Video Games & Art

Fabian Krzich

Patterns and techniques
of a shared habitat

February 8, 2022

Video Games & Art
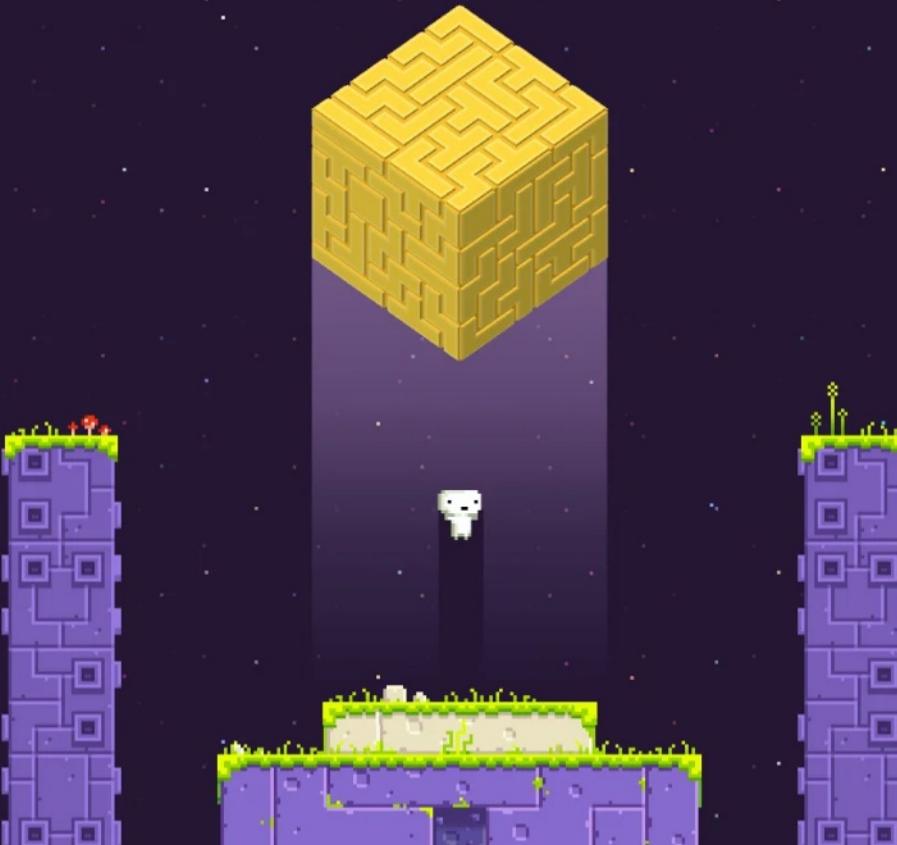
Fabian Krzich

Patterns and techniques of a shared habitat

February 8, 2022

1. A short historical journey

HANDBUCH

HERAUSGEBER: OLAF ZIMMERMANN UND FELIX FALK

GAMES KULTUR

ÜBER DIE KULTURWELTEN VON GAMES

1. A short historical journey

A games history of contents and forms

A games history of companies

A games history of technologies

A games history of the players

HAND
BUCH

GAMES

KULTUR

ÜBER DIE
KULTURWELTEN
VON GAMES

1. A short historical journey

A games history of contents and forms

A games history of companies

A games history of technologies

A games history of the players

2. Art Games, Artists' Games, Game Art (& what is art?)

(according to Thomas Hensel)

(& what is
art?)

7 theories
about what
art is:

1)Essentialism
2)Analytical
  Positions
3)Functionalism
4)Intentionalism
5)Historicism
6)Institutional
  Theory
7)Cluster Theory

(& what is
art?)

Essentialism

7 theories
about what
art is:

"[…] to find common
properties of all and only
the objects that are
called art."

e.g. "interactive
real-time
simulation..."

(& what is art?)

