Immersion Digital

Bjorn Beam

The Art of Immersion: How the Digital Generation Is Remaking Hollywood, Madison Avenue, and the Way We Tell Stories Frank Rose,2011-02-28 A broad and deep look at how electronic media are changing storytelling…Completely fascinating. —Booklist, starred review Not long ago we were spectators, passive consumers of mass media. Now, on YouTube and blogs and Facebook and Twitter, we are media. No longer content in our traditional role as couch potatoes, we approach television shows, movies, even advertising as invitations to participate—as experiences to immerse ourselves in at will. Frank Rose introduces us to the people who are reshaping media for a two-way world, changing how we play, how we communicate, and how we think.

The Art of Immersion: How the Digital Generation Is Remaking Hollywood, Madison Avenue, and the Way We Tell Stories Frank Rose,2012-03-05 A contributing editor at Wired examines the way entertainment has shifted in the face of new media and discusses the way that people such as Will Wright, James Cameron and Damon Lindelof are changing how we play, relax and think. Reprint.

In-Game Gordon Calleja,2011-05-13 An investigation of what makes digital games engaging to players and a reexamination of the concept of immersion. Digital games offer a vast range of engaging experiences, from the serene exploration of beautifully rendered landscapes to the deeply cognitive challenges presented by strategic simulations to the adrenaline rush of competitive team-based shoot-outs. Digital games enable experiences that are considerably different from a reader's engagement with literature or a moviegoer's experience of a movie. In In-Game, Gordon Calleja examines what exactly it is that makes digital games so uniquely involving and offers a new, more precise, and game-specific formulation of this involvement. One of the most commonly yet vaguely deployed concepts in the industry and academia alike is immersion—a player's sensation of inhabiting the space represented onscreen. Overuse of this term has diminished its analytical value and confused its meaning, both in analysis and design. Rather than conceiving of immersion as a single experience, Calleja views it as blending different experiential phenomena afforded by involving gameplay. He proposes a framework (based on qualitative research) to describe these phenomena: the player involvement model. This model encompasses two constituent temporal phases—the macro, representing offline involvement, and the micro, representing moment-to-moment involvement during gameplay—as well as six dimensions of player involvement: kinesthetic, spatial, shared, narrative, affective, and ludic. The intensified and internalized experiential blend can culminate in incorporation—a concept that Calleja proposes as an alternative to the problematic immersion. Incorporation, he argues, is a more accurate metaphor, providing a robust foundation for future research and design.

Handbook of Digital Games Marios C. Angelides,Harry Agius,2014-02-19 This book covers the state-of-the-art in digital games research and development for anyone working with or studying digital games and those who are considering entering into this rapidly growing industry. Many books have been published that sufficiently describe popular topics in digital games; however, until now there has not been a comprehensive book that draws the traditional and emerging facets of gaming together across multiple disciplines within a single volume.

Interactivity and the Future of the Human-Computer Interface Isaias,

Pedro,Blashki, Katherine,2020-03-27 The usability and design in technological systems is imperative due to their abundance in numerous professional industries. Computer interfaces have seen significant advancement in their design and development as they have become an integral part of today's society. As humans continue to interact with technology on a regular basis, it is essential for professionals, professors, and students to keep pace with innovative research on interface design and the various applications interfaces have in professional fields. Interactivity and the Future of the Human-Computer Interface is a collection of innovative research on the development and application of interfaces in today's modern society and the generational implications for design of human and technology interaction. While highlighting topics including digital gaming, augmented reality, and e-learning, this book is ideally designed for educators, developers, web designers, researchers, technology specialists, scientists, and students seeking current research on modern advancements and applications in human-computer interaction.

Immersion in the Visual Arts and Media ,2015-10-27 Taking an interdisciplinary approach, this volume brings together contributions by distinguished experts from different disciplinary fields for a multidimensional view on immersion in the visual arts and media.

