



Aesthetics of Interaction in Digital Art

Katja Kwastek

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Elizabeth Pye



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An Ethico-Phenomenology of Digital Art Practices Giuseppe Torre, 2020-12-31 Digital art practitioners work under the constant threat of a medium the digital that objectifies the self and depersonalises artistic identities If digital technology is a pharmakon in that it can be either cure or poison with regard to digital art practices the digital may have in fact worked as a placebo that has allowed us to push back the date in which the crisis between digital and art will be given serious thought This book is hence concerned with an analysis of such a relationship and proposes their rethinking in terms of an ethico phenomenological practice informed by an in depth understanding of the digital medium Giuseppe Torre engages with underground cultures such as Free and Libre Open Source Software FLOSS and its ties with art discourse The discussion is informed by various philosophical discourses and media theories with a focus on how such ideas connect back to the existing literature in performance studies Replete with examples of artwork and practices this book will be of great interest to students and scholars of theatre and performance studies art and technology Research and Development in Art, Design and Creativity Rae Earnshaw, 2016-07-12 This book details how research and development in art and design can be formulated progressed measured and reviewed It explores the challenges of interdisciplinary research and highlights its importance and significance for the future of research in art and design and its relationship to science and technology The author looks at how creative processes and ideas are devised and how technology and its applications are changing these processes and the way in which research is developed and advanced The use of digital environments in art and design and the application of new frameworks tools and opportunities for the expression of new ideas and design are discussed Research and Development in Art Design and Creativity is an essential read for anyone interested in the concept of collaboration and communication and how this applies to art and its creation **Pioneering Participatory Art Practices** Annemarie Kok, 2024-05-06 Participatory art practices allow members of an audience to actively contribute to the creation of art Annemarie Kok provides a detailed analysis and explanation of the use of participatory strategies in art in the so called long sixties starting around 1958 and ending around 1974 in Western Europe Drawing on extensive archival materials and with the help of the toolbox of the actor network theory she maps out the various actors of three case studies of participatory projects by John Dugger and David Medalla Piotr Kowalski and telewissen all of which were part of documenta 5 Kassel 1972 *Aesthetics of Interaction in Digital Art* Katja Kwastek, 2015-08-21 An art historical perspective on interactive media art that provides theoretical and methodological tools for understanding and analyzing digital art Since the 1960s artworks that involve the participation of the spectator have received extensive scholarly attention Yet interactive artworks using digital media still present a challenge for academic art history In this book Katja Kwastek argues that the particular aesthetic experience enabled by these new media works can open up new perspectives for our understanding of art and media alike Kwastek herself an art historian offers a set of theoretical and methodological tools that are suitable for understanding and

analyzing not only new media art but also other contemporary art forms Addressing both the theoretician and the practitioner Kwastek provides an introduction to the history and the terminology of interactive art a theory of the aesthetics of interaction and exemplary case studies of interactive media art Kwastek lays the historical and theoretical groundwork and then develops an aesthetics of interaction discussing such aspects as real space and data space temporal structures instrumental and phenomenal perspectives and the relationship between materiality and interpretability Finally she applies her theory to specific works of interactive media art including narratives in virtual and real space interactive installations and performance with case studies of works by Olia Lialina Susanne Berkenheger Stefan Schemat Teri Rueb Lynn Hershman Agnes Heged s Tmema David Rokeby Sonia Cillari and Blast Theory

User Interface Design for Virtual Environments: Challenges and Advances Khan, Badrul,2011-12-31 The design of various virtual environments should be based on the needs of a diverse population of users around the globe Interface design should be user centric and should strive for making the user s interaction as simple meaningful and efficient as possible User Interface Design for Virtual Environments Challenges and Advances focuses on challenges that designers face in creating interfaces for users of various virtual environments Chapters included in this book address various critical issues that have implications for user interface design from a number of different viewpoints This book is written for professionals who want to improve their understanding of challenges associated with user interface design issues for globally dispersed users in various virtual environments

