

## Welcome Message from the Editor-in-Chief

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More than five years ago, when our university launched the “Numediart” project on digital arts (which later led to the creation of the Numediart Institute) I was a little sceptical. Is it really possible to make engineers, researchers, people from industry and digital artists work together on some



common “creative” projects?

The challenge was not an easy one and we needed several years to get organized, adapt to each other’s and produce the demonstrators we needed, but the game was worth playing. We all learnt a lot and discovered how enriching this trans-domain approach is.

Still, we had to face several new issues: new organization and methods, new communication habits, new technical and non-technical skills to acquire ... and also a natural issue when mixing domains together: We had to invent a trade-off between the theoretical and technical work of researchers (publish or perish), the practical performances and installations of artists and the consumer products of creative companies. Our work was sometimes too “creative” for classical engineering journals. Sometimes it was not artistic enough for art journals or art-oriented workshops. It was even sometimes too theoretical for industry-oriented magazines ...

The newly created *EAI Transactions on Creative Technologies* Journal appear like a natural answer to this issue and I am honoured to serve it as an Editor-in-Chief.

First, because this Journal addresses a growing community. Creative and entertainment industries represent more than 3% of the GDP in Europe and digital arts are rapidly expanding with the technology democratisation.

Second, because the EAI Transactions on Creative Technologies also intend to facilitate the access to knowledge: our papers are submitted for free and they are also accessed for free after a short publication process.

In a reasonable time range a highly international and domain-diverse Editorial Board was set up and the first papers were submitted. Now, the first review processes are over and the first papers accepted.

I am thus very proud to welcome you, on behalf of the Editorial Board, to this inaugural issue of the *EAI Transactions on Creative Technologies*.

### EAI Trans. on Creative Technologies

Given the accelerated changes and deeply interconnected activities of the times we are living, creativity is a key factor of disruptive future developments. Creative and entertainment industries range from creative content providers (TV & radio, fashion, music) through creative experience providers (movies and music experience) to creative services providers (advertising, design, architecture).

Creative services, contents and experiences present knowledge requirements that are increasingly defined beyond a single discipline and appear to lie in a sound collaborative engagement among the creative practitioner (artist, designer, composer, entertainer), the engineer and the scientist.

*EAI Transactions on Creative Technologies* aim at creating a forge between computational arts, creative industries and applied science(s). The Journal seeks for high-level contributions addressing:

- Creative content providers: TV & radio, music & movies, museums and media archives, etc.
- Creative services providers: Advertising, design, architecture, new media and transmedia, etc.

- Creative experience providers: Movies and music experience, game-based installations and playable media, interactive social and urban spaces, etc.
- Creative content management: Multimedia data mining and innovative browsing, data 2D/3D visualization, digitization and storage, cultural heritage, etc.
- Creative interactions: Social signal processing, verbal and nonverbal, explicit or implicit interactions, interacting robots, sensors and MoCap, user interface design, etc.
- Creative experiences: Affective content analysis and synthesis, special effects, augmented reality, expressivity and emotion detection and processing, user experiences, etc.

Additional materials such as videos of installations and setups, public/users reactions and comments, or demo links are very welcome as links in the provided PDF.

Besides classical research journal papers, EAI Transactions on Creative Technologies also accepts book reviews and technical reviews. The Journal also encourages convincing short papers with novel artistic/creative ideas/installations without in-depth validation but with a high potential. This is a specificity of our Journal where a lot of work can be only subjectively evaluated.

## The Inaugural Issue

For this inaugural issue, we publish four papers coming from different research domains and of different types. This mix is well representative of the wide variety of topics covered by creative technologies.

The first paper by Insook Choi is a high-level view on how to create efficient interfaces in the context of performative playable media with non-game orientation.

The second research paper by Yves Rybarczyk et al. compares task efficiency versus the feeling of presence when using avatars or viewpoints.

A third short paper by Jort Band et al. deals with a new musical instrument based on finding and aggregating in an appropriate way musical patterns.

In a last short paper by Katayoon Etemad et al., a new data visualisation algorithm based on paisley patterns trees is detailed and several applications are demonstrated showing the efficiency of the visualisation in comparison with other classical data visualisation methods.

I would like to take this opportunity to acknowledge all the authors and reviewers who contributed to this very nice inaugural issue of the journal.

The very proactive Editorial Board also provided a strong support in founding this new and exciting journal on creative technologies.

Last but not least, I am thankful to all ICST publication staff, in particular, Sara Fruner and Volha Shaparava, for their constant support and reactivity.

Welcome to the EAI Transactions on Creative Technologies!

## About the Editor-in-Chief



Matei MANCAS obtained an Audiovisual Systems and Networks engineering degree (Ir.) from ESIGETEL Engineering School, France, and a MSc. degree in Information Processing from the University of Paris XI (Orsay). He holds a PhD in applied sciences from the Engineering Faculty of Mons (FPMS), Belgium since 2007. He made several research visits abroad as in La Sapienza University in Rome, Italy and IRISA-INRIA in Rennes, France.

He is now a senior researcher and project leader at the Numediart Institute for Creative Technologies of the University of Mons, where he acquired several years of experience with various projects involving together engineers, artists and people from creative industries. Matei is a member of the steering committee, TPC and PC member of several conferences and actions. He also was the main chair of the Intetain 2013 conference held in Mons, Belgium.

Matei's research is about Smart Rooms and more precisely the analysis and modelling of human attention with applications to creative industries like TV, web and advertising.