

New Opportunities for Artistic Practice in Virtual Worlds

Part of the Advances in Social Networking and Online Communities Book Series

Denise Doyle (University of Wolverhampton, UK)

Description:

Although virtual worlds continue to grow in popularity, a substantial amount of research is needed to determine best practices in virtual spaces. The artistic community is one field where virtual worlds can be utilized to the greatest effect.

New Opportunities for Artistic Practice in Virtual Worlds provides a coherent account of artistic practices in virtual worlds and considers the contribution the Second Life platform has made in a historical, theoretical, and critical context within the fields of art and technology.

Readers:

This volume is intended for both artists and scholars in the areas of digital art, art and technology, media arts history, virtual worlds, and games studies, as well as a broader academic audience who are interested in the philosophical implications of virtual spaces.

ISBN: 9781466683846

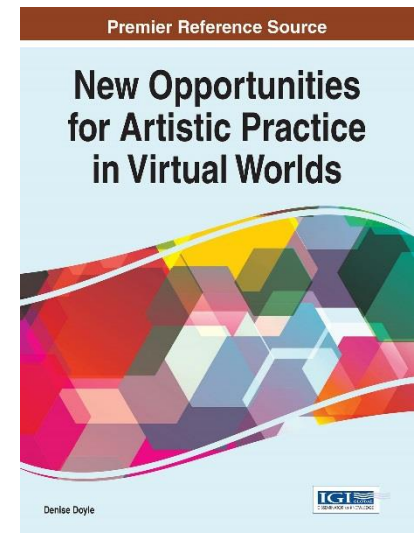
Release Date: May, 2015

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Pages: 312

Topics Covered:

- Aesthetics of Virtual Environments
- Art and Performance
- Avatar Embodiment and Identity
- Blended Reality Performance
- Collaborative Practices and Shared Creativity
- Found Objects and Bought Selves
- Machinima and Virtual Filmmaking
- SL-Bots and Performance Art



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Adam Nash, RMIT University, Australia

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Jeremy Turner, Simon Fraser University, Canada
Michael Nixon, Simon Fraser University, Canada
Jim Bizzocchi, Simon Fraser University, Canada

Denise Doyle has a background in Fine Art Painting and Digital Media. She is an Artist-Researcher, Senior Lecturer in Digital Media at the University of Wolverhampton, and Adjunct Professor in Virtual Worlds and Digital Practice, Ontario College of Art and Design University (OCAD U), Toronto, Canada. Denise has published widely on the subject of the virtual and the imaginary, the experience of the avatar body in virtual worlds and game spaces, and the use of virtual worlds for creative practice. She sits on two international editorial boards: *International Journal of Performance Arts and Digital Media* (Routledge) and *Journal of Gaming and Virtual Worlds* (Intellect). Her research interests include: virtual worlds, art-sci dialogues, interactive film, philosophies of the imagination, practice-based research methods and digital narratives. She is currently developing a series of projects exploring digital embodiment in art and technology.