Preface

ArtsIT (Arts and Technology) has previously been presented on four occasions – see the contribution by Brooks and Brooks in this publication. Reflecting trends in the expanding field of digital art, interactive art, and how game creation is considered an art form, the decision was made to modify the title of ArtsIT to be known as “The International Conference on Arts and Technology, Interactivity and Game Creation,” but still with the acronym ArtsIT. Complementing the ongoing series and to expand the European Alliance for Innovation (EAI) portfolio of events, an initiative to establish a new and complementary event to ArtsIT was undertaken and titled “The International Conference on Design, Learning and Innovation (DLI).”

The keynote lecture for ArtsIT was given by Antoni Jaume-i-Capò from Universitat de les Illes Balears, Spain, who enthralled attendees in the first session of the first day. The DLI keynote took place on the second day with Sudarshan Khanna and Surabhi Khanna sharing their focused research on play and toys.

This LNICSST book presents the proceedings of the two-day co-located ArtsIT and DLI events of 2016. Sessions were hosted in two adjacent auditoriums – to facilitate delegate ease of access – with coffee and adjacent relaxation areas overlooking University Park where the campus of Aalborg University in Esbjerg is located. The campus is a short distance from downtown where all major hotels, restaurants, shopping and entertainment can be found near the busiest port in Denmark. Also close by is the high-standard youth hostel: all ideal for delegate access. Known as the “Energy Metropolis,” Esbjerg is a major supplier to the offshore industries as well as being a key fisheries location. Culture is also a main aspect of the city with it being a regular winner of the Danish City of Culture Award.

The opening contribution in this book is by the editors, who, as authors, detail the strategy behind the initiative of a co-located double conference for the European Alliance for Innovation. The first delegate paper is titled “The Farm Game: A Game Designed to Follow Children’s Playing Maturity.” The authors are Emmanouil Zidianakis, Kalliopi Stratigi, Danae Ioannidi, Nikolaos Partarakis, Margherita Antonia, and Constantine Stephanidis from Forth University, Crete. Following is “A Tangible Augmented Reality Toy Kit: Interactive Solution” by Yujie Zhu and Stephen Jia Wang from Monash University, Australia. From Ulster University, Ireland, Prof. Paul McKevitt and colleagues contributed with their paper titled “SceneMaker: Creative Technology for Digital StoryTelling.” “Structuring Design and Evaluation of an Interactive Installation Through Swarms of Light Rays with Human-Artifact Model” is next by Cumhur Erkut from Aalborg University, Copenhagen campus. The next contribution is “Gamify HCI: Device’s Human Resolution for Dragging on Touch Screens in a Game with Lab and Crowd Participants” by authors Allan Christensen, Simon Andre Pedersen, and Hendrik Knoche from Aalborg University. Sara Hojjat, Chiaki Ikemoto, and Tomoyuki Sowa’s contribution follows, discussing their body of work “Maze and Mirror Game Design for Increasing Motivation in Studying Science in

Sacha Kjærhus Therkildsen, Nanna Cassøe Bunkenborg, and Lasse Juel Larsen introduce their work in a paper titled “An Adaptation Framework for Turning Real-Life Events into Games: The Design Process of the Refugee Game.” This is followed by “Emotion Index of Cover Song Music Video Clips Based on Facial Expression
Recognition” by Georgios Triantafyllidis, Georgios Kavalakis, and Nikolaos Vidakis. Next is Denis Stolyarov, Nikolay Borisov, Artem Smolin, Pavel Shcherbakov, and Vasily Trushin, whose paper is titled “The Opportunities of Applying the 360° Video Technology to the Presentation of Cultural Events.”


In closing we are happy to report that responses were highly positive about the synching of the complementary co-location of the events such that a similar partnering under EAI will transpire in October 2017 in Crete.

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