

Chapter 2

Modeling Literary Culture Through Interactive Digital Media

Abstract In the rapidly transforming landscape of the modern world, people unconsciously refrain from interacting in public spaces, containing their communications that are extensive and universal within the home and relatively individually. The mass connectivity and technological advancement created new cultural values, thus altering the human perception of the world. This state of affairs is jeopardizing some of the cultural identities that have surmounted few centuries, shaping the values and associated customs of numerous generations. Furthermore, computer technology became integrated exceedingly with the modern culture, which prompted us to introduce and explore the avenues of cultural computing that is the familiar ground of the modern society. With the intention of promoting values of distinct cultures, which will greatly assist in enhancing social relationships, we have developed a framework to communicate literature through digital media, which introduced the platform to create Poetry Mix-up.

Keywords Cultural computing • Poetry • Social connectivity

2.1 Introduction

The word “*culture*” was originated from Latin word “*cultura*” meaning “to cultivate,” which began to appear in the English language during the late eighteenth century. The intellectual and spiritual cultivation of an individual or a societal group was the notion of culture during the late eighteenth century. Culture has been defined in multitude of ways by the scholars of various disciplines. Williams (2001) in “The Analysis of Culture” defined culture in three categories: first, the “ideal” in which culture is the state or the process of human perfection; second, the “documentary” that refers to the body of intellectual and imaginative work being deemed as culture; and third, the “social” in which culture is a description of a certain way of life, which expresses its meanings and values in art, learning, institutions, and behavioral patterns. To Geertz (1973), culture is semiotic. He described man as an animal suspended in a web of significance, which Geertz understands as culture,

and the study of culture as an interpretative one in search of meanings. Hannerz (1992) believed that culture is collective and above all a matter of meanings. He further added that culture is the meaning that people create and which creates people as members of society.

In the contemporary society, the meanings and values are communicated in great speed and in a variety of ways, changing the nature of their social behaviors and interactions. According to Bakardjieva (2003), who wrote about virtual togetherness, communal interactions were transformed to the socialization of private experience through a new form of social organization. For instance, in Facebook or Twitter, new forms of social communities are created, linking people of different backgrounds, demographics, etc., allowing the flow of personal experiences.

Communicating the established cultural aspects, which will provide the contemporary society with common communication grounds and familiar grounds for “reaching out,” has to be cultivated within the same environment utilizing the existing channels, thus influencing the participation. The approachability and accessibility to interact with cultural elements will be the key factors with the users. Moreover, the integration of “cultural layer” and “computer layer” introduces intense challenges (Manovich 2001). Thus, computer technology has moved beyond the realm of being a tool, transforming and creating the definition of the modern society.

Cultural computing uses various methods to model established cultures so that users could interact and experience these cultures through modern computing applications. As creativity is the mutual foundation of culture, science, and technology, cultural computing explores and develops technology to advance creative activities that would be a positive impact on contemporary lifestyles. On the other hand, this is an example of interactions between humans and machines, for the purpose of entertainment, learning, and cultural sharing. In this article, we present an outline of the cultural computing research and the main features of cultural computing. We then present our cultural computing prototype: Poetry Mix-up.

2.2 Background

The need to establish a computer technology that increases the communal communications and cultural exchange has always been a zealous research concern. There have been various efforts in the field of computing to restore the rapidly decaying cultural aspects, thus promoting social communication using new dimensions or mediums to explore culture. The purpose behind this technology is not only to reconnect and strengthen human relationships, but also to encourage in accepting and welcoming diverse nature of global cultures.

Connectivity is the pulse of culture. Information flowed through connectivity in the form of symbols and values. Williams (2001) believed that symbols and values that he described as patterns are the key to understanding culture. The encoding and decoding of cultural codes in this communication process depend on the

connectivity of greater strength. One scream from a female is culturally encoded and decoded, allocating values and meanings to the action. In turn begins the process of the acceptance and rejection of each nuance that would develop through several centuries and pass on to several generations. This interpersonal connectivity, which shaped meanings and values attached to each action for centuries, has been transformed to mass connectivity, which initiates universal values and meanings. Manuel Castells (Amoore 2005) described this as the material arrangement that provides for social interconnections without territorial practices. He called this “the space of flows.” Unfolding further, Castells argued that the present-day world is made up of the interactive and interacted, which build personal connectivity, horizontal communication that scales the territorial boundaries, creating networks of solidarity and cooperation, and social movements that heed no terrain.

