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 range from creative content providers (TV & radio, fashion, music) through creative experience providers (movies and music experience) to creative services providers (advertising, design, architecture).

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).

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 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.
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.