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422

ArtsIT, Interactivity and Game Creation

Creative Heritage
New Perspectives from Media Arts
and Artificial Intelligence

10th EAI International Conference, ArtsIT 2021
Virtual Event, December 2–3, 2021
Proceedings



Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering

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ISSN 1867-8211 ISSN 1867-822X (electronic)
Lecture Notes of the Institute for Computer Sciences, Social Informatics
and Telecommunications Engineering
ISBN 978-3-030-95530-4 ISBN 978-3-030-95531-1 (eBook)
<https://doi.org/10.1007/978-3-030-95531-1>

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The registered company address is: Gewerbestrasse 11, 6330 Cham, Switzerland

Preface

We are delighted to introduce the proceedings of the tenth edition of the European Alliance for Innovation (EAI) International Conference on ArtsIT (ArtsIT 2021). This conference brought together researchers, practitioners, artists, and academics to present and discuss the symbiosis between art and information technology. It was intended to take place in Karlsruhe, Germany—a UNESCO Creative City of Media Arts—but finally was moved to Cyberspace due to the ongoing COVID-19 pandemic. Since 2009 ArtsIT has become a leading scientific forum for the dissemination of cutting-edge research results in the intersection between art, science, culture, performing arts, media, and technology. The role of artistic practice using digital media is also to serve as a tool for analysis and critical reflection on how technologies influence our lives, culture, and society. Therefore, ArtsIT is not only a place to discuss technological progress but also a place to reflect on the impact of art and technology on sustainability, responsibility, and human dignity.

The program of ArtsIT 2021 consisted of 31 papers selected from 57 submissions in a double-blind review process. The conference tracks were as follows: Track 1 – Theory and Reflections, Track 2 – Media Art and Virtual Reality, Track 3 – Games, Track 4 – Fusions, Track 5 – Approaches, Track 6 – Inclusion and Participation, Track 7 – Artificial Intelligence in Art, Track 8 – Artificial Intelligence in Culture, and Track 9 – Artificial Intelligence Applications. Aside from the high-quality paper presentations, the program featured the keynote “The Computable and the Uncomputable” delivered by Alexander R. Galloway, New York University, USA. Galloway addressed some lesser-known episodes from the era of digital machines, discussed how computation emerges or fails to emerge, how the digital thrives but also atrophies, and how networks interconnect while also fray and fall apart. For the publication we have restructured and concentrated the program a little.

It was a great pleasure to work with such an excellent Organizing Committee, which worked hard to organize and support the conference. In particular, the Technical Program Committee and the Publications Chair, Daniel Hepperle, helped to complete the peer-review process and produce a high-quality program. We are also grateful to the Conference Managers, Lenka Lezanska and Viltare Platzner, for their tireless support and all the authors who submitted their papers to the ArtsIT 2021 conference. We strongly believe that the ArtsIT conference provides an excellent forum for researchers, practitioners, artists, and academics to discuss all social and technological aspects that are relevant to IT-driven artistic expression. Furthermore, we expect that the future

ArtsIT conferences will be as successful and stimulating, as the papers presented in this volume demonstrate.

December 2021

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Contents

Media Arts and Virtual Reality

Digital Art and Dissipative Structures	3
<i>Sijia Tao and Alain Lioret</i>	
<i>Web-Mindscape</i> and REFLEXION – In Sync/Out of Sync –: Biofeedback and Physical Computing in Inter-active New Media Art.	18
<i>Claudia Robles-Angel, Andreas Gernemann-Paulsen, and Uwe Seifert</i>	
<i>NerveLoop</i> : Visualization as Speculative Process to Explore Abstract Neuroscientific Principles Through New Media Art.	29
<i>Anton Dragan Maslic</i>	
Influence of Visual Appearance of Agents on Presence, Attractiveness, and Agency in Virtual Reality	44
<i>Marius Butz, Daniel Hepperle, and Matthias Wölfel</i>	
Reconstructing Facial Expressions of HMD Users for Avatars in VR.	61
<i>Christian Felix Purps, Simon Janzer, and Matthias Wölfel</i>	

