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Nota di contenuto	Alternative realities, immersion experiences, and arts-based research -- Marker-Based and Area-Target-Based User Tracking for Virtual

Reconstruction of Cultural Heritage in Mixed Reality -- Point-Based Stylization: An Interactive Rendering Approach for Non-Uniform Artistic Representation -- Enhancing Geoscience Communication: Building Virtual Reality Field Trips with the Outcrop Digital Model at Varvito Geological Park (Itu, SP) -- Fostering Collaboration in Science: Designing an Exploratory Time Travel Visualization -- Enhancing Scientific Communication Through Information Visualization: A Proposal for a Multimodal Platform -- Fragments of Fungi: Eliciting Dialogue Through a Virtual Experience -- Creating a Methodology to Elaborate High-Resolution Digital Outcrop for Virtual Reality Models with Hyperspectral and LIDAR Data.-Games -- Hearing sounds through different ears: a video gamecase study -- A Review of Game Design Techniques for Evoking and Managing Curiosity -- Aesthetics, engagement, and narration. A taxonomy of Temporal constraints for ludo-narrative design -- Preliminary Study of the Artistic Potential of Video Games -- Interactive technologies, multimedia, and musical art -- Singing Code -- Glitch Art Generation and Performance using Musical Live Coding -- Psychological Evaluation of Media Art Focusing on Movement -- Describing and Comparing Co-located Interaction in Interactive Art Using a Relational Model -- Touching the Untouchable: Playing the Virtual Glass Harmonica -- Technology as a Means of Musical and Artistic Expression: A Comparative Study of Nono's Prometheus and Pink Floyd's Concert in Venice in the 1980s -- Soundscape to Music: Experiences in an Additive Manufacturing Open Lab -- Presenting the testimonial in multimedia documentaries -- Human at Centre -- Animated pedagogical agents performing affective gestures extracted from the GEMEP Dataset: can people recognize their emotions? -- The potential of holographic avatars in the hybrid workplace: an industrial/organizational psychology perspective -- Construction of Immersive Art Space Using Mirror Display and Its Evaluation by Psychological Experiment -- I've Gut Something to Tell You: A Speculative Biofeedback Wearable Art Installation on the Gut-Brain Connection -- MappEMG: Enhancing Music Pedagogy by Mapping Electromyography to Multimodal Feedback -- Exploring Perception and Preference in Public Human-Agent Interaction: Virtual Human vs. Social Robot -- A Historical Perspective of the Biofeedback Art: Pioneering Artists and Contributions.

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; alternative realities, immersion experiences, and arts-based research. Part II: alternative realities, immersion experiences, and arts-based research; games; interactive technologies, multimedia, and musical art; human at centre.
