
Editorial

Anthony Lewis Brooks

Department of Architecture, Design and Media Technology,
Aalborg University,
City Campus,
Rendsburggade 14, Office 5-454, 9000 Aalborg, Denmark
Email: tb@create.aau.dk

Biographical notes: Anthony Lewis Brooks has been acknowledged as a ‘great artist’ and ‘pioneer’ – he was first resident artist at the Aarhus University’s Centre for Advanced Visualisation and Interaction (CAVI) and alongside his exhibitions at leading Danish Museums of Modern Art, and other national/international presentations inspired the 2002 establishing the Medialogy (Media Technology) education under Aalborg University, where he is the sole remaining employee member from the originating team. In 1999, he received the EUREKA Brokerage Event of Applied Multimedia Prize. In 2006, he was awarded the Danish Research Prize. In 2009, his art was selected to be in the first space art exhibition on-board a Japanese satellite. Since 2009, he has steered the ArtsIT International Conference under The European Alliance for Innovation (EAI) under which he was acknowledged as an EAI Fellow 2019.

I offer this welcoming opening text as invited editor of this special edition of the *International Journal of Arts and Technology (IJART)*, which originated as an outcome from The International Conference ArtsIT (Arts and Technology, Interactivity and Game Creation) that was kindly hosted by *Universidade do Minho* in Braga, Portugal, in 2018. The call for papers was subsequently extended beyond solely ArtsIT delegates and has resulted in a rich diversity of topics as presented herein. All submissions were subject of multiple blind peer review by experts in the field knowledgeable about each specific topic. Five articles comprise this edition:

- 1 ‘Understanding urban gamification – playful meaning-making in real and digital city spaces’, by Thibault
- 2 ‘Designing disruption for social touch, in public spaces of merging realities: a multi-sensory model’, by Lancel, Maat and Brazier
- 3 ‘Storytelling and remote-sensing playful interventions to foster biodiversity awareness’, by authors Prandi, Nisi, Loureiro and Nunes
- 4 ‘Evolving visual artefacts based on consumption patterns’, by Maças, Lourenço and Machado
- 5 ‘Enhancing the creative learning experience through harnessing the creative potential of digital and social media platforms in art and design educational contexts’, by Al Hashimi.

It is anticipated that readers will acknowledge these authors’ works as outstanding in their specific areas.

ArtsIT, Interactivity & Game Creation 2018 was the place to be where people in arts, with a keen interest in modern IT technologies, met with people in IT, having strong ties to arts in their works. Since 2009, the event has become a leading scientific forum for dissemination of cutting-edge research results in the area of arts, design and technology – now extended to include the open related topics interactivity (interaction design, virtual reality, augmented reality, etc.) and game creation (e.g., serious games, gamification, leisure gaming, gameplay, etc.). The ArtsIT event is organised by EAI, The European Alliance for Innovation, which is a non-profit organisation and a professional community established in cooperation with the European Commission to empower the global research and innovation, and to promote cooperation between European and International ICT communities.