

User Experience and New Aesthetical Environment

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Humans are likely to more intensively immerse and feel, react, express or engage in the environment which uses metaphorical visual and verbal communication. Despite science (where facts and cognition are essential), art fundamentals are in experience and senses. Traditional arts do not offer enough space for research and conclusions as it considers viewer passive physical behavior and inner contemplation. As such, it is an intimate experience we can share by describing it to the others or keep it only for ourselves. Sometimes based on scientific research and sometimes pushing beyond those understandings, applied research has created new materials, products, and industries that have profoundly shaped everyday life and culture. Science and engineering have been developed dramatically and simply diverted artists to focus on interactions between individuals and society. They started to observe and artistically comment reflections on that relationship affected by technological development and new cultural interconnections. For artists expression and artwork embodiment became crucial the way visitors are engaging with others and the machine. Interactive art became artist's natural choice to establish new creative communication based on technological and socio-cultural changes.*

In the article "Impact of navigation tools on pedestrian navigation: preliminary results" the author raises interesting research questions related to connection between mental, instrumental and shared maps. What makes the approach interesting is it relates to an interactive artistic experience between users in distant cities. Furthermore, the author refers to new cartography tools and its possible potential to provide new type of individual mental representations and how interactive devices are affecting users' cognitive maps.

Development and usage of digital technology led us to an unknown world of virtual reality and remote actions. As a result, modern research found new interesting space to explore where questions about our perception arise like: What aspects of our perception can we trust? How does virtual presence reflect on our physical bodies? What cultural forces drive interactive communication research? Why is it so important to be virtually present in distant places? Those crucial questions and many others drive frontier research agendas in digital technology fields such as new interfaces, artificial intelligence, and information visualization.

Development of operating systems which will deliver successful user experience through sensory perception will have one of the crucial roles in future implementation of Internet of things (IoT) in every aspect of our life. In the article "An Investigation on Several Operating Systems for Internet of Things" authors are comparing a six major IoT operating systems and trying to give directions to improve UX design for such platforms. Contribution to the future development is significantly related to education and contemporary teaching methodologies as the industry is in need for the best engineers and designers with deep understanding for their needs. As such, in the article "An Epic Technique for Learning Outcome Assessment in OBE Through Bloom's Taxonomy" the author are investigating the COs (Course Outcomes) and its centrality in the evaluation of POs (Program Outcomes) and PEO (Program Educational Objectives) to contribute to the field of sufficient education methodologies for future development.

* The full text is published in Nikolic, P. K., & Cheok, A. D. (2019). Designing Behavioral Changes in Smart Cities Using Interactive Smart Spaces. In *Smart Technology Trends in Industrial and Business Management* (pp. 367-382). Springer, Cham.