Within this mass connectivity, computer technology has achieved the prominence of having no boundaries. The mass connectivity, where the cultural identities are built and affirmed, where computer technology is empowered, is the modern generator of values and meanings. This is where our question arises, whether the computer technology is a culture, or whether it serves as a medium or a tool for the cultures to develop. Pacey (1983) argued that technology is culturally neutral and that it contributes tools independent of the cultural value system and impartially support a cultural structure. In this sense, computers are technical tools that contribute to society detachedly and have no values or meanings attached. Then again, in the contemporary society, computers are a prominent part of the everyday activities, and they have created activities that are transforming the definition of time and space. Disabusing his own argument, Pacey (1983) added if technology is to be feasible, it has to correspond with the patterns of activities, which are incorporated in a distinct culture. When computer technology becomes the pattern of any culture, and it has become nowadays, it transforms the values and meanings associated with the culture, creating a culture that is associated unwaveringly to the technology. Nowadays, mobile devices have become smaller and intensely richer in features, making them “extra mobile” and highly efficient, thus creating a culture that is tremendously connected to computer technology to sustain the cultural meanings and values.

Mass connectivity and technological culture are creating new cultural values and altering our perception of the world, which is mass consumption and mass consumerization related. If we take the iPhone as an example, it is simply not just a phone of high technology but as a status symbol that symbolizes the values, perceptions, and being part of a cultural entity that is consisted of mass connectivity and technology.

This is where we suggest the unification of culture with computer technology to form cultural computing. The mass connectivity and technological culture is critically endangering the various cultural identities that are finding hard to sustain within the rapidly changing cultural environment, where the mass production of global values and meanings are being acknowledged as the acceptable. Furthermore, the modern generation is distancing themselves from the cultural

values that have passed through centuries and generations, thus disengaging the related social associations.

Our intention is to introduce distinctive cultural identities, associated cultural values, and to promote social interconnectivity through an interactive computer technological process. Since this endeavor is grounded on the familiar territories of the modern generation, the computer technology, and mass connectivity, the promotion is to awake the sensibility to an immersive cultural experience, which is accessible to the populace. This enterprise will be cultivating closer relationships between generations since this will encourage the youths to study the literature of the bygone eras, while the older generation would share their cultural experiences with the young. The merge of traditional poetry lines with the new communication methods and the promotion of greater and closer interaction between young and old through shared cultural experiences will be exceedingly beneficial to the society.

2.3 Related Research

Some of the related research in cultural computing, such as ZENetic Computer (Tosa et al. 2004), provide an understanding of certain cultural values and associated meanings. ZENetic Computer uses computing as a method for cultural translation where thoughts in Zen Buddhism are used. Furthermore, augmented reality narrative like Alice (Hu et al. 2008) leads the user through virtual and real locations, moral choices, and emotional states. Another example is Hitch-Haiku (Tosa et al. 2007), where the reproduction of traditional Haiku, a Japanese minimal poem form, by computer is developed. A random expression from a chapter of Japanese essays named “1000 Books and 1000 Nights,” of which the essence is created into a Haiku and translated to English by the system. Thus, the core values of the Japanese essays would be communicated to a wing of society who is unlikely to experience the traditional Japanese literary culture.

New avenues in understanding, experiencing, and appreciating cultural heritage are also being explored using virtual reality (VR) technology. Virtual reality technology provides new interactive experience by recreating the cultural heritage content in an immersive 3D environment for the users to explore and experience the culture in real time (Song et al. 2004). In the project “Interacting with the virtually recreated Peranakans” (Song et al. 2003), the re-creation of Peranakan’s¹ cultural

¹Peranakan Chinese or Straits-born Chinese are the descendants of Chinese immigrants who came to the Malay archipelago including British Malaya (now Peninsular Malaysia and Singapore, where they are also referred to as Baba-Nyonya) and Dutch East Indies (now Indonesia; where they are also referred to as Kiau-Seng) [4] between the fifteenth and seventeenth centuries. <https://en.wikipedia.org/wiki/Peranakan>.

heritage incorporating intuitive interaction techniques using VR technology is a new approach to culture communication.

