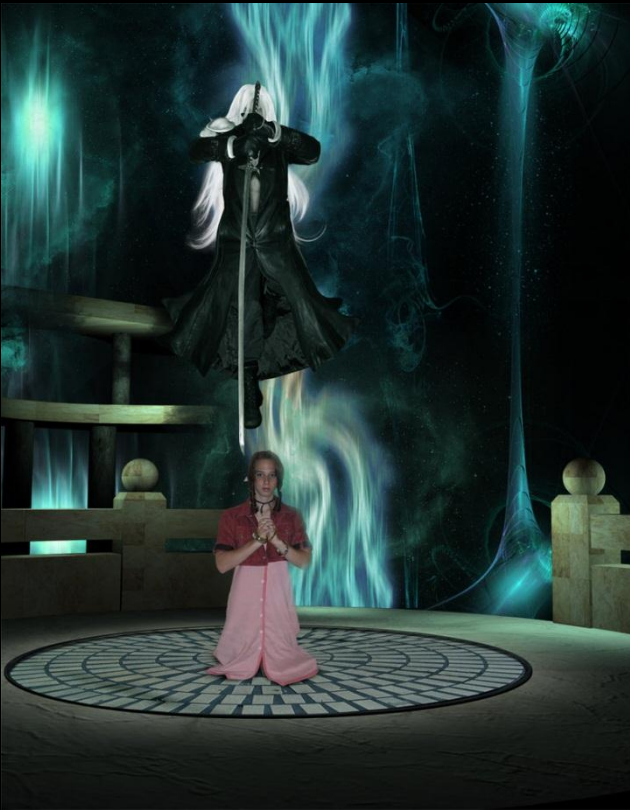


Video Games as Art

Carl Hayden



Preface: Games compared to movies

- Games as a medium most closely resemble movies as a medium
 - Moving pictures
 - Actors
 - Created spaces
 - Added narrative
 - Both can be used as entertainment or a conduit for expression, sometimes both
 - Not all examples are the same
 - The Yes Men
 - Borat

What is Art

– Britannica online

- “ART lacks a satisfactory definition. It is easier to describe it as the way something is done – “the use of skill and imagination in the creation of aesthetic objects, environments, or experiences that can be shared with others””



What makes Art?

-Arthistory.com

- Art is Subjective
 - It means something different to whoever views it
- Art is Form...
 - Elements of Art
 - Color, value, space , etc.
 - Principals of Design
 - Balance, contrast, emphasis, etc.
 - Materials used in the piece
 - Canvas, brushes, paint
- And content
 - What the artist meant to portray
 - What the artist did portray
 - How the viewers react as individuals

Color, Value, Space

- Color
 - Games use color as a tool to enhance the experience of the player
 - Enemies who look similar but are different (Mario)
 - Make the game more aesthetically appealing
 - Create interesting worlds (Persona)
- Value
 - Games typically use value to set the mood of coming events, much like painters (Goya for example) use value to create moods for their pieces
 - A “creepy” game will typically have darker colors (Resident Evil)
 - A “happy” game will usually have lighter colors (Katamari)
- Space
 - Games use space in the creation of levels, worlds etc. These spaces in games allow for creativity and exploration for the player. (Zelda and WoW)

- Color



- Value



- Space



Balance, Contrast and Emphasis

- All three of these principals are developed in the narrative.
 - Much like movies, games have protagonists, antagonists, a plot, character development, conflict and resolution
 - God Of War franchise



The Materials

- Paintings start off as paint, brushes and canvas, all disconnected until the Artist has an idea and begins to work.
- Video games start as lines of code, random programs, ideas on paper, until programmers, designers and graphic artists begin to put them together.



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Content

- Two main games as examples
 - Train (Analogue)
 - Brenda Brathwaite
 - Flower (Digital)
 - Jenova Chen



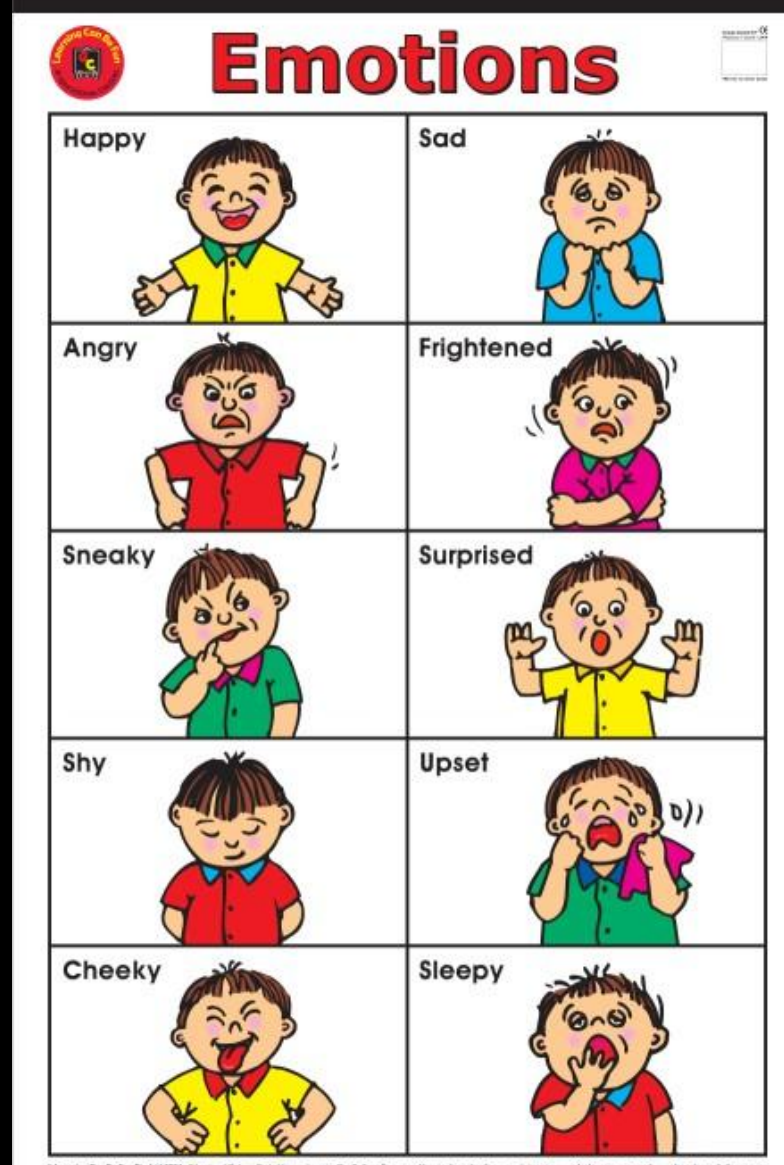
What did the artist mean to portray?

- Train
 - Reflection and moral delima
 - Brenda strived to make a game that forces players to reflect on their decisions as a gamer, and use each individual's morals as mechanics in Train.
- Flower
 - Relaxing, calming, emotionally stimulating
 - Genova wanted to make this game specifically as a piece of art, removing mechanics he felt did not contribute to his goal.

What did the artist portray?

- Train
 - Train was very successful in its debut. It spurred much conversation and personal reflection.
 - It used player's emotions as a mechanic, making some players intentionally lose or even not playing at all.
- Flower
 - Flower was also unexpectedly successful. Many player and professional reviews online hail Flower for its new gameplay style and its emotional experience

How the viewers react



Questions?

