

Contents

Keynote Talk: From Analog to Digital, Fictive vs. Documentary: An Ongoing Journey	1
<i>Murat Germen</i>	
Google DevArt: Following the Success of Google's Android Market in the Visual Arts?	13
<i>JungHyun Anna Park and Sang-Yeal Han</i>	
The Technology and the Performing Body in the Arts of Contemporary Societies	20
<i>Emmanouela Vogiatzaki and Artur Krukowski</i>	
Generation of Engineering Research Directions Through Artistic Process	28
<i>Marco Pinter, Angus Graeme Forbes, Danny Bazo, and George Legrady</i>	
Virtual Idol Hatsune Miku: New Auratic Experience of the Performer as a Collaborative Platform	36
<i>Jelena Guga</i>	
Traditional Painting Revised: The Ambient Intelligence Approach to Creativity	45
<i>Nikolaos Partarakis, Margherita Antona, Emmanouel Zidianakis, Panagiotis Koutlemanis, and Constantine Stephanidis</i>	
When Technology Collaborates: Politics and the Aesthetic of "We" Human-and-Technology	54
<i>Hyunkyung cho, Timothy W. Luke, and Joonsung Yoon</i>	
Poetry of Separation: The Aesthetics of Spatial Montage and Generative Editing for Multi-layered Screens	61
<i>So Jung Bahng, Doo Won Yoo, Patrick Hutchings, Chung Kon Shi, and Graham Wakefield</i>	
Technologies Expand Aesthetic Dimensions: Visualization and Sonification of Embodied Penwald Drawings	69
<i>Myounghoon Jeon, Steven Landry, Joseph D. Ryan, and James W. Walker</i>	
Exploring Felt Qualities of Embodied Interaction with Movement and Sound	77
<i>Cumhur Erkut, Anu Rajala-Erkut, and Sofia Dahl</i>	
A Proposal for the Creation of a Dance Ontology	86
<i>Annabel Clarence</i>	

Interactive Internet Theatre (Interactive Multimedia Solutions at the New Aleksandrinsky Theatre Stage)	100
<i>Nikolay Borisov, Artem Smolin, Denis Stolyarov, and Pavel Shcherbakov</i>	
Design of a Non-intrusive Augmented Trumpet	108
<i>Claudia Rinaldi, Federica Battisti, Marco Carli, and Luigi Pomante</i>	
Digital Creativity: Children’s Playful Mastery of Technology	116
<i>Eva Petersson Brooks and Anthony Lewis Brooks</i>	
Authoring of Digital Games via Card Games: Make Playful Play Happen . . .	128
<i>Andrea Valente and Emanuela Marchetti</i>	
Large-Scale Analysis of Art Proportions	137
<i>Kristoffer Jensen</i>	
Augmented Sculptures: What You See is not What You See	144
<i>Selçuk Artut</i>	
Author Index	153

Arts and Technology

Fourth International Conference, ArtsIT 2014, Istanbul,
Turkey, November 10-12, 2014, Revised Selected
Papers

Brooks, A.L.; Ayiter, E.; Yazicigil, O. (Eds.)

2015, XVIII, 153 p. 52 illus., Softcover

ISBN: 978-3-319-18835-5