Analytical Positions

7 theories about what art is:

"[...]the term "work of art" is learned by means of paradigmatic cases gradually expanded via similarities in its range of application.Even without a definition, the term "art" can be used without any problems and an explicit definition is, strictly speaking, even a hindrance."

There are no such cases yet...

(& what is
art?)

Functionalism

7 theories
about what
art is:

"[…] The way in which works of
art are used [...]"

No functions found yet
that all and only
computer games
(understood as art) are
entitled to...

(& what is
art?)

Intentionalism

7 theories
about what
art is:

"[…] which bases the definition
of art on specific intentions of
either the recipient or the
producer."

Why does not every recipient
create a work of art?
What if we don't know the
intention of the producer?

(& what is
art?)

Historicism

7 theories
about what
art is:

"[…] is characterized by the fact
that the definition of art is
based on a reference to the
history of art and in particular
to objects already recognized as
works of art."

We shouldn't compare games in
the same way as e.g. movies...

(& what is
art?)

Institutional
Theory

7 theories
about what
art is:

"It is based on the conviction
that an object becomes an art
work through institutional
attributions.These institutions,
the so-called art operating
system, include for example
museums, art critics, producers
and recipients."

But how do THEY
decide…?

(& what is
art?)

Cluster Theory
(largely accepted)

7 theories
about what
art is:

"[…] a set of individually
neither necessary nor sufficient
properties [form together]
necessary conditions."

e.g. "**aesthetic qualities** that provide sensual pleasure, such as **beauty** or
elegance; **emotional expressivity**; **intellectual challenge** in the sense of
challenging traditional ways of seeing and thinking; **formal coherence** and
complexity; **semantic complexity** or polysemy; the **exhibition of an individual
point of view**; originality as a testimony to creativity; a **high degree of skill**;
belonging to an established art form (painting, theater, film, etc.) and the
intention to create art."

Art Games

(games
considered to
be art by
critics and
video game
reviewers)

GRIS (2018)
https://youtu.be/
BRiKQIVo7ao
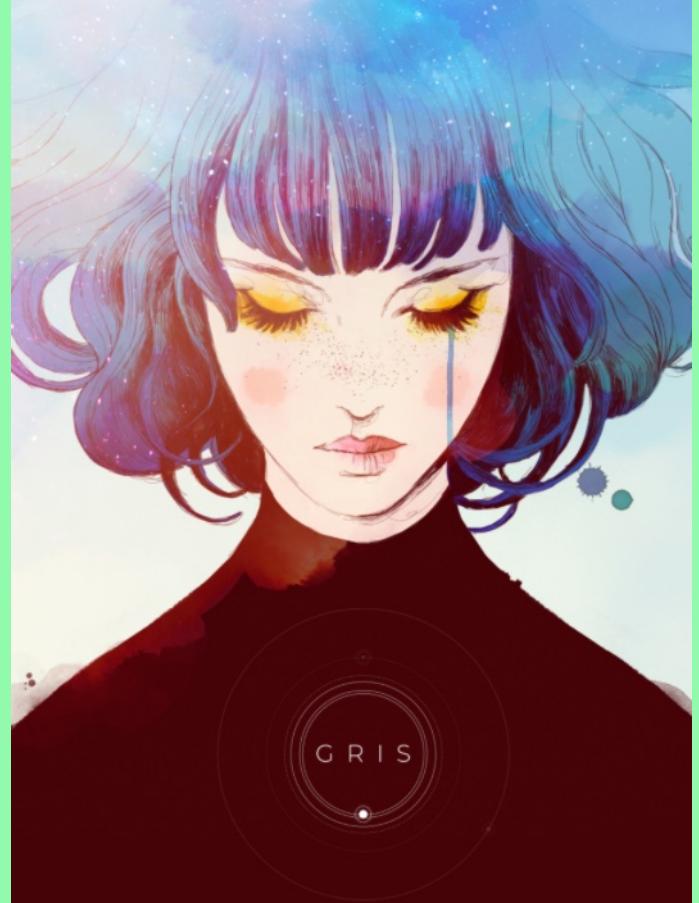
Art Games

