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The Relationship between Social Media Use and Innovation in Visual Art Practices

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Abstracts

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Social media usage entails the interacting with online-based platforms to share the content's, connect with other people, and consuming the digital information. Visual art practitioners innovate by employing the new techniques, materials, and viewpoints to generate distinctive, contemporary artistic representations. The purpose of this investigation is to analyze the relationship among the social media use along with innovation in the visual art practices. It integrated the quantitative and qualitative methods. Initially, the sample data is gathered. The sample includes 200 visual artists from diverse fields and artistic backgrounds. Data is gathered using two fundamental techniques like survey and interviews. Based on their survey responses, 20 participants were chosen to perform Semi-structured interviews. Facebook, Instagram, and T witter are the selected social media platforms. The research findings are quantitative outcomes like correlation analysis and regression analysis, qualitative outcomes such as key themes from interviews, the social media engagement influence on artistic practice aspects, and the social media platforms impact on types of artistic innovations. The ρ-value is less than 0.05. Instagram contributes greatly to artistic innovation by improving collaboration, audience engagement, and visibility, while social media has an overall impact on visual art practices.

Keywords: Social Media Use, Innovation in Visual Art Practices, Facebook, Instagram, Twitter.

Introduction

Social media uses have developed into an essential component of everyday life, impacting many facets of society, interaction, and human contact [7]. Twitter, Facebook, YouTube, and Instagram are the platforms to enable the distribution of ideas, information, as well as content over a wide range of user demographics. In recent years, social media has not only connected the people all over the world, however it also had a significant impact on public opinion, marketing tactics, and digital communities. Its broad acceptance in personal, educational, and professional settings emphasizes the necessity to comprehend its dynamics, possible advantages, and problems [2]. While the use of social media evolves, that is critical to investigate the larger ramifications for social behavior along with societal transformation [3].

Visual art techniques include a broad spectrum of artistic innovative initiatives such as painting, sculpture, digital media, and art installation. These activities are used as a means of self-expression, cultural criticism, and social involvement, typically expressing the artist's own perspective and response to current challenges. In recent years, visual art has developed with the incorporation of technology, which allows artists to explore with newer forms of artistic expression and engagement [8]. This development has increased the influence of visual art, which makes it a dynamic force within traditional and modern cultural landscapes.

Innovations in visual art techniques have changed using the incorporation of newer technology, materials, as well as conceptual frameworks, changing the conventional modes of expression. Artists are now combining the digital tools, multimedia installations, and interactive components to extend the boundaries of visual depiction [13]. Such innovations are challenging the traditional insight, which enables for in-depth audience engagement along with an analysis of complicated societal problems. Modern visual art is being redefined through the incorporation of virtual reality (VR), augmented reality (AR), and Artificial Intelligence (AI)-driven approaches, which reflect the dynamic interaction among the innovation, technological advances, and culture. In the contemporary art environment, the constant development of visual art techniques indicates a shift toward the more immersive, interactive, and multidisciplinary methods [4]. Fig.1 displays the interconnected influence of social media on innovation in visual art practices. The figure demonstrates the connection among social media usage with visual art innovation. It demonstrates how networks like Twitter, Instagram Pinterest, and YouTube promote collaboration, innovation, and digital artwork. Social media enables artists to discover new approaches, share their work, and obtain global perspectives, improving their innovative process while contributing to artistic innovation.

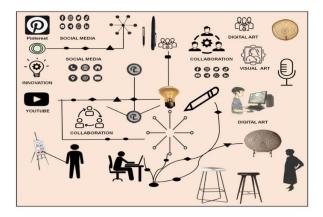


Fig 1 Interconnected Social Media Influence on Innovation in Visual Art Practices

The connection among social media use with the innovation in visual art techniques has altered how artists generate, distribute, and interact with their artwork. Social media platforms offer artists a dynamic environment in which to explore with newer approaches, access worldwide audiences, as well as collaborate with varied groups. This connectedness encourages creative communication and provides quick feedback, which allows artists to adjust and improve their techniques in immediate circumstances. Further, digital tools along with the trends arising from social media promote creativity through enabling artists to experiment with newer visual formats as well as interactive components, therefore pushing the frontiers of conventional visual arts. The main objective of this research is to analyze the relationship among the social media use along with innovation in the visual art practices.

The organization of the present research is represents in the following order: The literature review is presents in Section 2. The in-depth explanation of materials and methods is describes in Section 3. Section 4 is illustrates the results of this research. Section 5 and Section 6 demonstrates the discussion and conclusion.

