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Matthias Wölfel · Johannes Bernhardt ·
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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

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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

Matthias Wölfel
Johannes Bernhardt
Sonja Thiel

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