Real VR – Immersive Digital Reality Marcus Magnor,Alexander Sorkine-Hornung,2020-03-10 With the advent of consumer-market Virtual Reality (VR) technology, the next revolution in visual entertainment is already on the horizon: real VR will enable us to experience live-action movies, sports broadcasts, concert videos, etc. in true visual (and aural) immersion. This book provides a comprehensive overview of the algorithms and methods that make it possible to immerse into real-world recordings. It brings together the expertise of internationally renowned experts from academia and industry who present the state of the art in this fascinating, interdisciplinary new research field. Written by and for scientists, engineers, and practitioners, this book is the definitive reference for anyone interested in finding out about how to import the real world into head-mounted displays.

Glo Immersion Digital,2009-10-01 Glo is a new interactive Bible that brings God's Word to life through HD video, photographs, animations, maps, reading plans, 360-degree virtual tours, and a unique zoomable interface for fast, easy, visual navigation on PC computers and smart phones. Glo unpacks the Bible through 5 main lenses: Bible -The most read, most trusted NIV translation of the Bible in its natural order, with resources and media related to each verse. Atlas-See where major stories of the Bible happened geographically alongside map overlays, tours, photos, and HD video. Timeline-View when the events happened chronologically and visually through a zoomable interface. Topical-Address major life questions through relevant verses on thousands of subjects from leading pastors, scholars and other experts. Media-Browse biblical content by media type, including a huge collection of HD video, virtual tours, articles, photos, art, and more. GLO COMPUTER REQUIREMENTS - Microsoft Windows XP, Vista, or Windows 7 operating system with latest service pack installed - Dual core processor - 1GB RAM for Microsoft Windows XP, or 2GB RAM for Vista or Windows 7 - At least 18 GB of free hard disk space - ATI or NVIDIA video graphics card with Microsoft DirectX 9 support

Immersion Into Noise Joseph Nechvatal,2020-10-09 Joseph Nechvatal's

Immersion Into Noise investigates multiple aspects of cultural noise by applying our audio understanding of noise to the visual, architectual and cognative domains. The author takes the reader through phenomenal aspects of the art of noise into algorithmic and network contexts, beginning in the Abside of the Grotte de Lascaux. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

Trends, Experiences, and Perspectives in Immersive Multimedia and Augmented Reality Simão, Emília,Soares, Celia,2018-07-27 The concept of immersive multimedia, which is closely related to concepts of augmented reality, brings opportunities in art, education, entertainment, and technology. As such, it is vital to explore the connections between consumers of media content and information parts that come from multimedia platforms. Trends, Experiences, and Perspectives in Immersive Multimedia and Augmented Reality is a critical scholarly resource that offers solutions to the problems that appear in both theoretical and practical dimensions of immersive multimedia experiences on an interdisciplinary platform. Featuring coverage on a broad range of topics such as cyber behavior, human-computer interaction, and transmedia, this book is geared towards digital artists, media professionals, developers, academicians, researchers, and upper-level graduate students seeking current research on the exploration of immersive multimedia through the perspectives of technology, communications, and art.

Immersion Steven Kornegay,2019-01-04 Want to stroll through Paris in the springtime? Have fun with your friends in a real make believe world? Charlie believes its possible using Virtual Reality as the technology and immersion as the key. Charlie and his friends gain access to a virtual world that can become whatever they want. They may choose between exotic cities, visit the past, the future and meet new friends in a world beyond reality. Should they? Suppose they did and wished they hadn't. Opened Pandora's box so to speak. Might it become the ultimate nightmare from which they can never escape?

Narrative as Virtual Reality 2 Marie-Laure Ryan,2015-12 In this completely revised edition, Ryan reflects on the developments that have taken place over the past fifteen years in terms of both theory and practice and focuses on the increase of narrativity in video games and its corresponding loss in experimental digital literature.--Page [4] of cover.