On the other hand, we have explored the approaches toward the fusion of cultural elements and modern computing applications in Confucius Computer (Cheok et al. 2008). Confucius Computer is a new form of illogical cultural computing based on the Eastern paradigms of balance and harmony, which are radically different from the ancient Greek logic normally experienced in computing. It aims to facilitate cultural communication by enabling people of diverse cultural backgrounds and different generations, especially the young, to gain deeper understanding of the ancient Chinese culture using the modes of communication they are familiar with. The system uses new media to revive and model these historical philosophies and teachings into three subsystems, Confucius chat, Confucius music-painting, and Confucius food, thus enabling a wider awareness of ancient culture using the literacy of digital interactivity.

2.4 Framework of Modeling Literature

The innovative examples such as mentioned in the previous paragraphs have explored the possibilities available for sustainable new interactive platform while we specifically concentrate on exploring the concepts of cultural computing to develop a framework to communicate literature.

Teamed with our line of reasoning concerning the cultural computing, and with the recognition of the significance of communication as more than sending and receiving of messages, but “a symbolic process whereby reality is produced, maintained, repaired, or transformed” (Carey 2008), we have incorporated the important characteristics from computing, communication, and culture to develop our system—Poetry Mix-up. Our system is prepared with the framework as the basis, and we believe this framework could be applicable to any form of system that is being developed for the communication of literature.

The features of the framework are described as follows:

2.4.1 Literature Regeneration

While globalizing process encourages global cultural values, there are unique cultures all over the world whose values have scaled centuries, nurturing countless generations. These are the distinctive values, which have shaped numerous communities, their beliefs, their attitudes, and their activities. These values are the promoting factor of various interrelations, intercommunications, and associated creative practices. Ancient literature is one of the profound communication

channels, specifically poetry, which has created, revived, and strengthened the values in communities. Through centuries, various social spectrums of every society created their own literature to communicate and secure social connectivity.

2.4.2 Pervasive Experience

Another important characteristic of interactive computing system is to provide pervasive experience. Culture is a “way of life” or a lived experience to most people. It is an all-encompassing experience that is acutely constrained by the limited experiences such as visiting cultural museums or reading classical literatures in libraries which confine the encounters to specific locations or spaces. Therefore, interactive cultural computing should be able to merge cultural elements seamlessly into the communal lives and be able to provide pervasive cultural experience.

2.4.3 Mass Accessibility

Mass accessibility could be declared as one of the basic elements in cultural computing. Technology should be developed to accommodate the mass accessibility since it is absolutely important that people stay linked together for the cultural relationships to flourish and expand. Cultural connectivity enables people to overcome cultural barriers, like language problem, to access different cultures and exchange their cultural values. Providing the accessibility to the mass and connecting different cultural groups will greatly enhance the collective activities of people, who are separated by different thought processes of different periods, to participate in similar cultural activities and build positive communications.

2.4.4 Social Connectivity

Social connectivity is the heart of any community since it develops, defines, and improves the communications among diverse social stratum. It enriches, cultivates, and originates standpoints of the members of societies to transform their approaches and attitudes. Social connectivity reinforces the cultural associations, enabling communities to overcome cultural barriers and communication difficulties. Technology should always empower social connectivity and enhance the methodologies for further improvements.

Based on these characteristics, we developed Poetry Mix-up and compiled the features of our system in the Table 2.1, and the system will be described in the following sections in details.