Literature Review

The study [16] examined the fundamental architectural components and the use form of textual in dynamic visual interaction to offer an investigation references in the dynamic designing domains. The research examined the dynamics of visual interaction in digital media technologies and examined the essential design components for dynamic design usage. The research [15] examined the function of creative new media usage in visual interaction designing in educational organizations. The article emphasized the importance of creative use of modern media during visual interaction through considering the visual appearance designing with flexible layout, IT

is referred as information technology, diverse channels of transmission, as well as integration interactivity.

Social media use in the setting of museum visits continued to expand. Using semi-structured interviews and photo-elicitation, the study [14] investigated the Instagram and Snapchat stories shared through visitors to the Brooklyn Museum. The research [5] provided a conceptual structure to analyze different kinds of journalistic standards and practices on social media, beginning with the nature of the platforms, particularly Instagram and Twitter.

The article [11] suggested the initial concentration is on Instagram, but also specific schools of thought like Instagrammatics and Instagramism, for aesthetic and visual culture analysis. Establishing on those 2 techniques, it then concentrates on other web along with the social media platforms, including Google Image Search, Twitter, Facebook, and 4chan. The paper [12] explained the notion of aesthetic appearance in the Community of Inquiry pedagogic paradigm, which aligns with the principles promoted by the Universal designing for learning structure.

The study [6] provided a framework of how visual interactions through customer involvement on corporate social networking website page impact the consumer-brand association. The research [9] addressed the dominant forms of social media investigation by introducing a technique for VCPA is referred as visual cross-platform analysis, which can be described as the investigation of still along with moving visuals across 2 or more social media-based platforms.

The article [1] examined the intersection of innovation, and technological advances, including design and art education, as well as advocated for the utilization of digital tools and the repurposing of social media uses to assist with innovative thinking. The research [10] investigated visitors' the social media platform Instagram postings using a variety of quantitative methodologies to shed information on museum experiences. This study provided an approach for visual analysis that museums could simply replicate, as well as insight into about how to evaluate the findings while planning audience development initiatives.

Materials and methods

I. Research design

The present research uses an integrated method to investigate the relationship among the social media usage along with innovation in the visual art practices. Through integrating quantitative and qualitative methods, the quantitative aspect includes a survey distributed to the visual artists, and the qualitative aspect includes of semi-structured interviews using a selected subset group of respondents. This investigation attempts to offer a complete comprehension of how the social media impacts the artistic innovation.

II. Participants and sampling

The sample includes 200 visual artists from diverse fields and artistic backgrounds (such as painting, sculpture, and digital art). The stratified sampling approach has been implemented to assure the representation across demographic information (such as age, gender, and geographical

area) and artistic activities. The artist's participants have been selected using the artistic networks, social media platforms, and professional associations.

III. Data collection

The data were obtained over 3-month duration. Data is gathered using two fundamental techniques such as survey and interviews. Table I shows the survey and interview techniques.

Table I Survey and Interview Techniques

Method	Description
Survey	The structured online survey has been developed to assess social media usage trends (frequency, platforms, and types of engagement) as well as perceived influence on innovation in the visual art practices. The survey included Likert scale items and it was distributed through email and social media platforms. The survey questions are depending on the artists' frequency of social media engagement, the specific social media platforms they use, and the perceived influence of social media on artistic innovation.
Interviews	Based on their survey responses, 20 participants chosen were performed Semi-structured interviews. Interviews focused on comprehensive social media experiences, tactics, challenges related to the social media, collaboration, and exposure, as well as perspectives on how the social media impacted their artistic approaches.

IV. Statistical Analysis

Statistical techniques are used to analyze the connection among social media usage as well as innovation in the visual art practices. The SPSS statistical tool is employed in this research. For quantitative analysis, survey data have been analyzed using the Pearson correlation. Pearson correlation is utilized to assess the connection among social media usage as well as innovation. The regression analysis has been conducted to assess the social media engagement influence on innovation, controlling for confounding variables such as years of experience and access to resources. For qualitative analysis, interview transcripts have been examined using the thematic analysis. The technique included categorizing the data and finding themes associated with social media's significance in fostering innovation, collaboration, and exposure. The Significant ρ – value is ≤ 0.05 .

Results

The study assesses the connection among social media usage along with innovation in the visual art practices. The selected social media platforms are Twitter, Instagram, and Facebook. The findings of the research are outcomes of quantitative include correlation analysis and regression analysis and outcomes of qualitative include key themes from interviews, the social media engagement influence on artistic practice aspects, and the social media platforms impact on artistic innovations types. Table II shows the demographic profiles of this study. The total sample value is N=200. It includes gender, age, geographical location, artistic practice, and years of experience.