Sounding New Media Frances Dyson,2009-09-04 Sounding New Media examines the long-neglected role of sound and audio in the development of new media theory and practice, including new technologies and performance art events, with particular emphasis on sound, embodiment, art, and technological interactions. Frances Dyson takes an historical approach, focusing on technologies that became available in the mid-twentieth century-electronics, imaging, and digital and computer processing-and analyzing the work of such artists as John Cage, Edgard Varèse, Antonin Artaud, and Char Davies. She utilizes sound's intangibility to study ideas about embodiment (or its lack) in art and technology as well as fears about technology and the so-called post-human. Dyson argues that the concept of immersion has become a path leading away from aesthetic questions about meaning and toward questions about embodiment and the physical. The result is an insightful journey through the new technologies derived from electronics, imaging, and digital and computer processing, toward the creation of an aesthetic and

philosophical framework for considering the least material element of an artwork, sound.

Understanding Interactive Digital Narrative Hartmut Koenitz,2023-04-17 This remarkably clearly written and timely critical evaluation of core issues in the study and application of interactive digital narrative (IDN) untangles the range of theories and arguments that have developed around IDN over the past three decades. Looking back over the past 30 years of theorizing around interactivity, storytelling, and the digital across the fields of game design/game studies, media studies, and narratology, as well as interactive documentary and other emerging forms, this text offers important and insightful correctives to common misunderstandings that pervade the field. This book also changes the perspective on IDN by introducing a comprehensive conceptual framework influenced by cybernetics and cognitive narratology, addressing limitations of perspectives originally developed for legacy media forms. Applying its framework, the book analyzes successful works and lays out concrete design advice, providing instructors, students, and practitioners with a more precise and specific understanding of IDN. This will be essential reading for courses in interactive narrative, interactive storytelling, and game writing, as well as digital media more generally.

Preparing Our Kids for Digital Immersion Bjorn Beam,2019-11-19 Is Your Kid Ready To Deal With Social Media, Cyberbullying, And Online Predators?Chances are your kid is chatting online with his/her friends, playing video games or watching YouTube videos on your smart TV at this very moment. So the question has to be asked. Have you prepared your child for all the dangers lurking on the internet? Preparing Your Kids For Digital Immersion Has Never Been Easier!Your children are raised in a digital world. Where likes and followers dictate every aspect of their lives. They are definitely more tech-savvy than you were at their age. Your kid probably learned to use a smartphone faster than you learned to use your Etch A Sketch or your Windows 2000 computer.Yet, your children are extremely vulnerable and it's up to you to prepare them for the digital world.Top 5 Signs That You Need To Educate Your Kids About Cybersecurity: ? Your kid spends hours on social media or streaming platforms? You are concerned about cyberbullying and its effects on your child? You want your child to develop an in-depth understanding of the digital world? Your kid's school has started taking steps towards paperless digital education? You want your little one to understand the immense capabilities and unavoidable dangers of the internet. Why Choose This Book On Cybersecurity & Digital Immersion For Kids?Bjorn Beam, the author of this eye-opening cybersecurity book for kids, cybersecurity expert and a pioneer in the battle against cyberbullying, has created a must-read digital education guide for parents and educators. By the end of this cybersecurity for kids book, you will be able to: ?? Understand The Current Status Of Our Education Systems?? Learn How To Teach Your Children About Cybersecurity?? Help Your Children Deal With Social Media Interactions?? Find Out More About Coding & Its Importance In Your Child's Education?? Prepare Your Child For Online Predators & Other Types Of Online Threats

Integrating Immersive Technology (AR, VR, MR, XR) in Digital Learning Abhishek Kumar,Vijayakumar Varadarajan,Thinagaran Perumal,Ambeth Kumar,2022-02-02

Narrative as Virtual Reality 2 Marie-Laure Ryan,2015-12-01 Rethinking textuality, mimesis, and the cognitive processing of texts in light of new

