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| Soggetti                | Telecommunication<br>Application software<br>Signal processing<br>Education<br>Social sciences—Data processing<br>Communications Engineering, Networks<br>Computer and Information Systems Applications<br>Signal, Speech and Image Processing<br>Computer Application in Social and Behavioral Sciences   |
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| Nota di contenuto       | Dialogues Between Geometry, Computer Graphics and the Visual Arts (Special session) -- [IN]Musicality: a collection of VR drawings and music as an artistic application of Hybrid Immersive Models -- 2000 eyes: Spherical View of La Fenice di Venezia. A Large-format equirectangular drawing with a gigapixel resolution -- A Comparative Study of Four 3D Facial Animation Methods: Skeleton, Blendshape, Audio-Driven, and Vision-Based Capture -- A Deep Learning-Based Approach for Generating 3D Models of Fluid Arts -- Using off-the-shelf AR and VR software for teaching immersive perspectives to 9th grade students -- Geometrical feature identification of cuneiform signs on micro survey reconstruction -- Games and Gamification -- Digital Game-based Second Language Learning of JLPT N5 & N4 Grammatical |

Concepts for Japanese -- CryptoKitties vs. Axie Infinity: Computational Analysis of NFT Game Reddit Discussions -- Preferences of Student in-Game Elements for Implementation in Gamified Learning: a Survey Report -- Design Factors for an Educational Game where Girls and Boys Play Together to Learn Fundamental Programming -- Recreating Gaming Experience Through Spatial Augmented Reality -- IN[The Hate Booth]: a Gamified Installation to Counteract Hate Speech -- A Review of Game Design Techniques for Managing Suspense -- Implementation and Playtesting for a world adventure game's Procedural Content Generation System -- Museums and the Virtual -- Engaging Museum Visitors with AI-Generated Narration and Gameplay -- User experience of a conversational user interface in a museum -- Designing Virtual Guides' Characteristics for Remote Tourism in the Arctic -- User Experience in Virtual Museum - Evaluating Assassin's Creed Odyssey: Discovery Tour -- VR Diet Museum: A Virtual Experience Designed for Better Learning and Reflection on Eating Habits and Its Effects -- Animation, AI, Books and Behavior -- The Impact of hybrid animation on the future of Animation -- Investigation of the Relationship between Artworks and Real Objects Using AI and Psychological Experiment -- Transmediation Of The Illustrated Children's Book «Goodnight Moon»: A Web-based Traditional Animation -- Analysis of Affective Behavior in the Artistic Installation Moviescape -- Fate, Death and marketing. Is a book the same product as yogurt or a car? -- The singing bridge: sonification of a stress-ribbon footbridge -- Shadow Display Design Concepts for AI Enhanced Environments -- Fluency, Fashion, Emotion and Play -- Designing a multilingual, multimodal and collaborative platform of resources for higher education -- Desiring Machines and Affective Virtual Environments -- Development of Art Fashion by Integrating Art and Digital Textile Printing -- Developing Playful and Tangible Approaches to the Gap Between Academia and Civil Society: Inclusion and Access through Participatory Action-Research -- Movement, Film and Audio -- PirouNet: Creating Dance through Artist-Centric Deep Learning -- Simulating Idiosyncratic Movement Qualities -- Audial Kinetics and the Disembodied Voice -- Banging interaction in ubiquitous music -- Motion capture as a tool of empowerment for female main characters -- Next Level Choreography: Applying a Transformer Network to Generate Improvised Dance Motions -- Customising the Interactive Film -- Synaesthetic Sound Design in Virtual Reality -- Questioning Potentials of the Electrorganic aFrame in Music Therapy: Two client case studies with a single Music Therapist -- Enabling Genuine Connections in a Digital Learning Environment for Students Through Information Communication Technologies -- Designing an Interactive 2-Level Circular Algorithm to Visualize and Support Collaboration in Science -- Cross-Sections Between Geometric Patterns of the Past and the Generative Arts of Today -- The Resurrection of Art and Human Dignity MAGNETS case study -- Touchy Tap: a Slow Technology for Shared Reflections on Water Consumption -- Shadows as Ambient Displays - a Design Space.

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#### Sommario/riassunto

This book constitutes the refereed post-conference proceedings the 11th EAI International Conference on ArtsIT, Interactivity and Game Creation, ArtsIT 2022 which was held in Faro, Portugal, November 21-22, 2022. The 45 revised full papers presented were carefully selected from 118 submissions. The papers are thematically arranged in the following sections: Dialogues Between Geometry, Computer Graphics and the Visual Arts; Games and Gamification; Museums and the Virtual; Animation, AI, Books and Behavior; Fluency, Fashion, Emotion and Play; Movement, Film and Audio.

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