1. Record Nr. UNISA996466028703316

   Titolo Information Technologies for Performing Arts, Media Access, and Entertainment [[electronic resource]] : Second International Conference, ECLAP 2013, Porto, Portugal, April 8-10, 2013, Revised Selected Papers / / edited by Paolo Nesi, Raffaella Santucci

   Pubbl/distr/stampa Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2013

   ISBN 3-642-40050-7

   Edizione [1st ed. 2013.]

   Descrizione fisica 1 online resource (XX, 289 p. 76 illus.)

   Collana Information Systems and Applications, incl. Internet/Web, and HCI ; ; 7990

   Disciplina 004

   Soggetti Application software
   User interfaces (Computer systems)
   Computers
   Computer Appl. in Arts and Humanities
   User Interfaces and Human Computer Interaction
   Computing Milieux

   Lingua di pubblicazione Inglese

   Formato Materiale a stampa

   Livello bibliografico Monografia

   Note generali Bibliographic Level Mode of Issuance: Monograph

   Nota di bibliografia Includes bibliographical references and index.

   Nota di contenuto Perspectives and (Digital) Strategies for Cultural Heritage Institutions -- Bringing New Life to Video Narratives for Exploring Cultural Heritage -- A Linked Open Data Service for Performing Arts -- A New Generation Digital Content Service for Cultural Heritage Institutions -- How to Catalogue the Cultural Heritage "Spectacle" -- Contemporary Italian Theatre on the Web: A Short History and Some Perspectives -- Open Creative Framework for a Smart Cultural City: Bologna Porticoes and the Involvement of Citizens for a UNESCO Candidacy -- Trust, Quality and Tools for Cultural Heritage Digital Libraries -- Preserving Authenticity Evidence to Assess Provenance and Integrity of Digital Resources -- Applicability of Digital Library Descriptive Metadata to the Contemporary Artworks: The Sapienza Digital Library Case Study -- Metadata Quality Assessment Tool for Open Access Cultural Heritage Institutional Repositories -- Validating the Digital Documentation of Cultural Objects -- A Workflow Model and Architecture for Content and

Metadata Management Based on Grid Computing -- A Unified Test Procedure Designed for Monitoring the Experimental Settings Ensuring Quality Assurance in 3D and Stereoscopic Productions -- Educational Services for the Performing Arts Cuban Theater Digital Archive: A Multimodal Platform for Theater Documentation and Research -- How Are On-Line Digital Libraries Changing Theatre Studies and Memories? -- Multimedia Performance Reconstruction as a Challenge to Theatre History Writing: Using Interactive Models of Historical Theatre Performances in the Education of Performing Arts -- Education-Performing Arts-Information Technology: An Impossible Triangle? -- Dance in the World of Data and Objects Dance in the World of Data and Objects -- The TKB Project: Creative Technologies for Performance Composition, Analysis and Documentation -- The Challenge of the Inter in the Preservation of Cultural Heritage; The Intangibility of the Material and Immaterial Dancing Body in Performance -- Acting and Natural Interaction -- MultiStage: Acting across Distance -- Networked Performances and Natural Interaction via LOLA: Low Latency High Quality A/V Streaming System -- Music and Opera of a Digital Generation -- Algorithmic Generation of Music Tunes for an iPhone R Game -- Feature Matching of Simultaneous Signals for Multimodal Synchronization -- Augmented Opera Performance.

Sommario/riassunto	This book contains revised selected papers from the Second International Conference on Information Technologies for Performing Arts, Media Access and Entertainment, ECLAP 2013, held in Porto, Portugal, in April 2013. The 24 papers presented were carefully reviewed and selected for inclusion in this book. They are organized in topical sections named: perspectives and (digital) strategies for cultural heritage institutions; trust, quality and tools for cultural heritage digital libraries; educational services for the performing arts; dance in the world of data and objects; acting and natural interaction; and music and opera of a digital generation.