Contents

1	Introduction Susan Broadhurst and Sara Price	1
Part	The Performing Body: Creativity and Technology in Performance	
2	Digital Performance and Creativity Susan Broadhurst	11
3	Metakimospheres Johannes Birringer	27
4	Making and Breaking: Electronic Waste Recycling as Methodology Daniël Ploeger	49
5	Karen by Blast Theory: Leaking Privacy Maria Chatzichristodoulou	65

Par	t II Designing, (Re)designing: Embodiment and Digital Creativity in Art Practices	
6	Bodies in Light: Mediating States of Presence Michaela French	81
7	The Embodiment of Time Helga Schmid	97
8	Machinising Humans and Humanising Machines: Emotional Relationships Mediated by Technology and Material Experience Caroline Yan Zheng	111
9	The Oxymoron of Touch: The Tactile Perception of Hybrid Reality Through Material Feedbacks Laura Ferrarello	129
Par	t III Digital Aesthetics and Identity: Creativity in Fashion Design	
10	Post-industrial Fashion and the Digital Body Douglas Atkinson	147
11	I:OBJECT—Or the Case for Fashion Without Products Kat Thiel	161
12	Critical Interventions in Wearable Tech, Smart Fashion and Textiles in Art and Performance Dr. Camille Baker Ph.D.	175
13	Giving Body to Digital Fashion Tools Bruna Petreca	191

Part IV	Embodied Interaction: Digital Communication
and I	Meaning Making in the Social Sciences

14	Embodied Music Interaction: Creative Design Synergies Between Music Performance and HCI Anna Xambó	207
15	Digital Museum Installations: The Role of the Body in Creativity Sara Price	221
16	Playing at Doctors and Nurses: Technology, Play and Medical Simulation Caroline Pelletier and Roger Kneebone	235
1 <i>7</i>	Methodological Innovation, Creativity and the Digital Body Carey Jewitt	253
Index		267