Table 2.1 Cultural computing features of Poetry Mix-up

Poetry Mix-up	
Literature regeneration	By combining modern hybrid cultural elements, mobile culture, and traditional poetry, Poetry Mix-up aims to create a new and revived form of poetry writing. By mixing up different variety of poems, the system generates new poems according to the input messages. This method provides users with the opportunity to create a version of regenerated poetry together within their own familiar environment
Pervasive experience	Mobile phone provides an ideal platform for pervasive experience. People can call or send messages no matter where they are. In the Poetry Mix-up system, users could express their own thoughts by sending a SMS to a specified telephone number. According to the message, the system will create a free style poetry, thereby providing the users with the experience of creating their own poems
Mass accessibility	The process of inputting for the Poetry Mix-up system is based on short message service that is known as a highly interactive communication platform developed especially with the aim of making it accessible to the mass. Furthermore, the displaying technique used in the system introduces another dimension of accessibility since it provides cooperative accessibility
Social connectivity	Poetry is one of the indirect communication methods in most cultures from the ancient times. The Poetry Mix-up process is based on the utilization of existing poetry lines from the past. The fusion of various poem lines with the newly fed lines of thought has the effect of strengthening the understanding between different social and cultural segments in the society. It will also raise the awareness of the necessity to learn and preserve a time-honored cultural element, poetry. The system would introduce a regenerated poetic culture and would strengthen social connectivity using a modern approach

2.5 Poetry Mix-Up

2.5.1 System Overview

By blending media art and poetry, the Poetry Mix-up system was developed, and it extends existing short message service (SMS) to a new level of self-expression and public communication. Based on the user's input SMS, which is generated from his experience in the real world, the system selects few poem lines that most closely match the user's and the poets' intention, and recomposes a new poem to the user. The generated poem extends the user's reality into the virtual reality expressed in the poems, thus enabling a mixed reality experience between the user and the classical poets. This new type of mixed reality poetry experience is pervasive, as the user could instantly SMS whenever and wherever he has the motivation to do so. Therefore, the mixed reality poetry experience is closely fitted to the user context, which would welcome the user's natural appreciation. Mixing poetry is the major element of this system that transforms the users into experiencing the state of being a poet by mixing short messages into poems. It will provide a means of expression

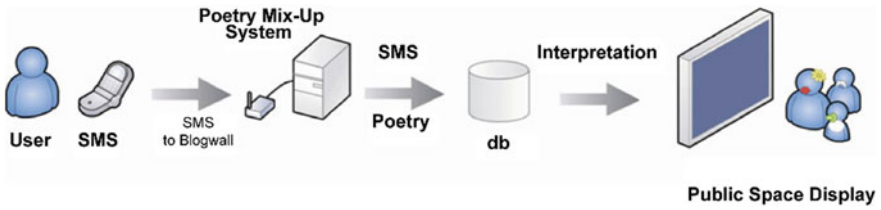
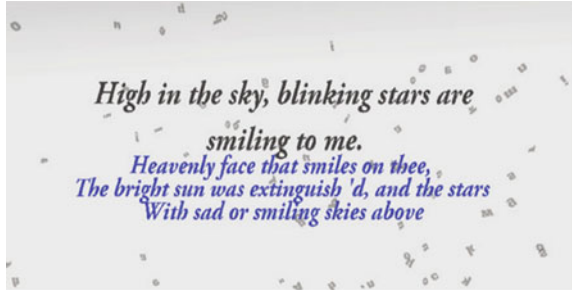


Fig. 2.1 Overview design of Poetry Mix-up

Fig. 2.2 Visualization output of Poetry Mix-up



in the language that younger generation can understand and the forms of social communication, which is an essential part of their lives.

As in Fig. 2.1, the user sends a short message to the system that contains a preconfigured mobile number. Then, the extracted text from the SMS will be transferred to the processing unit, exempting any inappropriate words, be processed and mixed to generate a new poetry, and the end result will be displayed.

By providing visualization that displays messages in its natural form as shown in Fig. 2.2, the Poetry Mix-up acts as a virtual meeting point where it combines the features from literature, virtual reality, and digital communication. In the aspect of the visualization, the system provides not only good mental experience, but also intelligent and fascinating visual experience to the user.