Interactive Experience in the Digital Age Linda Candy,Sam Ferguson,2014-03-28 The use of interactive technology in the arts has changed the audience from viewer to participant and in doing so is transforming the nature of experience From visual and sound art to performance and gaming the boundaries of what is possible for creation curating production and distribution are continually extending As a consequence we need to reconsider the way in which these practices are evaluated Interactive Experience in the Digital Age explores diverse ways of creating and evaluating interactive digital art through the eyes of the practitioners who are embedding evaluation in their creative process as a way of revealing and enhancing their practice It draws on research methods from other disciplines such as interaction design human computer interaction and practice based research more generally and adapts them to develop new strategies and techniques for how we reflect upon and assess value in the creation and experience of interactive art With contributions from artists scientists curators entrepreneurs and designers engaged in the creative arts this book is an invaluable resource for both researchers and practitioners working in this emerging field

A Companion to Contemporary Drawing Kelly Chorpening,Rebecca Fortnum,2020-11-24 The first university level textbook on the power condition and expanse of contemporary fine art drawing A Companion to Contemporary Drawing explores how 20th and 21st century artists have used drawing to understand and comment on the world Presenting contributions by both theorists and practitioners this unique textbook considers the place space and history of drawing and explores shifts in attitudes towards its practice over the years Twenty seven essays discuss

how drawing emerges from the mind of the artist to question and reflect upon what they see feel and experience This book discusses key themes in contemporary drawing practice addresses the working conditions and context of artists and considers a wide range of personal social and political considerations that influence artistic choices Topics include the politics of eroticism in South American drawing anti capitalist drawing from Eastern Europe drawing and conceptual art feminist drawing and exhibitions that have put drawing practices at the centre of contemporary art This textbook Demonstrates ways contemporary issues and concerns are addressed through drawing Reveals how drawing is used to make powerful social and political statements Situates works by contemporary practitioners within the context of their historical moment Explores how contemporary art practices utilize drawing as both process and finished artifact Shows how concepts of observation representation and audience have changed dramatically in the digital era Establishes drawing as a mode of thought Part of the acclaimed Wiley Blackwell Companions to Art History series A Companion to Contemporary Drawing is a valuable text for students of fine art art history and curating and for practitioners working within contemporary fine art practice

Museums and Technologies of Presence Maria Shehade, Theopisti Stylianou-Lambert, 2023-09-05 In view of the ever increasing use of interactive and emerging technologies in museum spaces Museums and Technologies of Presence rethinks the role of such technologies as potential facilitators of presence and as vehicles for offering new immersive and embodied visitor experiences This edited collection presents theoretical approaches and case studies that explore how presence can be experienced in museum spaces and what role technology can play in visitor experiences It considers the theoretical underpinnings of the concept presence for museum spaces offering a critical examination of how immersive and other emerging technologies can affect diminish or enhance our sense of presence and embodiment Through an international range of case studies and innovative projects this volume considers emerging technologies including virtual reality augmented reality interactive multisensory installations and AI alongside different aspects of presence including immersion embodiment empathy emotion engagement and affect Taking an interdisciplinary approach Museums and Technologies of Presence will be beneficial to those researching or studying in the fields of Museum Studies Digital Humanities Computer Science Information Science and Digital Media It will also be useful to museologists curators and artists who are interested in developing immersive experiences experimental new media and immersive aesthetics

Aesthetics at Work Arne Melberg, 2007 This anthology deals with the changing state of the arts and the incorporation and relevance of the aesthetic dimension in daily life in general The articles are not restricted to the arts but emphasis is given to aesthetics at work including art interaction new aesthetical forms new aesthetical activities media and expressions including aesthetical dimensions in current economical and technological development all the aesthetical tendencies that contribute to our world today The book represents a decisive development in existing theories of art taking a serious look at the expanding field of aesthetics The contributors represent aesthetic studies musicology art history literature and media Together they have

published widely within the aesthetics field and they all take part in the development of an aesthetics program at the University of Oslo

Analysis, Design, and Evaluation of Human-Machine Systems 2004 Amy Pritchett, 2005

Leonardo, 2002 International journal of contemporary visual artists □□□□, 2012 **The Power of Touch** Elizabeth Pye, 2007 Conference Magic Touch held at the Institute of Archaeology University College London 2004 published papers with aim to encourage discussion and re evaluation of the use of touch in museums and other heritage contexts **Visual**

