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Christa Sommerer / Laurent Mignonneau / Dorothee King (eds.)

Interface Cultures

Artistic Aspects of Interaction

From media art archeology to contemporary interaction design – the term interface culture is based on a vivid and ongoing discourse in the fields of interactive art, interaction design, game design, tangible interfaces, auditory interfaces, fashionable technologies, wearable devices, intelligent ambiences, sensor technologies, telecommunication and new experimental forms of human-machine, human-human and machine-machine interactions and the cultural discourse surrounding them. This book's aim is to give an overview of the current state of interactive art and interface technology as well as an outlook on new forms of hybridization in art, media, scientific research and every-day media applications.

Christa Sommerer (Prof. Dr.) is professor and head of the master and doctoral study course »Interface Cultures« at the University of Art and Industrial Design in Linz. She ranks among the most influential media artists creating pioneering interactive art works.

Laurent Mignonneau (Prof. Dr.) is professor and head of the master and doctoral study course »Interface Cultures« at the University of Art and Industrial Design in Linz. He ranks among the most influential media artists creating pioneering interactive art works.

Dorothee King (M.A.) teaches and works on her doctorate at the Interface Cultures study program. Her main research field is »emotionality« in interactive arts.

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