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Call for Papers: ARTABILITATION

We invite short and long submissions on the subject of ArtAbilitation.

This call coincides with the ArtAbilitation 2008 international conference that is held in Portugal in September 8-10 (<http://www.ArtAbilitation.net>). This will be the third ArtAbilitation international conference. ArtAbilitation is also presented in workshop and conference panel formats (respectively e.g. at the "Alcance de Todos" 2007 event, Casa da Music Porto, Portugal, and at the International Computer Music Conference {ICMC}, Copenhagen, Denmark, also in 2007).

Only delegates attending ArtAbilitation 2008 will be eligible to be invited as authors of articles for this IJART special issue on ArtAbilitation .

History

The short history of the ArtAbilitation international conference is that it was inaugurated in Esbjerg, Denmark in September 2006 when supporting the International Conference on Disability, Virtual Reality and Associated Technologies {ICDVRAT} in celebrating its tenth anniversary. In 2007 the second ArtAbilitation conference supported the 17th International Conference for Artificial Reality & Telexistence {ICAT} alongside the first international symposium 'Ludic Engagement Designs for All' {LEDA}. ICAT is the oldest international conference on Virtual Reality and the hosting in Esbjerg, Denmark was the first time the event has been held outside Asia Pacific.

The ArtAbilitation 2008 event will be presented alongside ICDVRAT208. Oral presentations of papers will be as plenary sessions 8-10 September.

Overview of the field and ArtAbilitation's goal

Around the world an estimated 600 million people live with disabilities**. Many of these people have limited experiences through a traditional understanding of potentials. This limited understanding is a restriction to their expression of creative and/or playful attributes which can offer instances of achievements and motivation that can transfer across to other life issues. Opportunities for improved live quality (QOL) in daily activities can result from knowledge of recent advancements in the field. Advanced hybrid solutions as a result of technical advancements are being constantly developed through the creative imagination of inventors and researchers. These solutions are implemented by therapists, families, and helpers, as well as others associated to the field. Many potential users of such solutions are unaware of the possibilities that are available. In this field idiosyncratic solutions that address personal profiles are the norm. ArtAbilitation supports in the dissemination and presentation of the possibilities available through new technologies and practice in the field.

The ArtAbilitation international conference offers a platform for dissemination where art, creative expression and/or playful activity are involved. A common goal is the empowerment of people with disabilities, without restriction to ability, age, race, gender or creed. Both Rehabilitation and Habilitation issues are pertinent for presentation in ArtAbilitation.

Rehabilitation of people with disabilities is a process aimed at enabling them to reach and maintain their optimal physical, sensory, intellectual, psychological and social functional levels. Rehabilitation provides people with impairment the tools they need to attain independence and self-determination. The term Habilitation refers to the process of enabling people with impairment to develop skills and participate as fully as possible in the community, and as such it is an ongoing process which enhances the quality of life of people with disabilities and empowers them towards self-determination. Habilitation is based on the developmental principle which holds that all people have the capacity to grow and learn in their own way. Research initiatives that involve educating and training of staff and associated service industry personal to the potentials from new techniques and creative/play related interventions are especially welcome to submit a paper.

The ArtAbilitation conference fulfils a void in the field by targeting the reporting, presentation, and, - if possible -, 'demonstration' of practise based applications where fun through creativity and play is in focus as the interventional process toward (re)habilitation. The organisers wish to promote practised application rather than solely lab based work. As an open-ended entity ArtAbilitation has a goal to encourage delegate attendance across disciplines. Thus, for example, researchers, academics and inventors present alongside carers, artists, and families. Students are especially encouraged to show their project work so as to receive constructive input from the academic community. Non-formal, idiosyncratic, and adaptive approaches where new advances in technology and creative thinking are applied towards quality of life issues is a focused core of the event.

Potentials from digital video games are presented alongside the use of non-invasive sensor technologies in empowering painting or music making from body gesture. Exciting new hybrid solutions are presented alongside new ways of working with traditional tools. It is a growing conference that targets a growing community that necessitates planning for the next generation of therapists, inventors and associated disciplines. New human-centred tools that are required to support this community are presented and debated. Art related therapeutic practise, design, and production are solicited. Human performance issues, alternative interfaces for expression or game playing, multimodal contexts, evaluation tools, innovative analytical methods, philosophical perspectives, tools and technologies are all welcome. We particularly welcome interdisciplinary submissions across these themes.

With technological advances a new generation of rehabilitation therapist is emerging to supplement the traditional. New opportunities to motivate patients are available through ludic engagement achieved from creative expression or playful interactions. Digital painting or music making via physical gesture or other human physiological signals offer new opportunities for evaluation of human-centred practice. These opportunities have become available from the collection and analysis of data garnered from inhabited information spaces that are achieved through non-invasive sensor techniques. Educational establishments are including art and game related intervention into curriculums, institutions and homes for people with impairment are introducing art and game related activities for the benefit of residents, interactive home and online systems are being introduced where family support assists in motivation of training, telerehabilitation systems that enable the person to create art or play with others whilst being monitored for progression in training are creeping into society.

Topics that are solicited are:

- Games and digital art
- Case studies and evaluation strategies
- Analysis of key challenges, proposals of research agenda
- Programming tools, toolkits, software architectures
- Emergent methodologies of study, analysis and refinement
- Novel interactive uses of sensors + actuators, electronics + mechatronics
- Associated neuroesthetics
- Digital Art, the Brain and Languages
- Cybernetic associations
- Design guidelines, methods, and processes
- Novel application areas, innovative solutions/systems
- Theoretical foundations, frameworks, and concepts
- Philosophical, ethical & social implications
- Performance as therapy
- Toys in Therapy
- Embodied play
- Visual Music Therapy
- Dance, Music, Interactive Theatre and Cinema used in therapy
- Cross Modal representations and Brain plasticity
- Interfaces specific to particular genres of therapy
- Sound therapy
- Usability and enjoyment, aesthetics and design of ArtAbilitation practise
- Advantages and weaknesses of Digital Art
- Inherent learning and motivation issue
- New Media in Therapy
- Emergent therapeutic objects
- Articulating difference
- Playground as digital virtual therapist
- Societal potentials beyond art
- Embodied interaction, movement, and choreography of interaction
- Digital Art and related human perception, cognition and experience issues
- Teaching, training and best practices of ArtAbilitation

Submissions can either contain new original work, or be revised versions of previously published papers. Revised versions need to contain at least 30% new content, providing (e.g.) more details or extensions with follow-up research. Authors should provide access to an online version of the previously published version (to ease work for reviewers) and explicate how the new version differs. Each submission should be written in a way that is accessible to the multidisciplinary audience of the journal.

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Full articles · 5000-7000 words, plus figures (no more than 20 pages)

Statements / works in progress / design sketches · 1000 words, plus figures (max 2 pages)

Detailed author guidelines:

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