modes of artistic world construction. Winner of the Aldo and Jeanne Scaglione Prize for Comparative Literary Studies from the Modern Language Association of America Is there a significant difference between engagement with a game and engagement with a movie or novel? Can interactivity contribute to immersion, or is there a trade-off between the immersive "world" aspect of texts and their interactive "game" dimension? As Marie-Laure Ryan demonstrates in Narrative as Virtual Reality 2, the questions raised by the new interactive technologies have their precursors and echoes in pre-electronic literary and artistic traditions. Approaching the idea of virtual reality as a metaphor for total art, Ryan applies the concepts of immersion and interactivity to develop a phenomenology of narrative experience that encompasses reading, watching, and playing. The book weighs traditional literary narratives against the new textual genres made possible by the electronic revolution of the past thirty years, including hypertext, electronic poetry, interactive drama, digital installation art, computer games, and multi-user online worlds like Second Life and World of Warcraft. In this completely revised edition, Ryan reflects on the developments that have taken place over the past fifteen years in terms of both theory and practice and focuses on the increase of narrativity in video games and its corresponding loss in experimental digital literature. Following the cognitive approaches that have rehabilitated immersion as the product of fundamental processes of world-construction and mental simulation, she details the many forms that interactivity has taken—or hopes to take—in digital texts, from determining the presentation of signs to affecting the level of story.

Virtual Art Oliver Grau,2004-09-17 An overview of the art historical antecedents to virtual reality and the impact of virtual reality on contemporary conceptions of art. Although many people view virtual reality as a totally new phenomenon, it has its foundations in an unrecognized history of immersive images. Indeed, the search for illusionary visual space can be traced back to antiquity. In this book, Oliver Grau shows how virtual art fits into the art history of illusion and immersion. He describes the metamorphosis of the concepts of art and the image and relates those concepts to interactive art, interface design, agents, telepresence, and image evolution. Grau retells art history as media history, helping us to understand the phenomenon of virtual reality beyond the hype. Grau shows how each epoch used the technical means available to produce maximum illusion. He discusses frescoes such as those in the Villa dei Misteri in Pompeii and the gardens of the Villa Livia near Primaporta, Renaissance and Baroque illusion spaces, and panoramas, which were the most developed form of illusion achieved through traditional methods of painting and the mass image medium before film. Through a detailed analysis of perhaps the most important German panorama, Anton von Werner's 1883 The Battle of Sedan, Grau shows how immersion produced emotional responses. He traces immersive cinema through Cinerama, Sensorama, Expanded Cinema, 3-D, Omnimax and IMAX, and the head mounted display with its military origins. He also examines those characteristics of virtual reality that distinguish it from earlier forms of illusionary art. His analysis draws on the work of contemporary artists and groups ART+COM, Maurice Benayoun, Charlotte Davies, Monika Fleischmann, Ken Goldberg, Agnes Hegedues, Eduardo Kac, Knowbotic Research, Laurent Mignonneau, Michael Naimark, Simon Penny, Daniela Plewe, Paul Sermon, Jeffrey

Shaw, Karl Sims, Christa Sommerer, and Wolfgang Strauss. Grau offers not just a history of illusionary space but also a theoretical framework for analyzing its phenomenologies, functions, and strategies throughout history and into the future.

Cases on Immersive Virtual Reality Techniques Yang, Kenneth C.C.,2019-04-12 As virtual reality approaches mainstream consumer use, new research and innovations in the field have impacted how we view and can use this technology across a wide range of industries. Advancements in this technology have led to recent breakthroughs in sound, perception, and visual processing that take virtual reality to new dimensions. As such, research is needed to support the adoption of these new methods and applications. Cases on Immersive Virtual Reality Techniques is an essential reference source that discusses new applications of virtual reality and how they can be integrated with immersive techniques and computer resources. Featuring research on topics such as 3D modeling, cognitive load, and motion cueing, this book is ideally designed for educators, academicians, researchers, and students seeking coverage on the applications of collaborative virtual environments.

Scholarly Digital Editions as Interfaces Roman Bleier,Martina Bürgermeister,Helmut W. Klug,Frederike Neuber,Gerlinde Schneider,2018-11-15 Interfaces are important elements of digital scholarly editions as they allow and direct the interaction of users with the online content and they facilitate the access to and exchange of data and information. Some interfaces are created for the human user (GUI), others for machine interaction and data exchange (API). Both aspects of interfaces and their roles in digital scholarly editing were discussed at a conference in 2016 organised by the Centre for Information Modelling at the University of Graz and the Digital Scholarly Editions Initial Training Network DiXiT. This volume includes a range of papers presented at the conference that highlight the diverse views and approaches towards interfaces in the digital scholarly editing community.

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