2.5.2 Detailed System Description

In the Poetry Mix-up system, short messages are received by a dedicated GSM/GPRS modem and fetched into the system. The fetched SMS is analyzed to identify most prominent word, and a poem will be created with the means of the content. The application enables the user to assume the role of a poetry jockey. The technique used in Poetry Mix-up integrates a number of ideas from different disciplines such as information retrieval and natural language understanding, specifically word sense disambiguation (WSD) and topic summarizing, and augments the

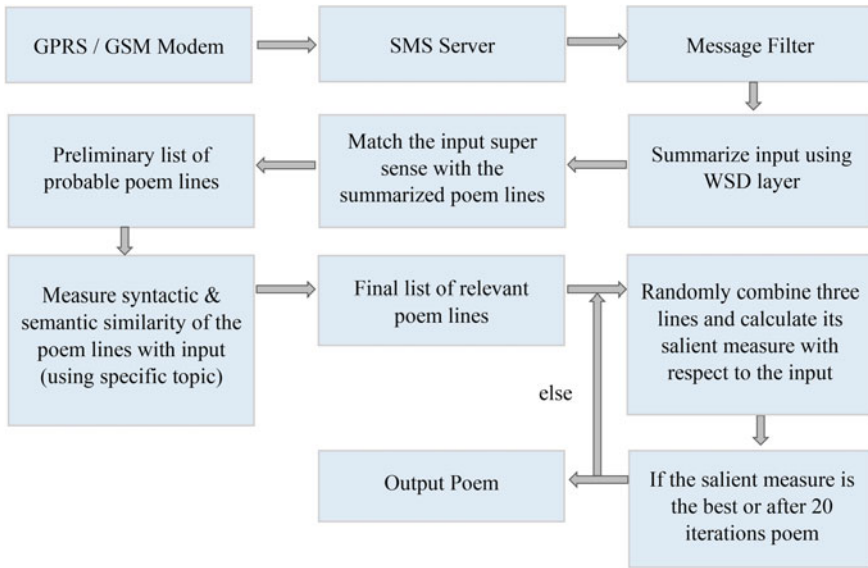


Fig. 2.3 Overview of poetry generation

system with genetic algorithm-based methods to create a model for coherent poetry output.

As shown in Fig. 2.3, after receiving the message, the system will first analyze the message using the Message Filter module in which SMS language and emoticon will be translated into normal English. The translated message will then be passed to the WSD layer for the purpose of understanding the specific meaning or sense of each word in the message. In the WSD layer, WordNet (Miller and Fellbaum 1998) is modified by adding the analysis of determiners, prepositions, pronouns, conjunctions, and particles and used as the lexical database of English words, in order to increase the accuracy of WSD.

The results of WSD layer will be transferred to the topic modeling layer. In this attempt, the salience measure (Boguraev and Kennedy 1999) of a particular topic is calculated, and the topics with the highest salience measure are selected. By matching the specific words and the related topics in the input message with the existing poem lines, the system will generate a preliminary list of probable poem lines in the topic summarizing layer.

In the stage of final poem mixing, 20 combinations of three poem lines will be randomly and iteratively generated from the shortlisted probable poem lines. The system will calculate the salience measure of each combination using the fitness function. The combination with highest salience measure will be output as the final poem. The unique mixing enables the system to borrow random but relative lines of poetry from different poets. Therefore, the final outcome of the system could be unusual, surprising, or maybe amusing. As an example, the user sends the SMS

“*High in the sky, blinking stars are smiling to me.*” Firstly, the system will pass into the WSD layer to summarize the input message.

The analyzed output of the WSD layer is as shown in Table 2.2. Based on the result of WSD, the system further analyzes the topics of the input message. As shown in Table 2.3, the specific topic of each word will be obtained and the top five topics with the highest salience measure will be selected as the topics of the input message.

According to the topics of the input message, poem lines with the specific word under each topic are shown in Tables 2.4, 2.5, 2.6, 2.7, and 2.8. For the purpose of providing different entertaining results for the same input message, the system will generate random combinations of three poem lines from the shortlisted list iteratively. The final output that passes the fitness function or has the highest salience measure in the fitness function is as follows:

Heavenly face that smiles on thee,
The bright sun was extinguish’d, and the stars
With sad or smiling skies above

Table 2.9 shows more examples generated from the system.