Table II Demographic Profiles of Participants

Demographic Variable	Category	Sample N = 200	Percentage (%)
	Male	100	50.0
Gender	Female	100	50.0
	18 - 24	60	30.0
Age	25 - 34	80	40.0
	35 - 44	40	20.0
	쐠뵗표푣뵚	20	10.0
	45	120	60.0
Geographical Location	푈푟푏푎푛	50	25.0
	푎 鼖蠱 養蓋	30	15.0
	쒯變炭 푖푡푎푙	85	42.5
Artistic Practice	퐴푟푡	70	35
	푀푖푥푒푑	45	22.5
	되고 게 푒 푑 푖 푎	70	35.0
	푇푟푎푑푖푡푖표푛푎	80	40.0
Years of Experience	푙 푃푎푖푛푡푖푛푔	30	15.0
	- 5 푦푒푎푟푠 10 푦푒푎푟푠	20	10.0

in visual art approaches. The variables are frequency of social media use, Instagram use, Facebook use, and Twitter use. Where $\overline{x} = 0.65$ in frequency of social media use, $\overline{x} = 0.72$ Instagram use, $\Xi = 0.40$ Facebook use, and $\Xi = 0.35$ Twitter use are the attained outcomes in Pearson correlation. It concludes that greater social media use, particularly on Instagram, correlates more strongly with perceived innovation, showing an important impact on artistic innovation.

Table III Correlation analysis among the social media use and perceived innovation

푉푎푟푖푎푏푙푒	푃푒푎푟푠표푛	휌 –
퐹푟푒푞푢푒푛푐푦 표푓	퐶표퓫퓫풦풢푎푡푖표푛	푣푎푙푢푒
푆표푐푖푎푙 푀푒푑푖푎 푈푠푒	(世) 0.72	< 0.01
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****** ******************************	0.35	9:03
<u> </u>		*

Table IV presents 문항 sion analysis results that indicate predictors of artistic innovation. The predictors are frequency of social media use, years of experience, access to technology, Instagram engagement, and Facebook engagement. The achieved 퐵푒푡푎 (훽) outcomes

regression analysis are 훽 = 0.42 in frequency of social media use, 훽 = 0.15 in years of 4.20 ally fix quency of social media use, 1.88 in years of experience, 0.83 in access to technology, 6.11 in Instagram engagement, and 3.18 in Facebook engagement. It concludes that frequent social media usage and Instagram engagement which significantly greatly predict artistic innovation, but experience and technological availability have less influence.

Table IV Regression analysis outcomes for predictors of artistic innovation

푃푟푒푑푖푐푡표푟	퐵푒푡푎	<u>푆푡푎푛푑푎푟푑</u> 뽸숖푨퍞푠	푡	
퐹푟푒푞푢푒푛푐푦표푓	(훽)	, 数 表 もり 其 の表	푣푎푙푢푒	푣푎푙푢푒
푆표푐푖푎푙 푀푒푑푖푎 푈푠푒	0.42	0.08	4.20	< 0.01
正。正是 馬亞 塞塞摩摩	0.15	0.12	1.88	0.06
製養善護性養母影	0.10	0.09	0.83	0.41
퐼푛푠푡푎푔푟푎푚	0.55	0.11	9:18	< 0.01
쐤됳푔푎푔푒푚푒푛푡				0.02

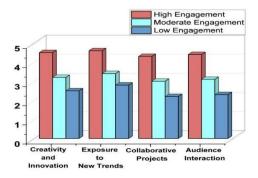
Table V summarizes major key themes from interviews on social media's influence on artistic innovation and practices. It concludes that social media improves the innovation by facilitating new ideas, collaboration, audience input, and enhanced artist visibility and opportunity.

Table V Key themes from interviews

Theme	Description	Example Quotes
Exposure to New Ideas and Techniques	Social media provides access to diverse artistic styles and techniques, inspiring innovation.	"Seeing different styles on Instagram pushed me to experiment with new techniques."
Collaboration and Community Building	Social media facilitates collaboration with other artists and engagement in collective projects.	"I've worked on several collaborative pieces through connections made on Twitter."
Audience Interaction and Feedback	Real-time feedback from social media audiences influences artistic decisions and innovation.	"The comments I get on my posts often lead me to tweak my work or explore new concepts."
Increased Visibility and Opportunities	Social media enhances visibility, leading to new opportunities such as exhibitions and commissions.	"Being active on social media has helped me get noticed by galleries and potential clients."

