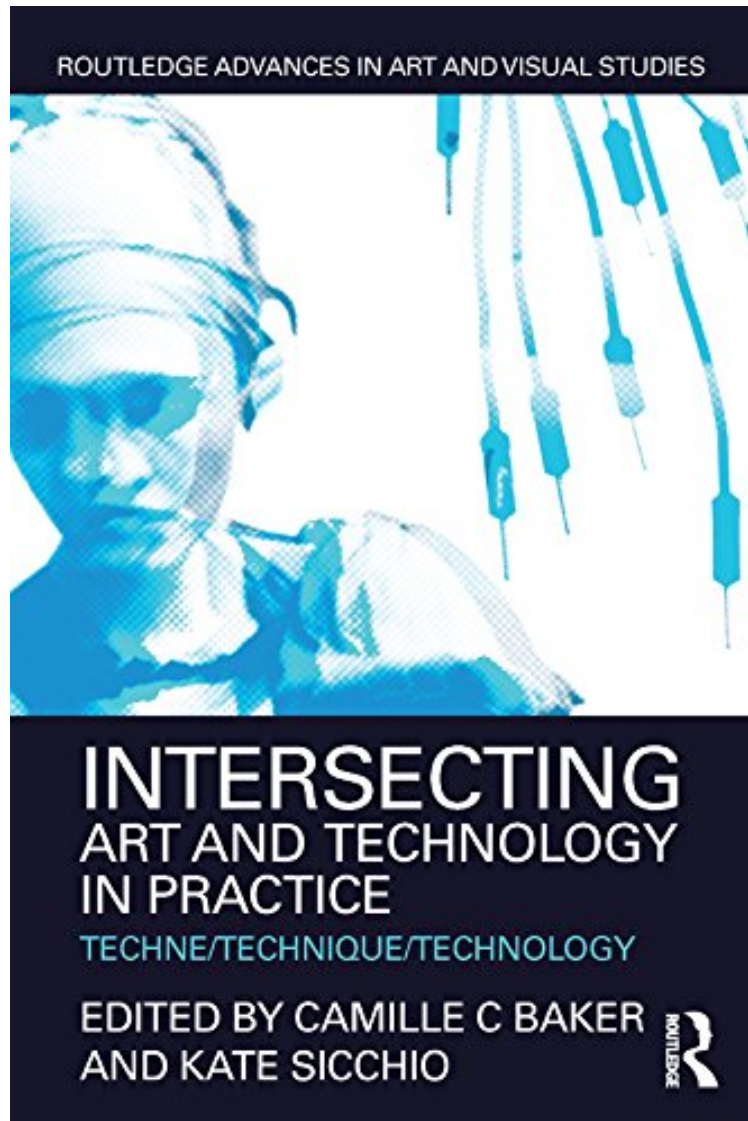


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This book focuses on the artistic process, creativity and collaboration, and personal approaches to creation and ideation, in making digital and electronic technology-based art. Less interested in the outcome itself — the artefact, artwork or performance — contributors instead highlight the emotional, intellectual, intuitive, instinctive and step-by-step creation dimensions. They aim to shine a light on digital and electronic art practice, involving coding, electronic gadgetry and technology mixed with other forms of more established media, to uncover the practice-as-research processes required, as well as the collaborative aspects of art and technology practice.

About the Author  
Camille C Baker is a Reader in the School of Communication Design, University for the Creative Arts, Epsom, UK. She is a media artist/curator/Reader in digital media with recent work in participatory mobile and sensor performance using wearable technologies, now exploring creative coding and electronic development for smart-fashion projects. She explores new mechanisms to elicit engaging experiences using evolving approaches to participatory performance. Her website is [camillebaker.me](http://camillebaker.me).  
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