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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
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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.