(games considered to be art by critics and video game reviewers)

HER STORY (2015)
https://youtu.be/
gaHw97l7-Lc

Art Games

(games
considered to
be art by
critics and
video game
reviewers)
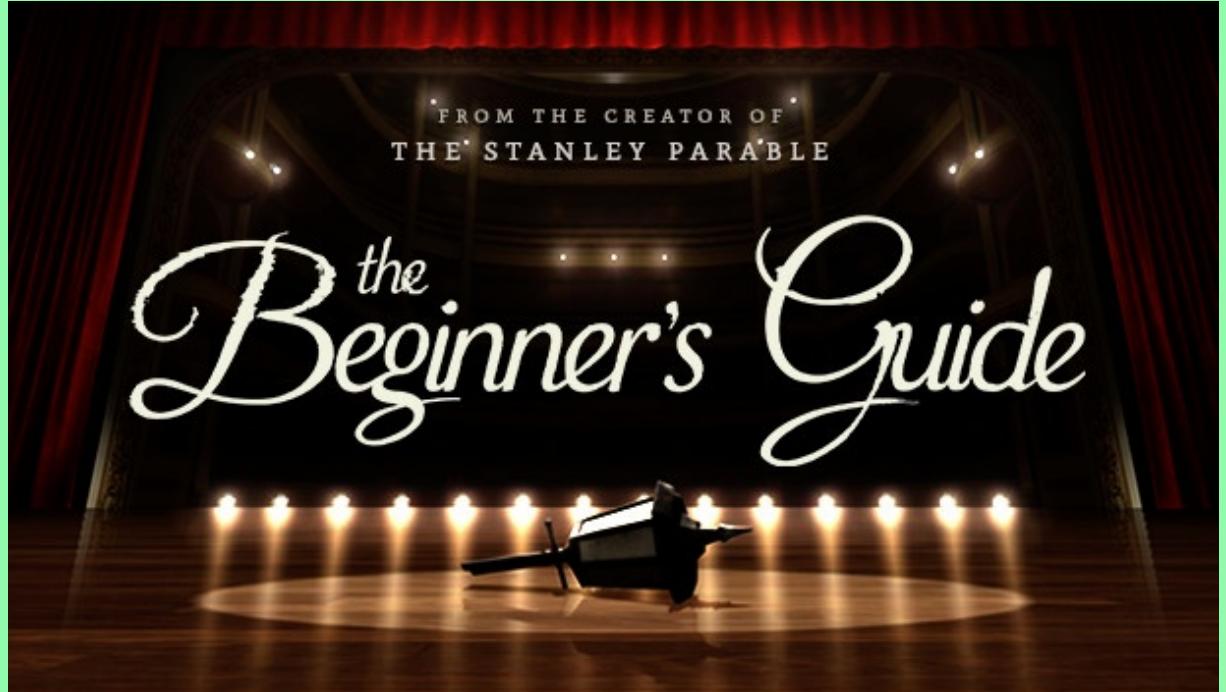
THE BEGINNER'S GUIDE (2015)
https://youtu.be/RBK5Jheu0To

Artists' Games

(games made by artists)

William Chyr

B.A. Physics and Economics, University of
Chicago, Chicago, IL

2011
Interaction Designer, Aesthetec Studio,
Toronto, ON

2008 – 2009
Research Technician, Kenji Suzuki
Laboratory, Department of Radiology, The
University of Chicago, Chicago, IL

2008 – 2009
Research Technician, Enrico Fermi
Institute, Chicago, IL

2008
Computer Engineer, Instituto Nazionale di
Fisica Nucleare (National Institute of
Nuclear Physics), Legnaro, ITALY

2007 – 2008
Research Assistant, Nancy Cox Laboratory,
Department of Human Genetics, The
University of Chicago, Chicago IL

