



Aesthetic Computing (Leonardo Books)

From The MIT Press

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In *Aesthetic Computing*, key scholars and practitioners from art, design, computer science, and mathematics lay the foundations for a discipline that applies the theory and practice of art to computing. Aesthetic computing explores the way art and aesthetics can play a role in different areas of computer science. One of its goals is to modify computer science by the application of the wide range of definitions and categories normally associated with making art. For example, structures in computing might be represented using the style of Gaudi or the Bauhaus school. This goes beyond the usual definition of aesthetics in computing, which most often refers to the formal, abstract qualities of such structures—a beautiful proof, or an elegant diagram. The contributors to this book discuss the broader spectrum of aesthetics—from abstract qualities of symmetry and form to ideas of creative expression and pleasure—in the context of computer science. The assumption behind aesthetic computing is that the field of computing will be enriched if it embraces all of aesthetics. Human-computer interaction will benefit—"usability," for example, could refer to improving a user's emotional state—and new models of learning will emerge.

Aesthetic Computing approaches its subject from a variety of perspectives. After defining the field and placing it in its historical context, the book looks at art and design, mathematics and computing, and interface and interaction. Contributions range from essays on the art of visualization and "the poesy of programming" to discussions of the aesthetics of mathematics throughout history and transparency and reflectivity in interface design.

Contributors: James Alty, Olav W. Bertelsen, Jay David Bolter, Donna Cox, Stephan Diehl, Mark d'Inverno, Michele Emmer, Paul Fishwick, Monica Fleischmann, Ben Fry, Carsten Görg, Susanne Grabowski, Diane Gromala, Kenneth A. Huff, John Lee, Frederic Fol Leymarie, Michael Leyton, Jonas Löwgren, Roger F. Malina, Laurent Mignonneau, Frieder Nake, Ray Paton, Jane Prophet, Aaron Quigley, Casey Reas, Christa Sommerer, Wolfgang Strauss, Noam Tractinsky, Paul Vickers, Dror Zmiri

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Editorial Review

Review

"*Aesthetic Computing* covers a wide range of subjects, with themes including art, emotion, metaphor, mathematics, transdisciplinarity, visualization, auralization, programming, and interface design, just to name a few. One strength of this collection is that the theoretical discussions tend to be grounded in specific examples, which in many cases draw on extensive previous work by the author."

— **Stan Ruecker**, *Literary and Linguistic Computing*

"A dramatic and inspiring exploration of computers, art, and design. No one should miss the experience of entering the portals of this beautiful book to stimulate creative thinking and develop a fresh way to look at the world, from novel computer interfaces to new social fabrics and communication methods."

— **Clifford A. Pickover**, author of *A Passion for Mathematics* and *Sex, Drugs, Einstein, and Elves*

"*Aesthetic Computing* examines the relationship between beauty and computation from a variety of perspectives. With the advent of digital art and digitally created music, we have come to accept that computation can be the medium through which beauty is expressed. Less obvious is the idea that logic has its own inherent beauty and computation a unique aesthetics. Perhaps most intriguing of all is the artistic presentation of mathematical concepts in computationally produced form. This collection of essays is a fascinating exploration of the varied terrain where abstraction and creative force meet."

— **Jennifer Burg**, Department of Computer Science, Wake Forest University

"*Aesthetic Computing* brings the exploration of aesthetic experience beyond the representation of natural processes and technological events, and beyond optimization in mathematics and computing. Instead, the contributors envision a visual space where concepts of aesthetics from both art and computing can enhance each other."

— **Anna Ursyn**, Professor of Visual Arts, University of Northern Colorado

About the Author

Paul A. Fishwick is Professor of Computer and Information Sciences and Engineering at the University of Florida.

Users Review

From reader reviews:

Jesse Fox:

A lot of people always spent their particular free time to vacation or perhaps go to the outside with them household or their friend. Do you realize? Many a lot of people spent many people free time just watching TV, as well as playing video games all day long. If you need to try to find a new activity that is look different you can read a new book. It is really fun for yourself. If you enjoy the book that you just read you can spent all day every day to reading a e-book. The book Aesthetic Computing (Leonardo Books) it is extremely good to read. There are a lot of those who recommended this book. These were enjoying reading this book. In the event you did not have enough space bringing this book you can buy the particular e-book. You can m0ore easily to read this book from the smart phone. The price is not too costly but this book offers high quality.

Thomas Baxter:

Reading can called thoughts hangout, why? Because while you are reading a book specifically book entitled Aesthetic Computing (Leonardo Books) your brain will drift away trough every dimension, wandering in most aspect that maybe unknown for but surely will end up your mind friends. Imaging each word written in a book then become one web form conclusion and explanation that maybe you never get previous to. The Aesthetic Computing (Leonardo Books) giving you a different experience more than blown away your mind but also giving you useful information for your better life within this era. So now let us present to you the relaxing pattern this is your body and mind will be pleased when you are finished looking at it, like winning an activity. Do you want to try this extraordinary spending spare time activity?

Linda Thomas:

The book untitled Aesthetic Computing (Leonardo Books) contain a lot of information on it. The writer explains the girl idea with easy means. The language is very clear and understandable all the people, so do certainly not worry, you can easy to read that. The book was written by famous author. The author brings you in the new period of literary works. You can actually read this book because you can please read on your smart phone, or program, so you can read the book within anywhere and anytime. In a situation you wish to purchase the e-book, you can start their official web-site and order it. Have a nice read.

Julio Huntsman:

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