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Nota di contenuto	<p>-- Amplifying Creativity: Exploring Digital Musical Interfaces. -- Embodied learning and the role of Extended Digital Musical Instruments. -- Love in Action: Gamifying Public Video Cameras for Fostering Social Relationships in Real World. -- From Knobs to Whole Body: Dance with Feedback. -- Sound effects in media: A comparative analysis of recorded and synthetic samples in live-action and animation. -- The Taxonomy of a Clarinet Tangible Acoustic Interface. -- Multi-Track MusicLDM: Towards Versatile Music Generation with Latent Diffusion Model. -- Illuminating Realities: Creating immersive spaces to promote mindfulness and wellbeing. -- Creating Generative Data-driven Aesthetics based on Brain Wave Data. -- Adaptive Virtual Reality Meditation for Adults with ADHD. -- Challenges and Opportunities for Designing Digital Communication Interfaces for Persons with Partial Locked-in Syndrome. -- Tapping into touch preferences and individual behaviours: assessing and improving the HandsOn mobile app. -- Posters. -- Ethics in Artificial Intelligence: Ensuring Integrity in Research and Media. -- Virtual Reality vs. Augmented Virtuality in Fire Extinguishing Training. -- EN-JOIN: Exploring Inclusive Visuals for a Game to Give Perspective on Energy Communities. -- Solace: Integrating Western and Emirati Poetic Traditions to Reimagine Narrative Poetry in VR. -- A teacher's perception of the co-creation and personalisation of an Immersive Web Environment. -- Exploring Adaptability of Miniature Painting to New Media. -- Demos. -- Ocean Pulse: Integrating Psychology, Technology, and Creative Practice for Transformative Experiences. -- "Giving Plants a Voice": an Interactive Installation on Khaleeji Music and Nature. -- Making Beshbarmak: Games for Central Asian Cultural Heritage.</p>
Sommario/riassunto	<p>This volume constitutes the proceedings of the 13th EAI International Conference on ArtsIT, Interactivity and Game Creation, ArtsIT 2024, in Abu Dhabi, United Arab Emirates, during November 13–15, 2024. The 38 full papers and 4 short papers were presented in this volume were carefully reviewed and selected from 112 submissions. The papers are thematically arranged in the following sections: Part I: Art & Games; Technical; Education, Co-Creativity in multi-modal interaction with generative AI. Part II: Amplifying Creativity: Exploring Digital Musical Interfaces; Illuminating Realities: Creating immersive spaces to promote mindfulness and wellbeing; Posters.</p>