Artists' Games

(games made by artists)
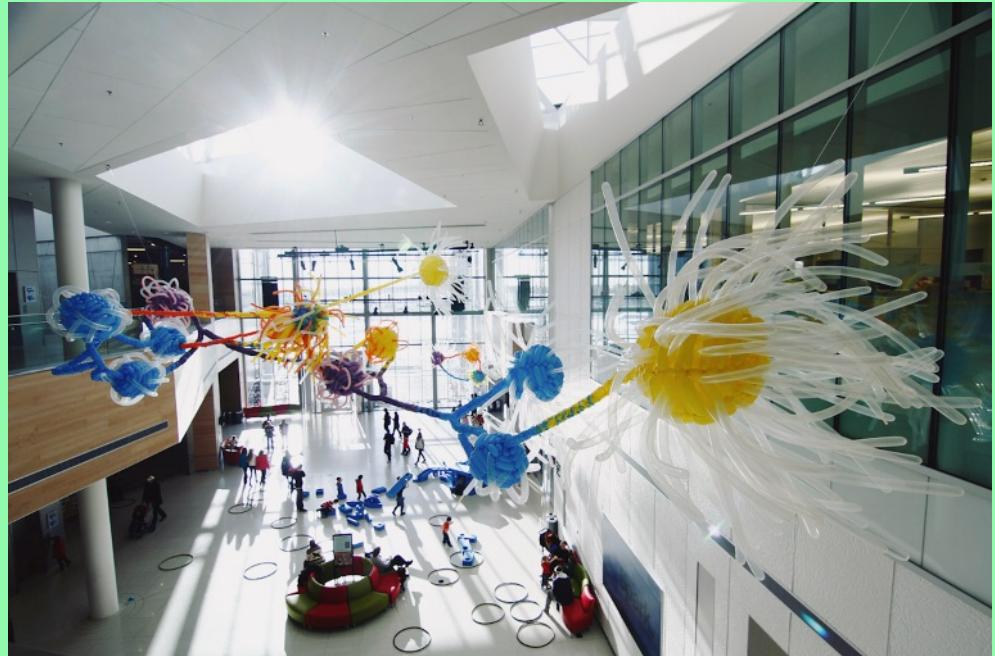
William Chyr - "A Handful of Stardust" (2012)

Artists' Games

(games made by artists)
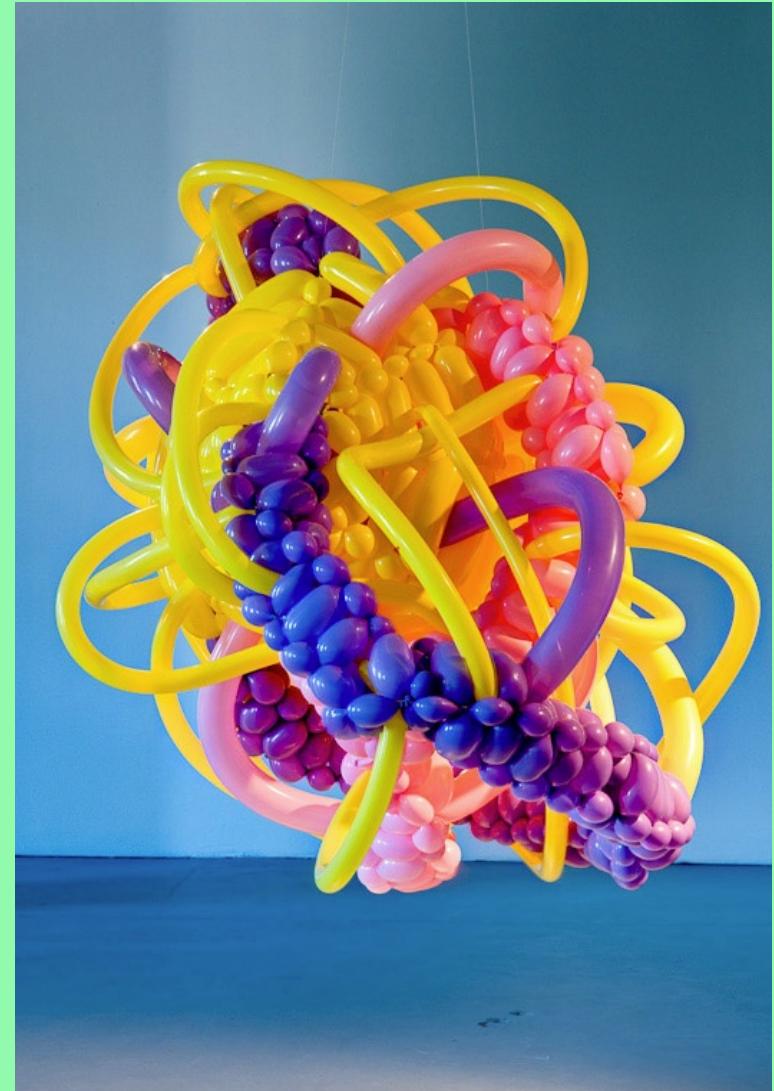
William Chyr - "Nucleus" (2010)

