



Arts & Humanities  
Research Council



# e-Science & Creativity

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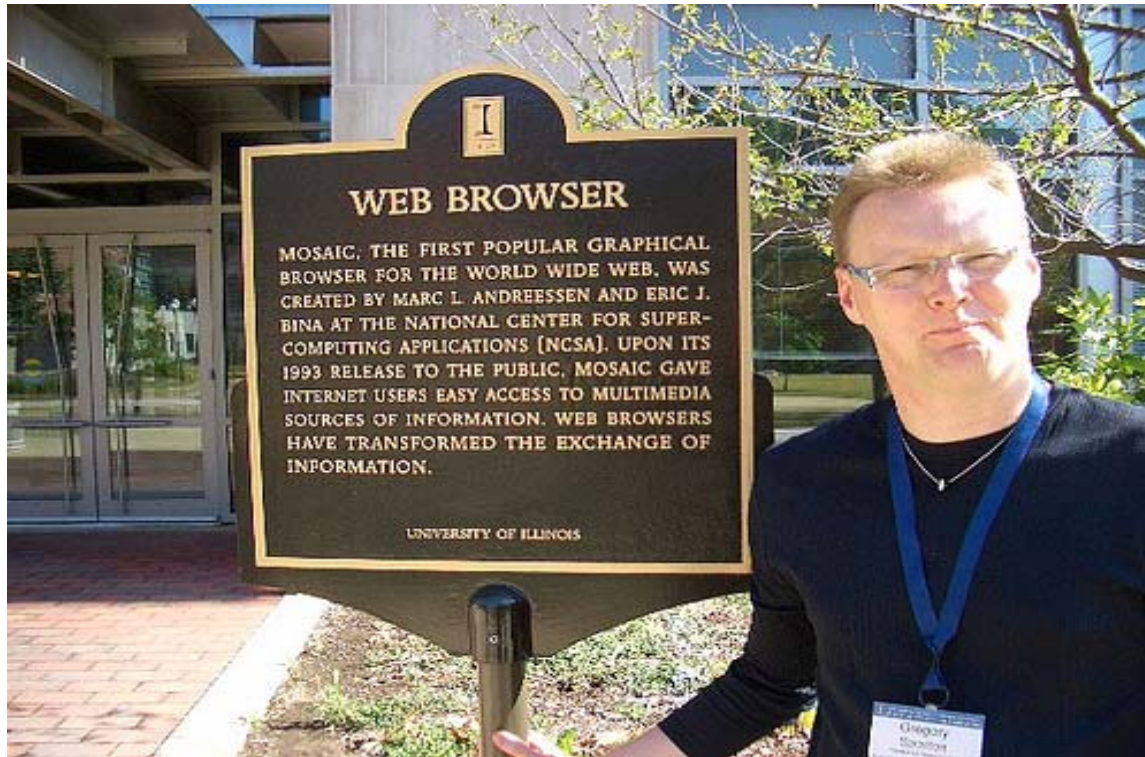
# The 'e-Culture'



- What does it mean?
- The emergence of 'e-' community
- Early adopters and Innovators
- Locus of creativity
- Impact on the Performing & Visual Arts



# NCSA



# University Culture



- Nogs & Sogs
- Science and Engineering
- Arts & Humanities
- Divisions of
  - Labour
  - Resources



# e-Science defined...



- Pooling of computing power
- Functionality
- Distribution
- Shared resources



# What it means...



- Synthetic invention
- 'e-' prefix invoked regularly
- Craft practice distinction
  - Doesn't threaten existing subject culture
  - Can be flexibly applied



