
Editorial

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Biographical note: Vasilakos is a Professor at the Department of Computer and Telecommunications Engineering, University of Western Macedonia, Greece; and a Visiting Professor at the Graduate Programme, Department of Electrical and Computer Engineering, National Technical University of Athens, Greece. He serves at the editorial board of several international journals, including *Int. J. Adaptive and Autonomous Communications Systems*; and *Int. J. Arts and Technology*. He has published more than 150 articles in international journals and conferences. He has Co-Authored a number of books, including *Ambient Intelligence, Wireless Networking, Ubiquitous Computing*, Louisville, Colorado, Artech House, USA 2006; *Computational Intelligence in Telecommunication Networks*, Artech House, USA 2001; *Arts and Technologies*, MIT Press, USA to appear; *Game Theory in Communication Systems*, IGI Global, MA, USA, to appear; *Autonomic Communications*, Springer, to appear.

The launch of *Int. J. Arts and Technology (IJART)* provides a prestigious forum for the timely reporting of advances in arts and new technologies.

IJART is a top venue for high quality research and artworks that advance state-of-the-art contributions in the area of the arts and new technologies. The focus is on the multi-disciplinary emerging area of computational art. With the evolution of intelligent devices, sensors and ambient intelligent/ubiquitous systems, it is not surprising to see many research projects starting to explore the design of intelligent artistic artefacts. This is a new multi-disciplinary area that is still in its infancy. Ambient Intelligence (AmI) (Vasilakos and Pedrycz, 2006) supports the vision that technology will become invisible, embedded in our natural surroundings, present whenever we need it, attuned to all our senses, adaptive to users and context and autonomously acting. High quality information and content must be available to any user, anywhere, at any time and on any device.

Movements such as Dada or experiences like happening or performance Art were mainly focused on dissolving the barriers between art and life, actor and spectator. AmI technologies aim to bring art to the ordinary people while offering to the artists a creative tool to extend the grammar of the traditional arts (Vasilakos et al., 2008). The information environments will be the major drivers of culture.

Research papers, review papers, artworks, performances, conference reports, book reviews, notes, commentaries and news will be published in both regular and special issues.

The topics of interest relevant to this journal include, but are not limited to:

- new media arts, science and technology
- interactive and visual theatre

- augmented performance in dance
- artificial intelligence-based art practice
- systems in which the analysis of artworks is used in conjunction with AmI techniques to produce novel objects
- systems in which AmI is used to promote the creativity of a human user
- autonomic sensor networks and wearable computers in the performing arts
- computer vision and optical tracking for music and dance performance
- cognitive intelligence and natural intelligence for the arts
- collaborative distributed environments
- evolutionary art systems that create drawings, images, animations, sculptures, poetry, text, etc.
- evolutionary music systems that create musical pieces, sounds, instruments, voices, etc.
- digital and wearable cinema
- choreographing media for interactive virtual environments
- neurobiological base of acting
- web art and postmodernism
- new media actors
- social and ethical issues in the arts and technology
- new media aesthetics.

The inaugural issue includes papers which span a fairly wide spectra of the research carried out in arts and new technologies.

We conclude this Editorial by taking this opportunity to thank all the authors who contributed their quality papers to this new journal. The call-for-papers received an overwhelming response from the community. We received a good number of submissions ensuring the success of this new journal, as clearly reflected by the quality of the accepted papers in this inaugural issue. We also thank all the dedicated anonymous reviewers for their timely peer reviews that allowed a very quick turn-around time. A short review cycle is one of the major characteristic features of this journal, and we are committed to the goal of publishing quality research works quickly by improving the time from submission to publications of our journal, we thereby improve its impact factor. Finally, we would like also to thank all Inderscience staff for their strong and efficient technical support, without which it would have been impossible to launch this new journal along such a smooth and successful path. Thank you all!

References

- Vasilakos, A. and Pedrycz, W. (2006) 'Ambient intelligence, wireless networking, ubiquitous computing', *Artech House*, Press, USA.
- Vasilakos, A., Cheok, A.D., Nguyen, T.H.D., Qui, T.C.T. and Chen, L.C. (2008) 'Interactive theater via wearable computers and mixed reality with ambient intelligence' *Information Sciences* (Elsevier), Vol. 178, pp.679–663(special issue on Ambient Intelligence).