Artists' Games

(games made by artists)
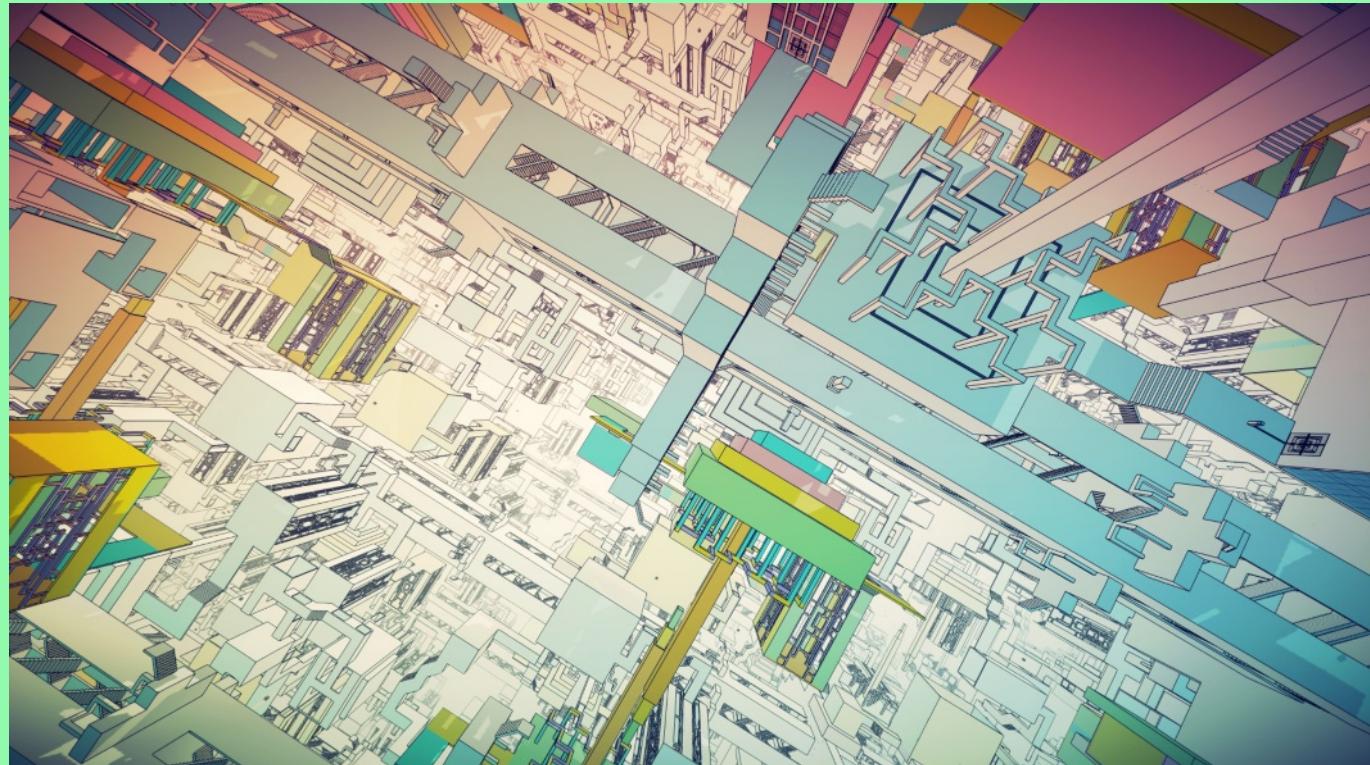
William Chyr - "Summer Days In Chroma City" (2010)

