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Explorations in Art and Technology presents the explorations in Art and Technology of the Creativity & Cognition Research Studios. The Studios were created to bring together the visions and expertise of people working at the boundaries of art and digital media. The book explores the nature of intersection and correspondence across these disciplinary boundaries, practices and conceptual frameworks through artists' illustrated contributions and studies of work in progress. These experiences are placed within the context of recent digital art history and the innovations of early pioneers.

Each Teacher's Edition includes a wealth of point-of-use teaching support designed to help teachers easily pick and choose.

This monograph integrates theoretical perspectives on affect and learning with recent research in affective computing with an emphasis on building new learning technologies. The "new perspectives" come from the intersection of several research themes: - Basic research on emotion, cognition, and motivation applied to learning environments - Pedagogical and motivational strategies that are sensitive to affective and cognitive processes - Multimodal Human Computer Interfaces, with a focus on affect recognition and synthesis - Recent advances in affect-sensitive Intelligent Tutoring Systems - Novel methodologies to investigate affect and learning - Neuroscience research on emotions and learning

This book examines in detail, from the perspective of over a dozen artists, the emerging role of technology, and in particular digital technology, in the portrayal of the body in contemporary art, and includes both text and numerous examples from the work of Laurie Anderson, Merce Cunningham, Toni Dove and others. Organized around the three themes of body language, constructed body, and body sights, the book, which catalogs an exhibition at the Wexner Center for the Arts, seeks to situate the relationship between body and technology in the continuum of modern and postmodern art.

This book explores learning in the arts and highlights ways in which art and creativity can ignite learning in schools, informal learning spaces, and higher education. The focus is on learning in, with, and through the arts. Written from a range of international perspectives, Multidisciplinary Approaches to Art Learning and Creativity draws upon the fields of cognitive science, art education, technology and digital arts; the learning sciences; and museum studies to explore the theoretical underpinnings of artistic creativity and inspiration, and provide empirical explorations of mechanisms that support learning in the arts. Critical factors that help to facilitate the creative process are considered, and chapters highlight connections between research and practice in art learning. This volume offers a rich variety of positions and projects which underpin creativity in schools, museums, and other venues. An illustrative text for researchers and educators in the arts, Multidisciplinary Approaches to Art Learning and Creativity demonstrates how artistic ways of thinking and working with artists empower art learners and support their needs and opportunities across the lifespan.

Creativity and the Performing Artist: Behind the Mask synthesizes and integrates research in the field of creativity and the performing arts. Within the performing arts there are multiple specific domains of expertise, with domain-specific demands. This book examines the psychological nature of creativity in the performing arts. The book is organized into five sections. Section I discusses different forms of performing arts, the domains and talents of performers, and the experience of creativity within performing artists. Section II explores the neurobiology of physiology of creativity and flow. Section III covers the developmental trajectory of performing artists, including early attachment, parenting, play theories, personality, motivation, and training. Section IV examines emotional regulation and psychopathology in performing artists. Section V closes with issues of burnout, injury, and rehabilitation in performing artists. Discusses domain specificity within the performing arts Encompasses dance, theatre, music, and comedy performance art Reviews the biology behind performance, from thinking to movement Identifies how an artist develops over time, from childhood through adult training Summarizes the effect of personality, mood, and psychopathology on performance Explores career concerns of performing artists, from injury to burn out

The annotated Teacher's Edition provides a full-size student page and is designed to help art educators tailor instruction to the individual needs of their classroom and students. Comprehensive, point-of-use support includes teaching tips, learning strategies, and background notes. Easily identifiable icons and descriptive headings help teachers quickly select those features that meet their teaching needs. The Teacher's Edition is a valuable resource for the printmaking classroom, and includes the following point-of-use features: * Art Criticism - Discussion Prompts and questions encourage students to describe, analyze, interpret, and judge works of art. * Interdisciplinary Connections - Integrate the arts across the curriculum with engaging teaching strategies and research assignments. * National Standards - See how chapter objectives and lesson content correlate to the National Visual Arts Standards. * Special Needs / Gifted and Talented - Supplemental strategies for helping special learners master the basics and to challenge motivated and accomplished students.

Are songwriters, painters, filmmakers, and other artists modern-day prophets in society and church? Can art be a vehicle of hope, stirring that wondrous if elusive capacity in human beings to imagine a more just, humane, and joyful future? Through critical and contemplative engagement with classics in music, film, literature, and visual arts, Christopher Pramuk's The Artist Alive: Explorations in Music, Art & Theology invites us to explore these and other questions. Attentive to the deep longings of the human and spiritual journey, Pramuk posits the arts as a doorway into the life of spirit and sacred presence. Rather than proposing "answers," he outlines a way of seeing, hearing, and praying through some of life's most enduring spiritual and theological questions. With more than a dozen case studies featuring various artists, prompts for contemplative practices, and a focus on today's most urgent social and spiritual issues, The Artist Alive weaves a spirituality of wonder, resistance, and hope: a prophetic response to the utilitarian, militarized, marketplace vision of reality that bears down upon and dehumanizes so many in our time. Through loving examination of artists and their art, Pramuk convincingly conveys the possibility of a more humane and joyful way of being in the world.

This open access book details the relationship between the artist and their created works, using tools such as information technology, computer environments, and interactive devices, for a range of information sources and application domains. This has produced new kinds of created works which can be viewed, explored, and interacted with, either as an installation or via a virtual environment such as the Internet. These processes generate new dimensions of understanding and experience for both the artist and the public ' s relationships with the works that are produced. This has raised a variety of interdisciplinary opportunities and issues, and these are examined. The symbiotic relationship between artistic works and the cultural context in which they are produced is reviewed. Technology can provide continuity by making traditional methods and techniques more efficient and effective. It can also provide discontinuity by opening up new perspectives and paradigms. This can generate new ideas, and produce a greater understanding of artistic processes and how they are implemented in practice. Tools have been used from the earliest times to create and modify artistic works. For example, naturally occurring pigments have been used for cave paintings. What has been created provides insight into the cultural context and social environment at the time of creation. There is an interplay between the goal of the creator, the selection and use of appropriate tools, and the materials and representations chosen. Technology, Design and the Arts - Opportunities and Challenges is relevant for artists and technologists and those engaged in interdisciplinary research and development at the boundaries between these disciplines.

Some of the most creative artists from today ' s maker scene discuss their process, workspaces and more in this inspiring guide to tinkering. The Art of Tinkering is an unprecedented celebration of what it means to tinker: to take things apart, explore tools and materials, and build wondrous, wild art that ' s part science, part technology, and entirely creative. Join 150+ makers as they share the stories behind their beautiful and bold work—then do some tinkering yourself! This collection of exhibits, artwork, and projects explores a whole new way to learn, in which people expand their knowledge through making and doing, working with readily available materials, getting their hands dirty, collaborating with others, and problem-solving in the most fun sense of the word. Each artist featured in The Art of Tinkering shares their process and the backstory behind their work. Whether it ' s discussing their favorite tools (who knew toenail clippers could be so handy?) or offering a glimpse of their workspaces (you ' d be amazed how many electronics tools you can pack into a pantry!), the stories, lessons, and tips in The Art of Tinkering offer a fascinating portrait of today ' s maker scene. Artists include: Scott Weaver. Arthur Ganson, Moxie, Tim Hunkin, AnnMarie Thomas, Ranjit Bhatnajar and Jie Qi.

