International Journal of

Arts and Technology



Scope of the Journal

IJART is a top venue for high quality research and artworks that advance state-of-the-art contributions in the area of the arts and new technologies. The focus is on the multi-disciplinary emerging area of computational art. With the evolution of intelligent devices, sensors and ambient intelligent/ubiquitous systems, it is not surprising to see many research projects starting to explore the design of intelligent artistic artefacts. This is a new multi-disciplinary area that is still in its infancy. Ambient intelligence (Aml) supports the vision that technology will become invisible, embedded in our natural surroundings, present whenever we need it, attuned to all our senses, adaptive to users and context and autonomously acting. High quality information and content must be available to any user, anywhere, at any time, and on any device.

Subject coverage:

Suitable topics include but are not limited to:

- New media arts, science and technology
- · Interactive and visual theatre
- Augmented performance in dance
- · Artificial intelligence-based art practice
- Systems in which the analysis of artworks is used in conjunction with AmI techniques to produce novel objects
- Systems in which Aml is used to promote the creativity of a human user
- Autonomic sensor networks and wearable computers in the performing arts
- Computer vision and optical tracking for music and dance performance
- Cognitive intelligence and natural intelligence for the arts
- · Collaborative distributed environments
- Evolutionary art systems that create drawings, images, animations, sculptures, poetry, text, etc.
- Evolutionary music systems that create musical pieces, sounds, instruments, voices, etc.
- · Digital and wearable cinema
- Choreographing media for interactive virtual environments
- · Neurobiological base of acting
- Web art and postmodernism

- New media actors
- Social and ethical issues in the arts and technology
- New media aesthetics



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What the editors say about IJART

Art is using ideas to create things designed to create emotional reactions in the person that experiences it. Technology is using ideas to create things that function. Science is creating ideas that have value to people. Bringing these perspectives together in this journal will be part of them having more than fleeting contact with each other.

Ted Selker MIT Media Laboratory, USA

There is a renaissance of hybrid research in connecting the arts to computing and technology. IJART is positioned to play a major role in nurturing these connections.

Prof. Paul Fishwick University of Florida, USA

I am honoured to serve on the editorial board of IJART. The marriage of arts and technology deserves special recognition, and IJART is a premier publication that helps promote research and development in this exciting interdisciplinary area. IJART is for both media artists and technologists alike, and I am happy to assist with the growth of this new journal.

Newton Lee, Director of NUS Hollywood Lab, USA

The creative industries are becoming one of the key drivers of modern economies. We are now entering a new phase of society and the economy which relies on creativity in engineering, design, as well as governance and management. The International Journal of Arts and Technology (IJART) will become a leading academic publication which aims to explore research in creativity for the benefit of society and the economy.

Adrian David Cheok,
Director, Mixed Reality Lab, National University
of Singapore
Professor, Keio University, Japan

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