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.
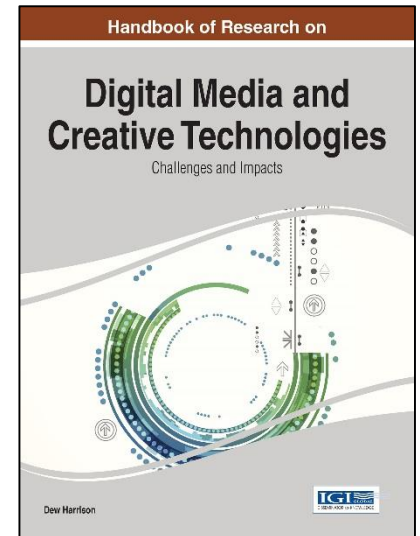
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Topics Covered:

- 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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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.