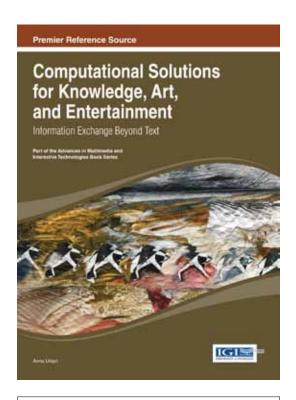
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# Computational Solutions for Knowledge, Art, and Entertainment: Information Exchange Beyond Text



Part of the Advances in Multimedia and Interactive Technologies Book Series

Anna Ursyn (University of Northern Colorado, USA)

As interactive application software such as apps, installations, and multimedia presentations have become pervasive in everyday life, more and more computer scientists, engineers, and technology experts acknowledge the influence that exists beyond visual explanations.

Computational Solutions for Knowledge, Art, and Entertainment: Information Exchange Beyond Text focuses on the methods of depicting knowledge-based concepts in order to assert power beyond a visual explanation of scientific and computational notions. This book combines formal descriptions with graphical presentations and encourages readers to interact by creating visual solutions for science-related concepts and presenting data. This reference is essential for researchers, computer scientists, and academics focusing on the integration of science, technology, computing, art, and mathematics for visual problem solving.

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Anna Ursyn, PhD, is a Professor and Computer Graphics Area Head at the School of Art and Design, University of Northern Colorado. She combines programming with software and printmaking media, to unify computer generated and painted images, and mixed-media sculptures. Ursyn had over 30 single juried and invitational art shows, participated in over 100 fine art exhibitions, and published articles and artwork in books and journals. Research and pedagogy interests include integrated instruction in art, science, and computer art graphics. Since 1987 she serves as a Liaison, Organizing and Program Committee member of International IEEE Conferences on Information Visualization (iV) London, UK, and Computer Graphics, Imaging and Visualization Conferences (CGIV). She serves as Chair of the Symposium and Digital Art Gallery D-ART iV, 1997-2011.



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