Artists' Games

(games made by artists)

William Chyr (2019) https://youtu.be/vLt4ZXcDdIQ

Game Art

(Artworks that are
not playable, but
derived from
games)   (according to Thomas Hensel, who
                also showed us the theories of art)

Cory Arcangel - Super Mario Clouds - 2002
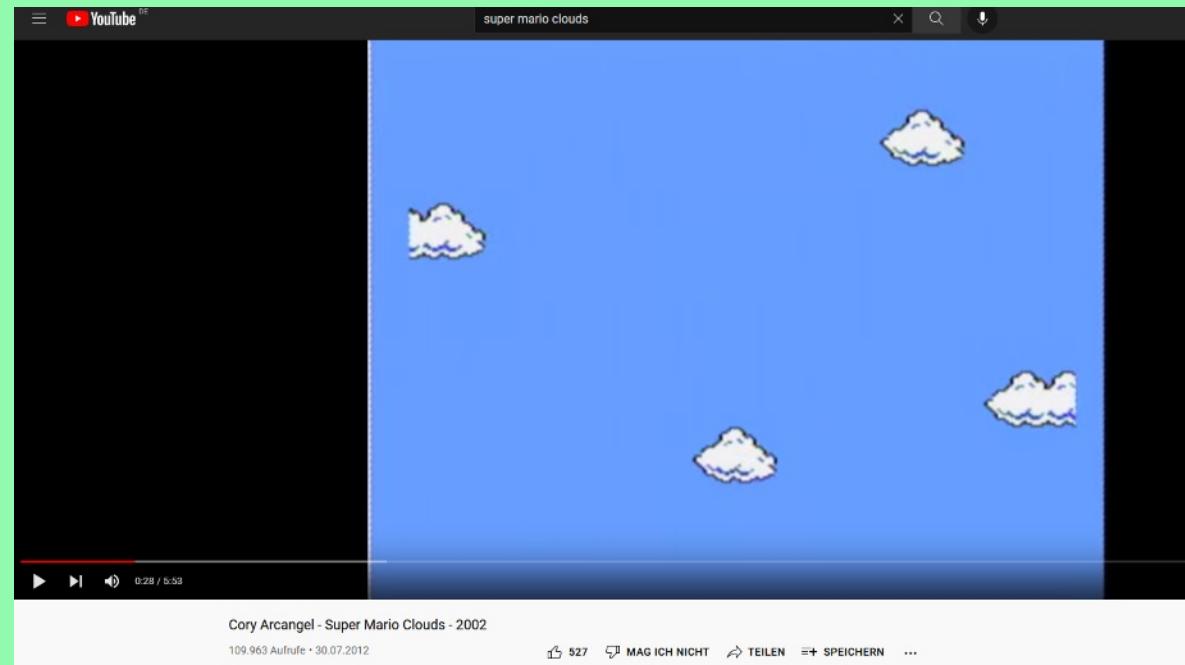
Game Art

(Artworks that are
not playable, but
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Space Invaders
(1978)

Invader (here in Avignon)

