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INNOVATIONS IN ART AND DESIGN

*Digital Creativity: A Reader* addresses the needs of a new discipline that unites the creativity of fine art, design, performing arts and film with the technical paradigms of computer science, interface design and communications.

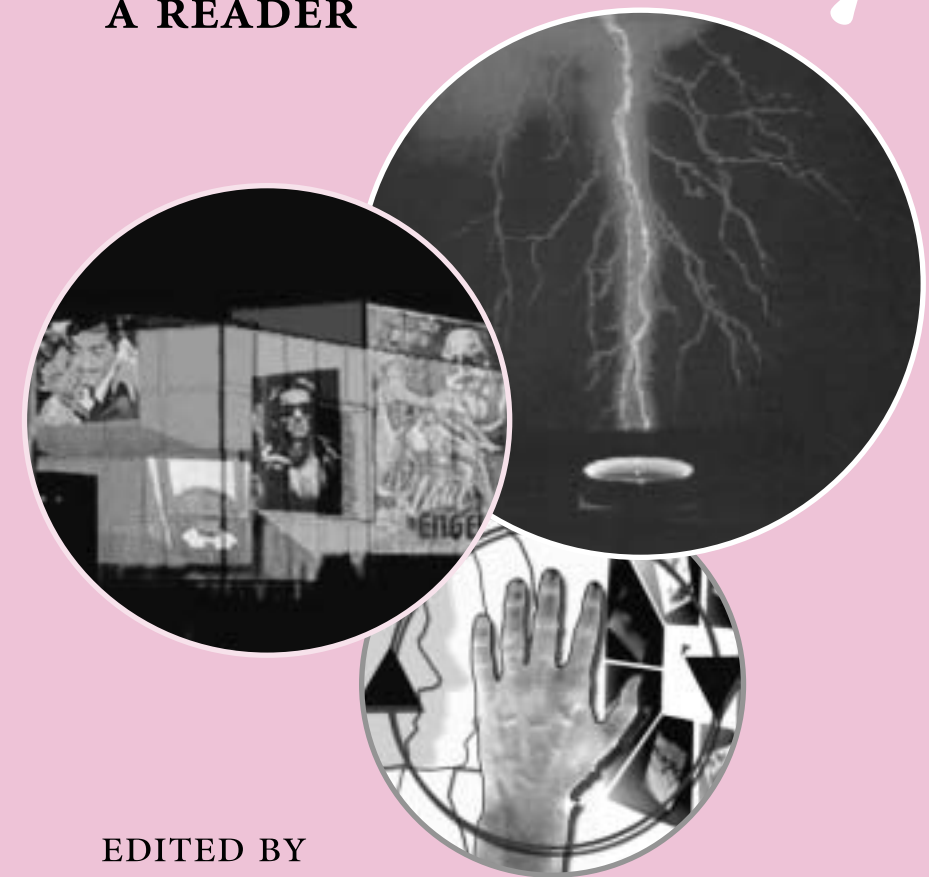
The twenty-four articles in this book form a statement of current thinking and emerging directions within the field of digital creativity. The papers are truly representative of the diversity of developments. There is a global perspective, covering both female and male views, and there are authors from industry as well as many different academic disciplines.

This collection is essential reading for anyone involved in the cross-over between the creative arts and digital technologies. Together, the papers demonstrate that this is fertile ground, with ideas from one discipline interacting with those from another to provide new insights and new possibilities in such areas as virtuality, human action and performance, and working relationships with technology.

Several individual papers have become seminal (for example, those by Pierre Lévy, Char Davies and Bill Seaman) and here they can be seen in the context of others working in the same field. As a representative collection this would also make an excellent course book for an undergraduate or postgraduate course on the wider implications of new digital media and its future perspectives.

Digital Creativity  
A READER

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EDITED BY  
COLIN BEARDON  
LONE MALMBORG

ISBN 90-265-1939-7



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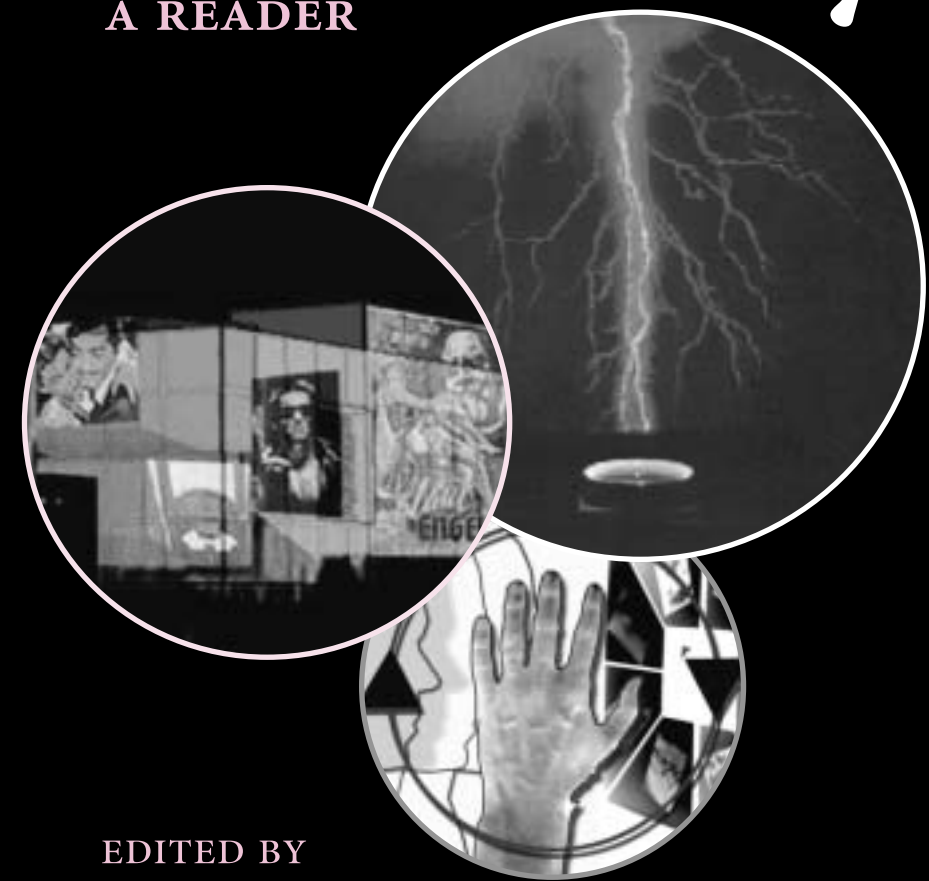
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