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<center>Elevating Art and Culture via Technology</center>

Technology serves as a transformative tool that elevates the audience's experience of art and culture, offering new dimensions and opportunities for engagement. Through the integration of technological advancements, individuals can delve into immersive and enriched encounters with various forms of artistic expression. By integrating state-of-the-art technology with artistic expression, creators can craft unique experiences for audiences, thereby enriching culture and fostering its growth.

Drake-Brockman's project titled "Floribots", combines origami paper-flower with robotics to create extra-ordinary art from ordinary concept. By analyzing his art installation thru the lens of complexity theory, he learns that "Floribots" can have over billions and billions of unique states. The reason as to why his work exhibited characteristics that were not programmed in, resulting in an emergent phenomenon. Another art project of his is a giant machine that counts the number of people that go through it. He discovers that audience reaction was emergent, as he had not expected people to go around and around clocking over the machine. The interaction between the art piece and audience was totally unique and something never encountered before. Another noteworthy project "headspace", employed the scans of 700 students and the data from the scans to activate 256 independently motorized rods to display facial im-

pressions. This instillation rejuvenates an ancient anthropomorphic art-from and provides a new prospective for people to experience.

Another artist that has re-shaped the way we experience art is **Miral Kotb.** By infusing illumination technology in dance, she is able to unlock another dimension in the way audience experience this art. By honing her programming skills and combining it with her love and passion for dance, she is able to create project "ILuminate", where performers wear outfit equipped with lighting technology. The technology on the each dancer would wirelessly communicate with all other dancers as well the program to synchronize and illustrate imageries that have not yet seen the light of the day. As more people discovered her work, she gets offer to work with many top artists who influence our culture. This collaborative work has elevated the content put out by those artists as well as the experience of the audiences as well. With a thought out choreography, software and use of interactive light equipment, she is able to seamlessly combine human culture with technology.

Although aforementioned artists have artworks that do no share the same aesthetics, they have a lot of things in common. They both have successfully created unique art works that fundamentally revolve around audience participation. The use of technology is critical factor that make both artist's work possible. Additionally, they both have taken an already existing element of human culture to add more dimension to it. One key difference, however, is that Drake-Brockman's work is mostly performed by technology, and humans are on the receiving end of it. Whereas, Miral's work involves and relies on humans on the production of the art itself.

By analyzing artworks by Drake-Brockman and Miral Kotb, we can draw a conclusion that the use of technology in art and culture can elevate the experience of the ones who experience it as well as promote creativity as well as art. The use of robotics, 3d scanners, wearable lighting equipment, sensors have proven to be useful tools for the creators of new generation with new ideas. I would like to meed Miral Kotb if I had the opportunity. I would like to learn more about what happens behind the scenes to learn what roles the computer has and how they synchronize the performance. I would require the knowledge of coding, fabrication of electronics and physical computation to be able to understand the working of this technology.

List of five words and their definitions used in the writing.

Word	Definition
Anthropomorphism	Ascribing human attributes to an inanimate object or another animal.
Complexity theory	The theory that processes having a large number of seemingly independent states can spontaneously order themselves into a coherent system.
Emergence	Often a characteristic of complex systems: one can get unexpected behaviors not reducible to original functions
Choregraphy	the sequence of steps and movements in dance or figure skating, especially in a ballet or other staged dance.
Fabrication	The action or process of manufacturing or creating something.

List of three citations used:

Author	Source	Why you think this citation is dependable
Concept Artists	https://conceptartists.com/	They have worked with a lot of big companies and gained validity.
TedTalks	https://www.youtube.com/watch?v=-aRcu8D0nbQ	Ted talks is a reputable network that hosts speeches by noteworthy individuals.
Chicago Tribune	https://www.chicagotribune.com/suburbs/lake-county-news-sun/ct-lns-ent-iluminate-genesee-st-1013-20231004-kszotne6sbd63c4rjjlfwjl6cu-story.html	It is a reputable news source.