Table 2.2 Results of the WSD layer

Word	Type	Sense
High	Adjective	Greater than normal in degree or intensity or amount
In	Preposition	A preposition
The	Connector	Singular definite connector
Sky	Noun	The atmosphere and outer space as viewed from the earth
Blinking	Adjective	(Used of persons) informal intensifiers
Star	Noun	(Astronomy) a celestial body of hot gases that radiates energy derived from thermonuclear reactions in the interior
Are	Auxiliary Verb	Have the quality of being
Smiling	Verb	A facial expression characterized by turning up the corners of the mouth; usually shows pleasure or amusement
To	Preposition	A preposition
Me	Pronoun	First person, singular, objective case, base-I

Table 2.3 Results of the topic modeling layer

Word	Category	Salience measures
Smiling	Communication	25.72
Star	Object	25.00
Sky	Substance	21.93
Are	Be	20.22
High	Attribute	16.54

Table 2.4 Shortlisted poem lines about “smiling” and “communication”

No.	Poem line
1	And, with smiles that answer their smiling
2	Heavenly face that smiles on thee
3	A smile on my face to mask the sorrow
4	Let us smile for the sake of it
5	Sweet moans, sweeter smiles

Table 2.5 Shortlisted poem lines about “star” and “object”

No.	Poem line
1	One star can guide a ship at sea
2	Till the stars shine through the roof
3	And stars for ever dwell
4	The bright sun was extinguish’d and the stars
5	Night is the mother of stars

Table 2.6 Shortlisted poem lines about “sky” and “substance”

No.	Poem line
1	The blue sky
2	Blue be the sky and soft breeze
3	Blue sky yesterday
4	Like the blue of the sky
5	But with blue sky

Table 2.7 Shortlisted poem lines about “are” and “be”

No.	Poem line
1	Their heads are bent, as if in prayerful mood
2	Life is a soul
3	At starting, is my object. Nay we’ll go
4	Changing from a caterpillar was work that’s true
5	The swinging spider’s silver line

Table 2.8 Shortlisted poem lines about “high” and “attribute”

No.	Poem line
1	Crawling high, crawling low
2	Flitting high, flitting low
3	For he once was a star of the highest degree
4	High or low
5	A traditional music band in high spirits

Table 2.9 Three examples of input messages and output poems

Input message	Poem
I want to realize my dreams, not just record them	Records of great wishes slept with, Dream moon, cream moon, first he kissed me He'd have God for his father & never want joy
All I want is someone to listen	At starting, is my object. Nay we'll go, Someone had better be prepared for rage, I want to be someone
Sometimes we should slow down and enjoy the lives	From the wisdom of many life-times in my heart, I love him dear, Draining our life energy, its role

2.6 System Evaluation

2.6.1 Design of the Evaluation

In this user evaluation, 15 participants were selected randomly with the average age of 26. To understand the users’ engagement and social experience, we have focused on three main directions of the Poetry Mix-up system in this user evaluation. The usability and acceptance of the system, interaction, and social communication using the system, and the possibilities of using the system to preserve the art of the poetry are the three main focuses of this study.

1. Acceptance of Poetry Mix-up

- Question—Are users comfortable with Poetry Mix-up?
- Hypothesis—Users would be satisfied with the system regarding the experience and the related outputs;
- Example statement 1.1—I like the system;
- Example statement 1.2—I think the generated poetry is related to the input SMS;
- Example statement 1.3—I prefer to see the SMS directly on the screen;
- Example statement 1.4—I prefer generating poetry from the SMS; and
- Example statement 1.5—I felt like I am a poet when using the system.

2. Social communication using Poetry Mix-up

- Question—Could Poetry Mix-up be used as a tool for social communication?
- Hypothesis—The system could be used for indirect social communication through poetry;
- Example statement 2.1—I think this system could be used to communicate with others; and

Example statement 2.2—I think this system could be used as an indirect communication tool with my friends (e.g., blogs, Facebook, and Twitter are used as indirect communication tools).

3. *Preserve poetry culture*

Question—Could Poetry Mix-up be used to preserve the poetry culture?
Hypothesis—The system could preserve the poetry culture;
Example statement 3.1—I think the traditional poetry culture is in danger;
Example statement 3.2—I think this system could help to preserve the poetry culture; and
Example statement 3.3—I would like to communicate with others through poetry.

