

# Handbook of Research on Digital Media and Creative Technologies

Part of the Advances in Media, Entertainment, and the Arts Book Series

Dew Harrison (University of Wolverhampton, UK)

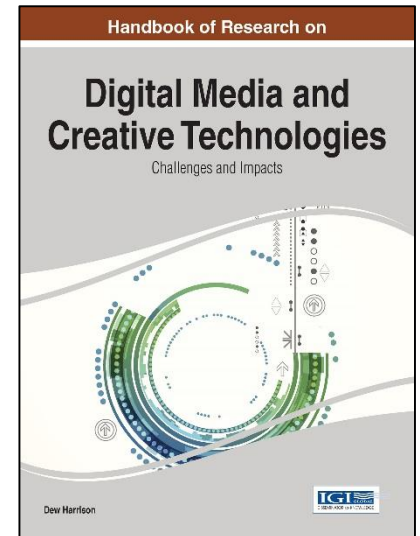
## Description:

Emerging technologies enable a wide variety of creative expression, from music and video to innovations in visual art. These aesthetics, when properly explored, can enable enhanced communication between all kinds of people and cultures.

The **Handbook of Research on Digital Media and Creative Technologies** considers the latest research in education, communication, and creative social expression using digital technologies.

## Readers:

By exploring advances in art and culture across national and sociological borders, this handbook serves to provide artists, theorists, information communication specialists, and researchers with the tools they need to effectively disseminate their ideas across the digital plane.



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## Topics Covered:

- Animation
- Art and Technology
- Communication Technologies
- Computer Games
- Digital Self Identity
- Education in Creative Spaces
- Spatial Reasoning and Creative Design
- Urban Management
- Video Processing Technologies
- Virtual Reality

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**Section 1 – Artistic Practice and Theory**

## Chapter 1

*Exploring Liminal Practices in Art, Technology and Science*  
Denise Doyle, University of Wolverhampton, UK

## Chapter 2

*Be[ing] You: In[bodi]mental a Real-time Body Swapping Video Performance*  
Lorna Moore, Independent artist-researcher, UK

## Chapter 3

*Big Data - Small World: Materializing Digital Information for Discourse and Cognition*  
Ian Gwilt, Sheffield-Hallam University, UK

## Chapter 4

*Digitizing the Physical; physicalizing the digital*  
Joan Truckenbrod, School of the Art Institute of Chicago, US

## Chapter 5

*The Virtual, Alternate Spaces and the Affects upon Artwork*  
Alistair Payne, Glasgow School of Art, UK

## Chapter 6

*Sound Image and Resonant Animated Space: Beyond the Sonic Veil*  
Ross Winning, University of Wolverhampton, UK

## Chapter 7

*The Earth Sciences and Creative Practice: entering the Anthropocene*  
Suzette Worden, Independent, Australia

## Chapter 8

*Transposing, Transforming and Transcending Tradition in Creative Digital Media*  
Phillip Prager, University of Copenhagen, Denmark  
Maureen Thomas, Oxford University, UK  
Marianne Selsjord

## Chapter 9

*'Virtual Reality' Reconsidered*  
Garfield Benjamin, University of Wolverhampton, UK.

## Chapter 10

*Designing Pervasive Virtual Worlds*  
Everardo Reyes-Garcia, University of Paris 13, France

**Section 2 - Education**

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*Making it for the Screen: Creating Digital Media Literacy*  
Paul Chilsen, Carthage College and the Rosebud Institute, US

## Chapter 12

*Using Virtual Environments to Achieve Learner Outcomes in Interprofessional Healthcare Education*  
Michelle Aebersold, University of Michigan, US  
Dana Tschannen, University of Michigan, US

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*Digital media in the classroom: Emergent perspectives for 21st century learners*  
Kathy Sanford, University of Victoria, Canada  
Elizabeth Merkel, University of Victoria, Canada  
Timothy F. Hopper, University of Victoria, Canada

## Chapter 14

*Using Spatial Reasoning for Creative Design: Merging Engineering and Mathematics Practices*  
D. Craig Schroeder, Fayette County Public Schools, US  
Carl W. Lee, University of Kentucky, US  
Margaret J. Mohr-Schroeder, University of Kentucky, US

## Chapter 15

*The empirical study about internet use and computer games among Croatian children*  
Sanja Tatalović Vorkapić, University of Rijeka, Croatia  
Elma Polanec, University of Rijeka, Croatia

**Section 3 - Communication and Innovation**

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*Tools for the Process: Technology to Support Creativity and Innovation*  
Joshua Fairchild, Creighton University, US  
Rachel Heinen, Creighton University, US  
Salvatore Leone, Creighton University, US  
Lily Cushenbery, Stony Brook University, US  
Samuel Hunter, Pennsylvania State University, US

## Chapter 17

*Digital Parrhesia 2.0: Moving beyond deceptive communications strategies in the digital world*  
François Allard-Huwer, Sorbonne University, France  
Nicholas Gilewicz, University of Pennsylvania, US

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*BOLD Ideas for Creative Social Networking*  
Wei Zhang, Peking University, China

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*SMART CCTV and the management of urban space*  
Jung Hoon Han, University of New South Wales, Australia  
Scott Hawken, University of New South Wales, Australia  
Angelique Williams, University of New South Wales, Australia

## Chapter 20

*The Role of State in Crafting Smart Cities in the Gulf Region: Lusail City/Qatar & Masdar City/UAE*  
Evren Tok, Qatar Faculty of Islamic Studies, Hamad Bin Khalifa University, Qatar  
Jason James McSparren, University of Massachusetts, Boston, USA  
Maha Al Merekhi, Qatar Foundation, Qatar  
Hanaa Elghaish, Qatar Faculty of Islamic Studies, Hamad Bin Khalifa University, Qatar  
Fatema Mohamed Ali, Qatar Faculty of Islamic Studies,  
Hamad Bin Khalifa University, Qatar

**Dew Harrison** is Professor of Digital Media Art at the University of Wolverhampton, where she is Chair of the University Professoriate and Director of the CADRE research centre. With a BA in Fine Art, an MSc in Computer Science, an MA in the History and Theory of Contemporary Art, 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, which bridge the virtual to the real world. She often works collaboratively and considers digital curation as a form of art practice. Her early work in hypermedia articulates the creative thinking of Marcel Duchamp as the initiator of conceptual practice. More recent works concern the application of human-like behaviours to virtual objects and have extended from exploring the ideas of Duchamp to that of the “big idea” of Darwin culminating in the “Shift-Life” hands-on interactive installation commissioned for the Darwin bicentenary 2009. She continues to exhibit internationally and has over 70 publications to date spanning digital art, media art history, new media theory, interactive games, museology, and consciousness studies.