Effects Barbara Flückiger, 2008 Am computergenerierten Bild scheiden sich die Geister Ist der Computer ein kalter berechnender Apparat der an die Stelle von Menschen tritt und dem Film seine einstmals analoge Seele raubt Die Autorin stellt die technischen Grundlagen und visuellen Aspekte des computergenerierten Filmbildes dar und erl utert die sthetischen Konsequenzen Die Autorin untersucht die technischen Grundlagen der 3D Modellierung und Animation ihre Entwicklung und Praxis und diskutiert ihre Differenz zu herk mmlichen Methoden der filmischen Abbildungsverfahren Aber auch die sthetischen Aspekte werden analysiert sthetische Konsequenzen des Zusammenpralls von Korn und Pixel von additiven und subtraktiven Farbsystemen von konventioneller Fotografie und mathematisch naturwissenschaftlichen Modellierungsalgorithmen Ein Standardwerk **Vom Betrachter zum Gestalter** Michael Mangold, Peter Weibel, 2007 Der Band untersucht die durch Neue Medien ver nderten Aufgabenstellungen und L sungsperspektiven f r Museen als Bildungseinrichtungen Es werden theoretische berlegungen zur Museumskommunikation mit deskriptiven Projektberichten vereint und Perspektiven f r das Museum als Bildungsinstitution und Teil einer Medienkultur des 21 Jahrhunderts aufgezeigt

□□□□□, 2007 **Virtual Art** Oliver Grau, 2004-09-17 An overview of the art historical antecedents to virtual reality and the impact of virtual reality on contemporary conceptions of art Although many people view virtual reality as a totally new phenomenon it has its foundations in an unrecognized history of immersive images Indeed the search for illusionary visual space can be traced back to antiquity In this book Oliver Grau shows how virtual art fits into the art history of illusion and immersion He describes the metamorphosis of the concepts of art and the image and relates those concepts to interactive art interface design agents telepresence and image evolution Grau retells art history as media history helping us to understand the phenomenon of virtual reality beyond the hype Grau shows how each epoch used the technical means available to produce maximum illusion He discusses frescoes such as those in the Villa dei Misteri in Pompeii and the gardens of the Villa Livia near Primaporta Renaissance and Baroque illusion spaces and panoramas which were the most developed form of illusion achieved through traditional methods of painting and the mass image medium before film Through a detailed analysis of perhaps the most important German panorama Anton von Werner s 1883 The Battle of Sedan Grau shows how immersion produced emotional responses He traces immersive cinema through Cinerama Sensorama Expanded Cinema 3 D Omnimax and IMAX and the head mounted display with its military origins He also examines those characteristics of virtual reality that distinguish it from earlier forms of illusionary art His analysis draws on the work of contemporary artists and groups ART

COM Maurice Benayoun Charlotte Davies Monika Fleischmann Ken Goldberg Agnes Hegedues Eduardo Kac Knowbotic Research Laurent Mignonneau Michael Naimark Simon Penny Daniela Plewe Paul Sermon Jeffrey Shaw Karl Sims Christa Sommerer and Wolfgang Strauss Grau offers not just a history of illusionary space but also a theoretical framework for analyzing its phenomenologies functions and strategies throughout history and into the future **Inventing the Medium** Janet H. Murray, 2011-11-23 A foundational text offering a unified design vocabulary and a common methodology for maximizing the expressive power of digital artifacts Digital artifacts from iPads to databases pervade our lives and the design decisions that shape them affect how we think act communicate and understand the world But the pace of change has been so rapid that technical innovation is outstripping design Interactors are often mystified and frustrated by their enticing but confusing new devices meanwhile product design teams struggle to articulate shared and enduring design goals With **Inventing the Medium** Janet Murray provides a unified vocabulary and a common methodology for the design of digital objects and environments It will be an essential guide for both students and practitioners in this evolving field Murray explains that innovative interaction designers should think of all objects made with bits whether games or Web pages robots or the latest killer apps as belonging to a single new medium the digital medium Designers can speed the process of useful and lasting innovation by focusing on the collective cultural task of inventing this new medium Exploring strategies for maximizing the expressive power of digital artifacts Murray identifies and examines four representational affordances of digital environments that provide the core palette for designers across applications computational procedures user participation navigable space and encyclopedic capacity Each chapter includes a set of Design Explorations creative exercises for students and thought experiments for practitioners that allow readers to apply the ideas in the chapter to particular design problems **Inventing the Medium** also provides more than 200 illustrations of specific design strategies drawn from multiple genres and platforms and a glossary of design concepts Windows and Mirrors J. David Bolter, Diane Gromala, 2003 The experience of digital art and how it is relevant to information technology From Technological to Virtual Art Frank Popper, 2007 Frank Popper traces the development of immersive interactive new media art from its antecedents through today's digital multimedia networked art

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