2.6.2 *Results of the Evaluation*

Data collected from the survey after using the system is expressed as mean unless otherwise specified. Results of the survey are presented in Tables 2.10 and 2.11. Table 2.10 presents the high-level results according to each section, and Table 2.11 presents the results according to the statements. Of all elements explored in this survey, most of them performed positively in the survey as more than 50% selected the favorable choice to the statements posed. Only statement 1.2 based on generated poetry and input SMS provided a balanced result. A detailed analysis of results is described as follows.

In the aspect of acceptance of Poetry Mix-up, none of the users commented negatively on statement 1.1 that denoted all the participants liked and enjoyed the system. Although the system could not always generate the poem according to the meaning of the input message accurately, some of the participants still provided positive feedbacks. One participant said that it was really nice to see the response corresponding to her SMS. One other user commented that he wondered about the poems generated by the system, and whether they are really meaningful. He felt that the poems are much closer to his feelings. On the other hand, many comments on improvement were received during the user evaluation. For example, the system

Table 2.10 Summarized results of user evaluation based on three main sections

	Negative (%)	Neutral (%)	Positive (%)
Usability	18	28	54
Social communication	8	25	67
Preserve poetry culture	13	29	58

Table 2.11 Detailed results of user evaluation based on individual statements

Statement	Options (%)		
	No	Neutral	Yes
1.1	0	31	69
1.2	37	25	38
1.3	19	31	50
1.4	12	25	63
1.5	19	31	50
2.1	12	19	69
2.2	6	12	82
2.3	6	44	50
3.1	6	31	63
3.2	25	19	56
3.3	6	37	57

still needs more accurate result in understanding the input SMS. One user suggested that it would be better if this system can input and output in other languages as well. The user further commented that rather than outputting a complete poem, it would be better if the system can output poetic phrases for users to create a poem according to his/her creativity.

In the section of social communication using Poetry Mix-up, more than 60% of the participants agreed that poetry could be used as a medium for communicating at present, and they could use the system to communicate with their friends indirectly. Some of the participants suggested that if this system can be published as a free application for people, it would be popular among all the communities. One other suggestion for the improvement was that as a communication media, it would be better if the system could give related images which could provide more emotional value to the poem lines.

In the final section of the questionnaire about preserving poetry culture using the Poetry Mix-up system, as can be seen in Table 2.10, 58% of users agreed that the system provides opportunity to preserve poetry culture. As the results from the study reveal, even though most of the participants believed that the traditional poetry culture is in danger, they would like to communicate with others through poetry. Given below are some of the positive comments from the participants.

I strongly believe that this system would effectively be used to spread traditional poems
It is a good way of preserving poetry culture

In addition, another participant commented that the system should understand the different cultural elements in order to generate better poems. However, these comments prove that the application of Poetry Mix-up system into the contemporary culture would be a pleasurable experience while preserving the traditional poetry culture. The high percentage of positive responses indicated that people feel that the system supports social communication and helps to preserve the poetry

culture. This is a very significant result since social interaction and poetry are some of the foremost aspirations of Poetry Mix-up.

2.7 Conclusion

In this chapter, we have introduced a conceptual line of reasoning regarding cultural computing. We have responded to the queries of why we need to merge computer technology with culture, whether the computer technology is a culture and in which sense the computers and culture are merged and what are the benefits it may bring to our society. One of our reasonings is that computer technology has travelled beyond being a mere tool to being the most significant part of modern society. We have presented key features in cultural computing in modeling literature: literature regeneration, pervasive experience, mass accessibility, and social connectivity and introduced Poetry Mix-up that features these aspects. According to the results of the system evaluation, our system, which we have developed based on the cultural computing framework, is positively accepted. We are hopeful that these results would open further doors in the discourse in cultural computing.

We will further explore the potential opportunities available for advanced development in this domain while concentrating on strengthening the social connections and narrowing the gaps that are breaching the communications in society. The existing systems have amply justified the achievability of the various approaches in cultural computing and the unlimited space for innovative experiments that would provide interactive cultural experiences. Further developments in this sphere would be a revitalizing immersive experience to the contemporary society, which will eventually reflect on their actual cultural transactions.

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