

EDITORIAL PREFACE

Special Issue on Art and Design Theories and Methodologies in Virtual Worlds

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This special issue of the *International Journal of Art, Culture and Design Technologies* (IJACDT) which is dedicated to cross boundaries of art, design, science, and culture with emerging technologies will be publishing an issue on Art and Design processes in Virtual Worlds. In this issue, we will aim to explore and to uncover a variety of creative and innovative insights arising from different perspectives.

The first article *Towards a Meditation Brain State Model for Scientific Study of Chan* by Hong Lin, Johnathan Kuskos, Manuel Palma and Byron Jackson explores the effects of meditation in bringing practitioners' mind into a tranquil state and promoting both the mental and the physical health. The study proposes to establish a model for meditation state by applying modern experimental sciences to brain wave data. The project is towards a model for meditation that it aims to promote a better human's life in modern society.

The second article entitled *Space, Text and Hoopla: Constructing Typographic Playgrounds in the Metaverse* by Elif Ayiter attempts to delve into the creation of textual content as

well as its visualization through typographic design mechanisms inside three dimensional virtual worlds known as the metaverse, with a particular focus upon the way in which such virtually three dimensional environments may place the usage of text within a context that stands in contradiction to its traditional attribute of legibility.

The *Bring the Noise* article by Michael Johansson presents a design methodology that collectively producing a series explorative soundscapes and mechanical artefacts using specific constraints influenced by theories from art and architecture. The sounds and the final visual expressions finally, as result, bring some noise into the virtual cityscape of Abadyl.

The *Vitruvius in Cyberspace* article by Luis Hernández Ibáñez and Viviana Barneche Naya presents a reflection on the features of the virtual architecture compared with their equivalents in the real world by means of an analysis through the prism of the three fundamental conditions of the classic architecture: Firmitas, Utilitas and Venustas. The article describes how these principles once stated by Vitruvius are now

affected, modulated or changed in the digital realm by the introduction of the Virtualitas concept.

The *Advanced Spatialities* article by Ulrich Gehmann and Martin Reiche explores the spaces virtualization and their annihilation by augmenting them. In both cases of its real and virtual appearance, the space becomes efficient

and therefore loses its uniqueness and identity, with concomitant effects on the user's very own perception of reality.

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Gianluca Mura is a researcher, architect, and designer at Politecnico di Milano University. His research area is within digital cultures interrelations among art, science, and technology. He holds a Phd in industrial design and multimedia communication from Politecnico di Milano University. He has teaching experience in design university and professional courses. He is doing research, academic publishing, and actively participates in numerous international scientific conferences and symposiums. Dr. Mura is also a scientific member of several international conference committees.