Game Art

(Artworks that are
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games) (according to Thomas Hensel, who
also showed us the theories of art)
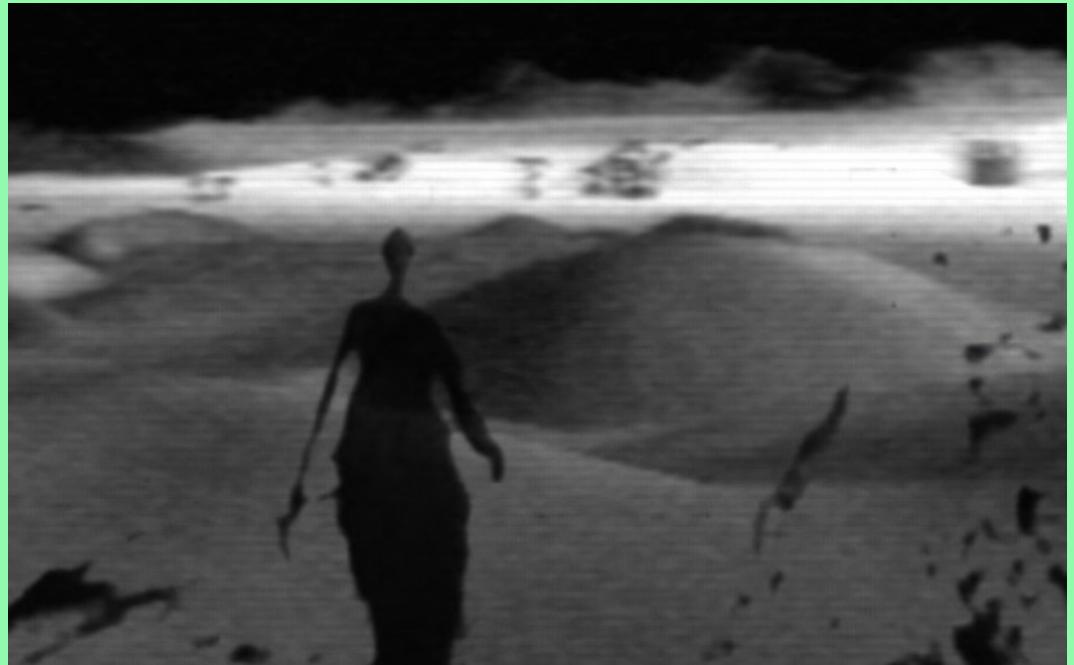
Bill Viola - "The Night Journey" (2007 - 2018)

https://youtu.be/jDiob1mETZ4

3. Further resources and readings


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the next level
die game-plattform im zkm

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Sat, 29.09.2018 – Sun, 03.04.2022

Cookie Settings

level 1: retro
In section of »level 1: retro«, the origins, milestones and developments of the medium from the 1970s to the 1990s are presented. For example, visitors can play »Super Mario« at historical arcades and consoles.

level 2: modern narratives
The section of »level 2: modern narratives« is dedicated to the unique narrative possibilities of computer games – from the interactive thermal paper stories of »Choosatron« to the surreal dream worlds of Bill Viola's »The Night Journey«.

level 3: aesthetic & creative games
Exceptional audiovisual presentations and surprising game mechanics await the visitors in the section of »level 3: aesthetic & creative games«: For example, you can explore the almost infinite universe of »No Man Sky« or let haptic fireworks of light from »Wobble Garden« stimulate your synapses.

level 4: political games
Visitors to the section of »level 4: political games« learn how computer games can playfully communicate political processes and their background. For example, political differences of opinion can be clarified together at the »Democracy Machine«. In addition, works from the Goethe-Institut's worldwide »Art Game Jam« are presented in this section.

level 5: in the spotlight
The section of »level 5: in the spotlight« provides regular information on current debates and discourses on game studies, game culture and student projects.

3. Further resources and readings

Eco Games

A special exhibition within 'zkm_gameplay. the next level'

© Strange Loop Games

Can computer games help to stop global warming? What influence do games have on our behavior towards the environment? And how many resources do we consume while playing? These and other questions are addressed by »Eco Games«, an exhibition as part of »zkm_gameplay. the next level«. Discover games that explore the relationship between serious games and the environment.

