
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031553196 3031553195
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (230 pages)
Collana	Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-822X ; ; 564
Disciplina	621.382
Soggetti	Telecommunication Application software Signal processing Education Social sciences - Data processing Computer networks Communications Engineering, Networks Computer and Information Systems Applications Signal, Speech and Image Processing Computer Application in Social and Behavioral Sciences Computer Communication Networks Telecomunicació Programari d'aplicació Processament de senyals Xarxes d'ordinadors Congressos Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Exploring new frontiers in Music Therapy -- Exploring the Theoretical Landscape of BehCreative: Artistic and Therapeutic Possibilities of an

Extended Digital Musical Instrument -- Adapting the Emobook Life Story Book App for Reminiscence Focused Music Therapy in Dementia Care: An Interdisciplinary Participatory Design Approach -- Preliminary Findings from BehCreative: Exploring the Potential of Extended Digital Music Instruments for Music Therapy and Rehabilitation -- A systematic review of the technology available for data collection and assessment in music therapy -- Network Dance & Technology -- Sound Body as Embodied Poetic interaction -- Immersive dramaturgy. Aesthetic dance experiences embodied through virtual reality -- Dance And New Technologies: Different Interdisciplinary Approaches In Teaching And Practice -- Dance and Technology: different readings of the technologically mediated body -- Computational Art and the Creative Process -- Art as an expanded field: the case of the r/place social experiment -- OPHILIA: Cy-Collage Cyberperformance -- Bridging Computational Art and Climate Change: An analysis of a mobile application for raising awareness about climate change through art -- Guitar Improvisation Preparation and Practice: A Digital-Assisted Approach Integrating Set Theory and Mechanical Gesture Exploration -- Dignitas in the Metaverse -- Using Generative Models to Create a Visual Description of Climate Change.

Sommario/riassunto

This book constitutes the refereed post-conference proceedings the 12th EAI International Conference on ArtsIT, Interactivity and Game Creation, ArtsIT 2023 which was held in São Paulo, Brazil, in November 27-29, 2023. The 40 revised full papers and 1 Short paper presented were carefully selected from 103 submissions. The papers are thematically arranged in the following sections: Part I: exploring new frontiers in music therapy; network dance and technology; computational art and the creative process. Part II: alternative realities, immersion experiences, and arts-based research; games; interactive technologies, multimedia, and musical art; human at centre.
