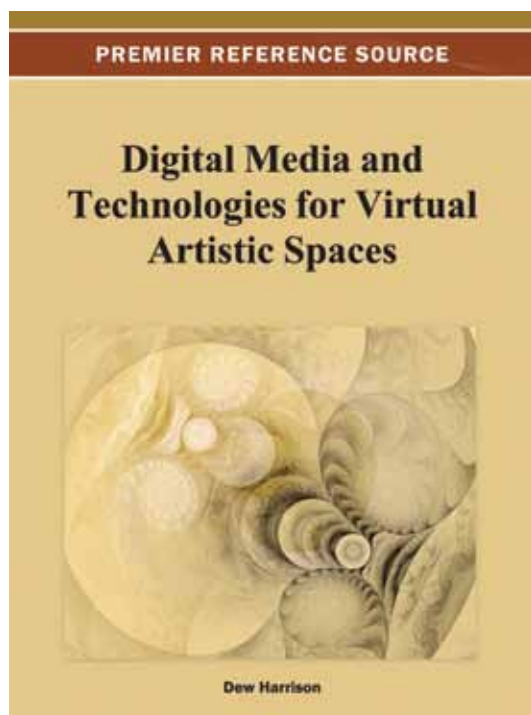


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Released: February 2013

Digital Media and Technologies for Virtual Artistic Spaces



Dew Harrison (University of Wolverhampton, UK)

Emerging new technologies such as digital media have helped artists to position art into the everyday lives and activities of the public. These new virtual spaces allow artists to utilize a more participatory experience with their audience.

Digital Media and Technologies for Virtual Artistic Spaces brings together a variety of artistic practices in virtual spaces and the interest in variable media and online platforms for creative interplay. Presenting frameworks and examples of current practices, this book is useful for artists, theorists, curators as well as researchers working with new technologies, social media platforms and digital culture.

Topics Covered:

- 3D Surface Computing
- Data-Objects
- Digital and Material Culture
- Digital Media
- Exhibition and Viewer Participation
- Multi-User Virtual Environments
- Social Art Practice

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Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Dew Harrison is a Professor of Digital Media Art and works as the Associate Dean for Research and Postgraduate Study at the University of Wolverhampton, School of Art and Design, where she is also the Director of CADRE, Centre for Art, Design, Research and Experimentation. She is a researcher and practitioner with a BA in Fine Art, an MA in Contemporary Art Theory, an MSc in Computer Science and a PhD from the Planetary Collegium, CAiiA, in Interactive Art. Her practice undertakes a critical exploration of Conceptual Art, semantic media and intuitive interfaces where she often works collaboratively and considers virtual curation a form of art practice. She continues to show her work internationally, most recently two of her Digital Action Painting series were exhibited at the Centre for Contemporary Art in Poland, and has over 50 publications to date spanning digital art, consciousness studies, interactive games, art history and museology.

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