III. Influence of social media engagement on artistic practice aspects

Fig. 2 shows the social media engagement influence on artistic practice aspects. The purpose is to investigate how varied levels of social media interaction influence various elements of artistic practices. It concludes that greater amounts of social media engagement are associated with enhanced innovation, trend exposure, collaboration, and audience interaction as compared to lesser engagement levels.



Aspect of Artistic Practice

Fig 2 Influence Social Media Engagement on Artistic Practice Aspects

IV. Impact of social media platforms on types of artistic innovations

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platforms are Instagram, Facebook and Twitter. Digital art, mixed media, and traditional painting are the innovation types. The mean score outcomes of Instagram are 4.5 in digital art, 4.1 in mixed media, and 3.3 in traditional painting. The mean score outcomes of Facebook are 3.8 in digital art, 3.6 in mixed media, and 3.7 in traditional painting. The mean score outcomes of Twitter are 3.7 in digital art, 3.5 in mixed media, and 3.2 in traditional painting. The standard deviation outcomes of Instagram are 0.7 in digital art, 0.8 in mixed media, and 1.0 in traditional painting. The standard deviation outcomes of Facebook are 1.0 in digital art, 1.1 in mixed media, and 1.0 in traditional painting. The standard deviation outcomes of Facebook are 1.0 in digital art, 1.1 in mixed media, and 1.0 in traditional painting. The standard deviation outcomes of Facebook are 1.0 in digital art, 1.1 in mixed media, and 1.0 in traditional painting. The standard deviation outcomes of Facebook are 1.0 in digital art, 1.1 in mixed media, and 1.0 in traditional painting. The standard deviation outcomes of Facebook are 1.0 in digital art, 1.1 in mixed media, and 1.0 in traditional painting.

Table VI Impact of social media platforms on types of artistic innovations 푆푡푎푡푖푠 푡푖푐푎푙 푆푖푔푛푖푓푖 퐷푖푔푖푡푎푙 퐴푟푡 0.7 4.5 14.20 < 0.01 8.0 퐼푛푠푡푎푔 푟푎푚 **푐푎製展** 4.1 1.0 3.3 1.0 푑 푖 3.8 1.1 7.60 0.01 3.6 1.2 · 퐹푎푐푒푏표 표푘 3.7 0.9 3.7 8.90 < 0.01 1.0 3.2 1.2 푆푖푔푛푖푓 푖푐푎푛푡

Evolutionary Studies in Imaginative Culture

Discussion

Table VI shows the impact of social media platforms on types of artistic innovations. It includes the \overline{B} — \overline{B} \overline{B}

differences among the groups. The 퐹 - 푣푎푙푢푒 (퐹 - 푠푡푎푡푖푠푡푖푐) represents the outcomes of an

ANOVA test. It determines if the means of distinct groups which are statistically significant different. The 9-3 = 3 = 3 = 4

through randomness. The 퐹 - 푣푎푙푢푒 outcomes are Instagram is 14.20, Facebook is 7.60 and

Twitter is 8.90. The 휌 - 푣푎푙푢푒 outcomes are Instagram is < 0.01, Facebook is 0.01 and Twitter

The proventee each each each each end with innovation in the visual art practices. It integrated the quantitative and qualitative methods. The sample includes 200 visual artists from diverse fields and artistic backgrounds. The stratified sampling approach has been implemented to assure the representation across demographic information and artistic activities. Data was collected using two fundamental techniques as survey and interviews. Based on their survey responses, 20 participants were chosen for Semi-structured interviews. The findings of the research are outcomes of quantitative include correlation analysis and regression analysis, outcomes of qualitative include key themes from interviews, the social media engagement influence on artistic practice aspects, and the social media platforms impacted on types of artistic innovations. It is statistically significant since the 200 media engagement influence on artistic practice aspects, and the social media platforms impacted on types of artistic innovations. It is statistically significant since the 200 media engagement influence on artistic practice aspects, and the social media platforms impacted on types of artistic innovations. It is statistically significant since the 200 media engagement influence on artistic practice aspects, and the social media platforms impacted on types of artistic innovations. It is statistically significant since the 200 media engagement influence on artistic practice aspects, and the social media platforms impacted on types of artistic innovations. It is statistically significant since the 200 media engagement influence on artistic practice aspects, and the social media platforms impacted on types of artistic innovations.

visual art innovation through collaboration, audience engagement, and new ideas. In this research, the sample data has been limited. Future work should be explored in various platforms and a larger amount of sample size.

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