1. Record Nr. UNISALENTO991001704759707536

Autore	Freud, Lucian
Titolo	Lucian Freud / a cura di William Feaver
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Altri autori (Persone)	Feaver, William
Altri autori (Enti)	Museo Correr
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Autore	Sabah Senay
Titolo	Digital storytelling : content and application / / Senay Sabah
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Collana	IntechOpen series, 11 ; ; 9
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Soggetti	Digital storytelling Virtual reality - Computer programs
Lingua di pubblicazione	Inglese
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Nota di contenuto	1. Introductory Chapter: From Traditional to Digital Storytelling -- 2. Perspective Chapter: A New Space of Storytelling -- 3. Perspective Chapter: Storytelling in Developing Countries - Changing the Narrative from the Perspectives of Learners in the Digital Spaces -- 4. Perspective Chapter: Re-Inventing Communicative Spaces - A Study to Assess the Shift of Traditional Puppetry Artifacts into Computer-Mediated Objects -- 5. Perspective Chapter: The Creative Surrogate -- 6. Thumb.CAD: Essays on Technology, Design and Image.
Sommario/riassunto	Storytelling is a form of communication that has been present throughout a substantial span of human history. The advent of emerging technologies, such as augmented reality (AR), virtual reality (VR), and mixed reality, has significantly transformed the conventional narrative in the realm of digital storytelling. Currently, this technology has the potential to be utilised in various application domains spanning multiple fields of study. It holds significant value for various entities within a given society, including corporations, non-profit organisations, tourism operators, educators, developers of online and mobile games, marketers, and numerous other stakeholders operating within diverse contexts. Hence, one might suggest that digital storytelling possesses significant potential in contemporary society.