

## GUEST EDITORIAL PREFACE

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This first issue of the *International Journal of Art, Culture and Design Technologies* (IJACDT) is dedicated to links of art, design, science, and culture with emerging creative and innovative processes within technologies cultures.

In this issue, we will aim to explore and to uncover a variety of creative and innovative insights arising from academic and professional perspectives.

The first article *Creative Collaboration and Online Social Media: Can Facebook be used as a Tool to Support the Process of Collaborative Creation?* by Sophy Smith analyzes how the Web 2.0 online social media tools have made it increasingly easy to communicate, cooperate and collaborate with others online, and as such offer new frameworks for making creative work. The author explores the new media and asks themselves if the connected people using Facebook to share contents could use it really as a collaborative artistic environment? This article draws on a practical research project 'Feedback', carried out by the author in early 2010, exploring new methodologies for collaborative creation supported by online social media. The project is focused on the creative use of Facebook as a tool for creative collaboration, establishing a possible working model of artistic collaboration using Facebook.

The *Shaping Interactive Media with the Sewing Machine: Smart Textile as an Artistic Context to Engage Girls in Technology and Engineering Education* article by Daniela Reimann explores how in the context of the converging media technologies the concept of mobile media embedded in wearable material was introduced. The author indicates the Wearable Computing, Fashionable Technology, and Smart Textile as key words at the intersection of media, art, design, computer science, engineering and the shaping of technology by the users themselves. Smart Textile Researches are explored in contemporary media art projects in order to inspire a learning-through-design-approach using electronic media interdisciplinary technology education. In the article, the conceptual framework for the research project "Artistic Approaches to Engage Girls and Young Women in Technology and Engineering in Education at School and University (Acronym: IBP-GirlsLab)" is presented. It aims to engage girls in technology and engineering by integrating artistic processes as well as a more playcentric approach to technology and engineering education in order to engage girls in shaping technology, is discussed.

The *Becoming Creative Through Self Observation: A (Second Order) Cybernetic Learning Strategy for the Metaverse* article

by Elif Ayiter wishes to describe some of the key components of an art educational domain entitled ground<c>, which is being developed specifically for three dimensional online builder's worlds, also called the metaverse. This undertaking takes its trajectory from 'the Groundcourse', a revolutionary art educational strategy, based on cybernetics, developed and implemented in England during the 1960s, upon which the author proposes to develop an art educational strategy based upon self observation. Since this proposal strongly takes into account second order cybernetics, a brief survey into the field as well as an overview of Gordon Pask's learning theories will be undertaken. Approaches for adapting these founding theories, through a consideration of what the novel affordances of a three dimensional online builder's world might be will be described through two case studies based upon autonomous learning and selfobservation implemented through avatars.

The *Virtual Reality and Learning in an African University Environment: Trends and Contextual Issues* article by Bwalya Kelvin Joseph incorporates Virtual Reality aesthetics and semantics can contribute towards transforming the education landscape in both the developed and developing world. This can be realized by VR's capacity to enable the design of more vibrant and dynamic/interactive multimedia applications that are user centric. VR has a positive impact on e-Learning which is an emerging education model in Africa. This paper aims to uproot the different initiatives, experiences and challenges that have been met by various endeavours to use VR as a tool for education especially in African universities.

Using exploratory approaches, two universities in South Africa and Botswana are reviewed as case studies in order to ascertain the status of VR use in higher education in Africa. The paper has found that the potential of VR education is evident in Africa but needs to be unearthed.

The *Visualization Elements of Shadow Play Technique Movement and Study of Computer Graphic Imagery (CGI) in Wayang Kulit Kelantan* article by Dahlan Abdul Ghani describes the attempt to preserve and safeguard the unique heritage of Wayang Kulit (Shadow Play) that UNESCO has designated as a Masterpiece of Oral and Intangible Heritage of Humanity on 7th November 2003. Wayang Kulit Kelantan in Malaysia is threatened within imminent extinction. This paper reviews the critical situation of Wayang Kulit Kelantan in Malaysia. The visualization and movement of Wayang Kulit Kelantan is described into four major aspects, which are the puppets, shadows, screen for shadow projection (Kelir) and its light source. It also reviews the comparison methods and techniques between Wayang Kulit Kelantan traditional shadow play and Computer Graphics Imagery (CGI) used as a prototype design in traditional Wayang Kulit Kelantan. The articles collected in this issue are a first in-depth coverage within explorations of the state-of-the-art of studies, theories and practices arising from the complex research areas showing their impact on our society within the cultural and technological innovations.

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