Games

Tackling Online Hate Speech? Play Your Role!	79
<i>Susana Costa, Bruno Mendes da Silva, and Mirian Tavares</i>	
Dynamic Suspense Management Through Adaptive Gameplay	94
<i>Robert Levin, Skyler Zartman, and Ying Zhu</i>	
Toward Injury-Aware Game Design	105
<i>Marinel Tinnirello, Ying Zhu, and Steven Kane</i>	
Mental Jam: A Pilot Study of Video Game Co-creation for Individuals with Lived Experiences of Depression and Anxiety	120
<i>Hsiao-Wei Chen, Jonathan Duckworth, and Renata Kokanovic</i>	
Statistical Models for Predicting Results in Professional League of Legends	138
<i>Robbie Jadowski and Stuart Cunningham</i>	

Fusions

Real-Time Dynamic Digital Scenography: An Electronic Opera as a Use Case. 155
Cátia Roça, Carlos Alberto Augusto, Sérgio M. Rebelo, and Pedro Martins

The Lost Film *Pontianak* (1957) as a Case Study to Evaluate Different Strategies of Performance Capture for Virtual Heritage 168
Benjamin Seide and Benjamin Slater

Considering Authorial Liberty in Adaptive Interactive Narratives 181
Thomas Anthony Pedersen, Tilde Hoejgaard Jensen, Vladislav Zenkevich, Henrik Schoenau-Fog, and Luis Emilio Bruni

Towards Inclusive and Interactive Spaces for Breakdancing 189
Janica Olpindo and Doug Van Nort

Collaboration, Inclusion and Participation

Creative Collaboration with the “Brain” of a Search Engine: Effects on Cognitive Stimulation and Evaluation Apprehension 209
Mélanie Gozzo, Michiel Koelink Woldendorp, and Alwin de Rooij

Designing Mobile Tasks to Improve Art Description Accessibility for People with Visual Impairments. 224
Megan Corbett, Jeehan Malik, Vero Rose Smith, and Kyle Rector

Promoting Social Inclusion Around Cultural Heritage Through Collaborative Digital Storytelling 248
Vanessa Cesário, Albert Acedo, Nuno Nunes, and Valentina Nisi

Resonant Webs: An International Online Collaborative Arts Performance for Individuals with and without a Disability 261
Jonathan Duckworth, Shigenori Mochizuki, Ross Eldridge, and James Hullick

Facilitating Mixed Reality Public Participation for Modern Construction Projects: Guiding Project Planners with a Configurator 275
Lena T. Schramm, Anuja Hariharan, Tobias Götz, Jonas Fegert, and Andreas P. Schmidt

Artificial Intelligence in Art and Culture

AI in Art: Simulating the Human Painting Process 295
Alexander Leiser and Tim Schlippe

Unusual Transformation: A Deep Learning Approach to Create Art.	309
<i>Mai Cong Hung, Mai Xuan Trang, Ryohei Nakatsu, and Naoko Tosa</i>	
Synthography – An Invitation to Reconsider the Rapidly Changing Toolkit of Digital Image Creation as a New Genre Beyond Photography.	321
<i>Elke Reinhuber</i>	
SOUND OF(F): Contextual Storytelling Using Machine Learning Representations of Sound and Music	332
<i>Zeynep Erol, Zhiyuan Zhang, Eray Özgünay, and L. C. Ray</i>	
Questions and Answers: Important Steps to Let AI Chatbots Answer Questions in the Museum.	346
<i>Stefan Schaffer, Aaron Ruß, Mino Lee Sasse, Louise Schubotz, and Oliver Gustke</i>	
Poetic Automatisms: A Comparison of Surrealist Automatisms and Artificial Intelligence for Creative Expression.	359
<i>Andreas Kratky</i>	
Approaches and Applications	
Design Patterns of Health Animation – Scaling Pattern Languages Into a New Domain	381
<i>Katja Thyra Pedersen, Peter Vistisen, Mette Terp Høybye, and Janni Strøm</i>	
The Effect of Characters’ Locomotion on Audience Perception of Crowd Animation	398
<i>Wenyu Zhang and Nicoletta Adamo-Villani</i>	
Information Presentation in Autonomous Shuttle Busses: –What and How?	413
<i>Markus Linnartz, Yasmin Dufner, and Nicola Fricke</i>	
AI Assisted Design of Sokoban Puzzles Using Automated Planning	424
<i>Tomáš Balyo and Nils Frolejks</i>	
Logo Generation Using Regional Features: A Faster R-CNN Approach to Generative Adversarial Networks.	442
<i>Aram Ter-Sarkisov and Eduardo Alonso</i>	
User Study on the Effects Explainable AI Visualizations on Non-experts	457
<i>Sophia Schulze-Weddige and Thorsten Zylowski</i>	
Author Index	469