Digital Creativity

Special Issue: Ubimus contributions to digital creative practices
Guest Editors: Damián Keller, Victor Lazzarini, Luca Turchet and Anthony Lewis Brooks
Digital Creativity

Editors
Julia Suessner – Par insecurity USA
Michael Nitsche – Georgia Institute of Technology, USA

Editorial Advisory Board
Peter Anders – Kuvio PIC, USA
Anthony (Tony) Lewis Brooks – AUTB Hong Kong University, Denmark
Erik Champion – Curtin University, Australia
Maria Chatziisthenedou – Kingston University, London
Kenny Chow – Hong Kong Polytechnic University, Hong Kong
Dana Domingues – Universidade de Brasile and Universidade de Campano, Brazil
Ernest Edmonds – University of Technology-Sydney, Australia
Sue Goffrier – University of Brighton, UK
Derek Hales – University of Salford, UK
Jane Harris – London College of Fashion (LCF), University of the Arts, London

Past Editors
Colin Beardon (1990-2007)
Lone Malmborg (1998-2016)

Aims and scope of the journal
Digital Creativity is a major peer-reviewed journal at the intersection of the creative arts, design and digital technologies. It publishes articles of interest to those involved in the practical task and theoretical aspects of making or using digital media in creative or designly contexts. By creative arts and design we include such disciplines as fine art, graphic design, illustration, photography, printing, sculpture, 3D design, interaction design, product design, service design, physical computing, computational materials, textile and fashion design, filmmaking, animation, games design, music, dance, drama, architecture, and urban design.

The following list, while not exhaustive, indicates a range of topics that fall within the scope of the journal:
- New insights through the use of digital media in the creative process
- The relationships between practice, research and technology
- The design and making of digital artefacts and environments
- Interaction relationships between digital media and audience/public
- Everyday experience with digital design and artwork
- Aspects of digital media and storytelling
- Theoretical concepts

Submit toing Digital Creativity
For more information about the journal and guidance on how to submit, please see www.tandfonline.com/mdrc

Cover Credit: Photographs of the light animations happening in each of the four movements of The Mind at Work: (a) Movement 1 – Bursts; (b) Movement 2 – Phasing; (c) Movement 3 – Flocking; (d) Movement 4 – Hot Cycle. Copyright Damien Keller, Victor Lazzarini, Luca Turchet and Anthony Lewis Brooks.