# Technologies in Creative Practice



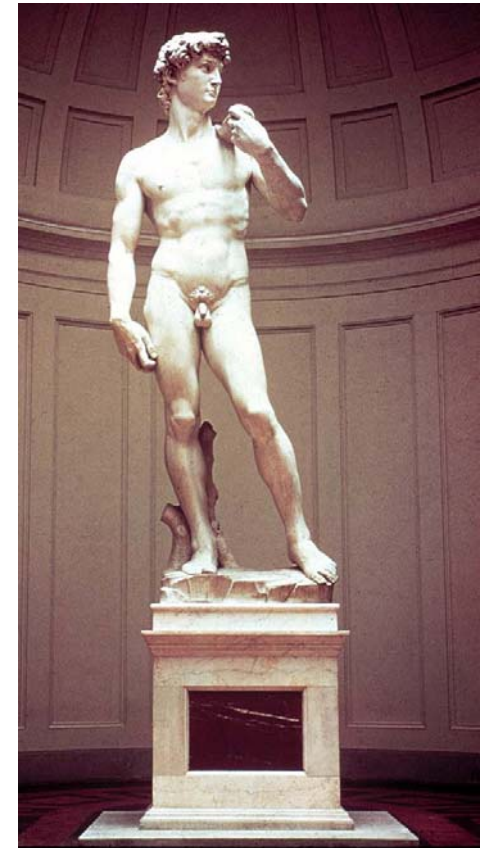
- Digitised analogues
- Supporting or replicating existing workflows
- Computer as additional tool
- Continuing focus on individual practice



# The Art Problem



- Deep subject loyalties
- Overvalued craft practice
- Art mythologies
  - Transcendental
  - Expressive
  - Cultural
  - Individual



# The e-Art Problem



- Creative response to the technology
- Interactivity (a number) of creative intentions
- Reformulation of resources
- Final work?



# e-Science & Creativity



- Relationship?
- Locus of Creativity?
- Dependence on technology?



# Agenda for Early Adopters



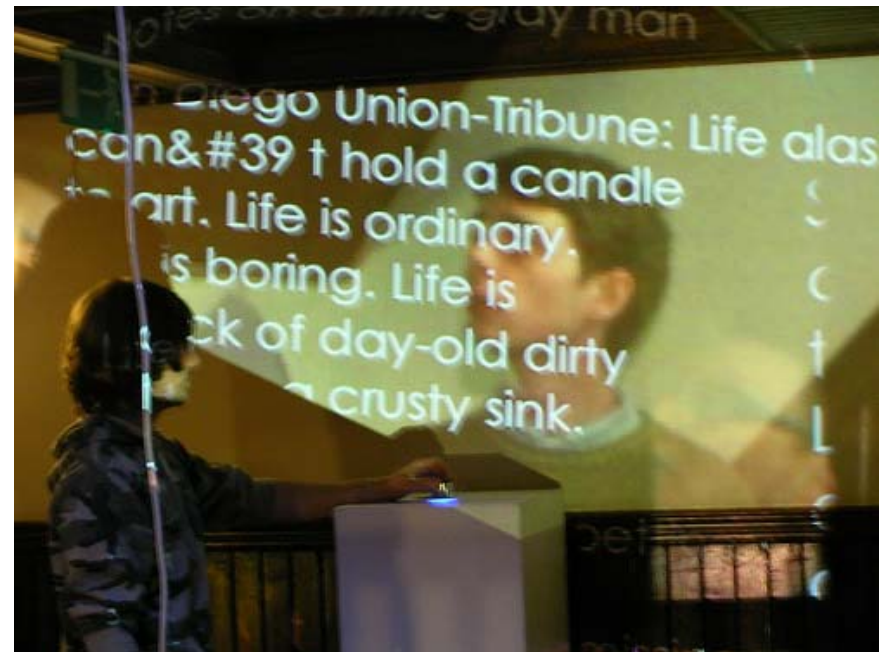
- Acquiring sufficient resources
- Training
- Making links with computer science
- Clarity of purpose
- Examine the properties of technology through play
- Differentiate e-practice from practice
- Emphasis on experimentation



# e-Creativity



- Community of interest
- Collaboration
- Requires an understanding of technology
- Authorship questions?
- Changes audience relationships
- Interaction with art/performance



# Research Problems



- Development of specific software/platforms for Arts applications
- Security
- Intellectual property rights
- Lessons from science use of e-Science
- Real & “Virtual”



# Summary

- e-Science and meaning
- Agenda for e-Science in the e-Arts
- Creativity in e-Art context
- Backgrounding of e-Culture



# Information



- Visualisation Research Unit
  - [www.biad.uce.ac.uk/vru](http://www.biad.uce.ac.uk/vru)
- Workshop @ VRU, Friday July 20th
  - <http://www.biad.uce.ac.uk/vru/collaborativeart/index.php>
- Gregory Sporton
  - [gregory.sporton@uce.ac.uk](mailto:gregory.sporton@uce.ac.uk)