3. Further resources and readings
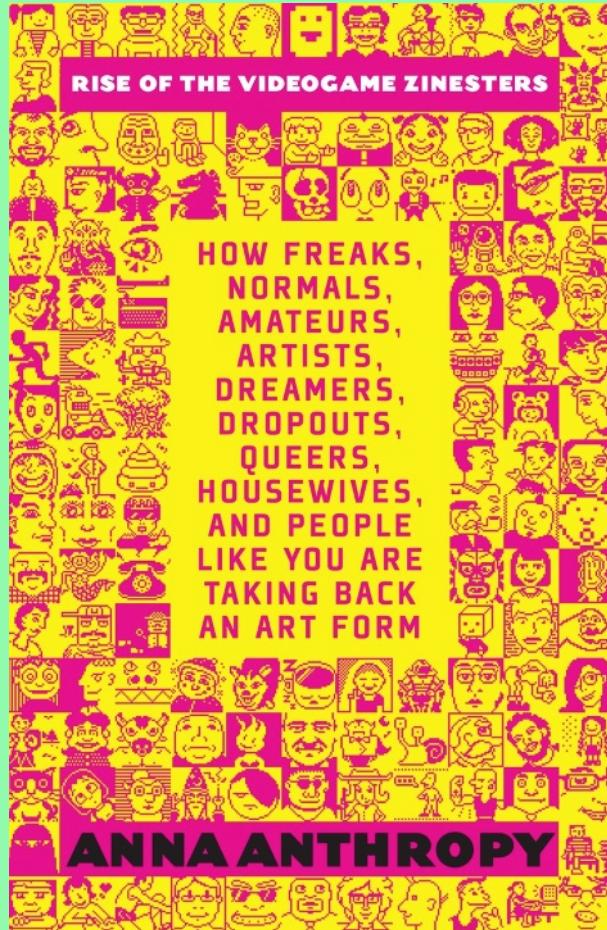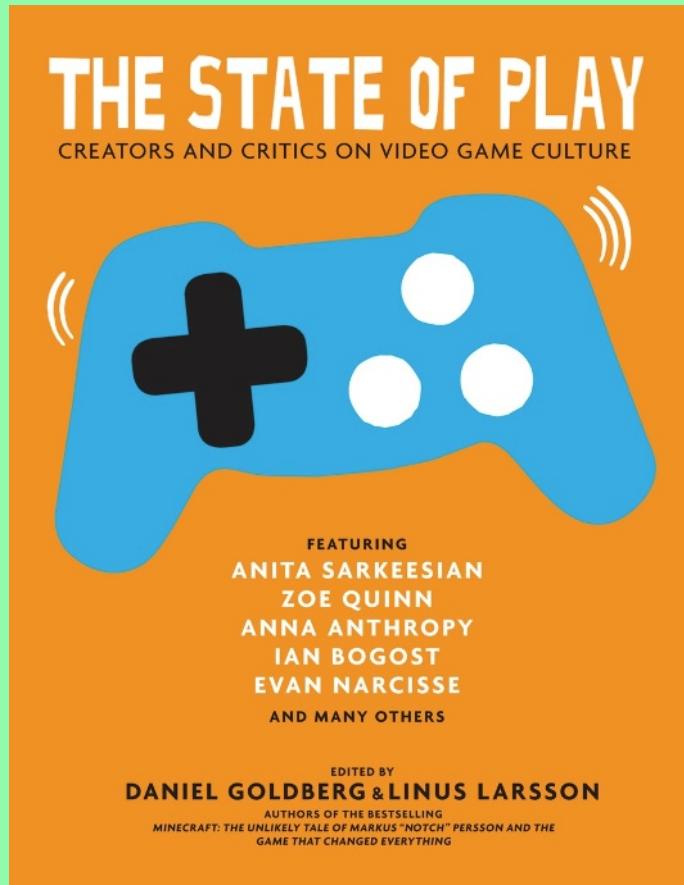
4. Outro

Richard Vreeland aka Disasterpeace

AbracaDATA! (GDC 2018)

https://youtu.be/-KuXRlG6rp4