Beyond Machinima
(Class 21)

Today's Agenda
- Games as Performance Art (cont.)
- Game Art ←→ Art Games
- Expectations

Blog #5 – From Game to Art

Prompt:

Just like machinima – which can be considered art or just cool depending on context, content, and intention – your game can look different from different viewpoints. In this blog you need to look at, describe, and analyze, your game from two viewpoints: (1) as a game, and (2) as art.

Your viewpoint and description to either may be positive and they may be negative, but they must be descriptive and explanatory. You must assume that your reader has not played the same game.

Questions to think about: *What is art? How does this match or not match with definitions of art that we've discussed. What is a game? How do games parallel definitions of art? How do games differ from art?*

Requirements:
- 800+ words
- styled text
- sections
- [block quote](#) + [anchored citation](#)

- 2 images
- 1 gif or movie
- at least two imbedded links
- Category (Blog #5)
- TAGS!

DUE : Thursday, April 6 by 11:59pm

Gandhi in Second Life

Joseph DeLappe. 2008. The Salt Satyagraha Online: Gandhi's March to Dandi in Second Life.

Becoming Dragon

Micha Cárdenas. 2008. Becoming Dragon.

Game Art ← Machinima → Art Games

Game Art ←→ Art Games

- Using game aesthetics and forms "to create visual, conceptual, cultural, and critical artworks" (Sharp 48)
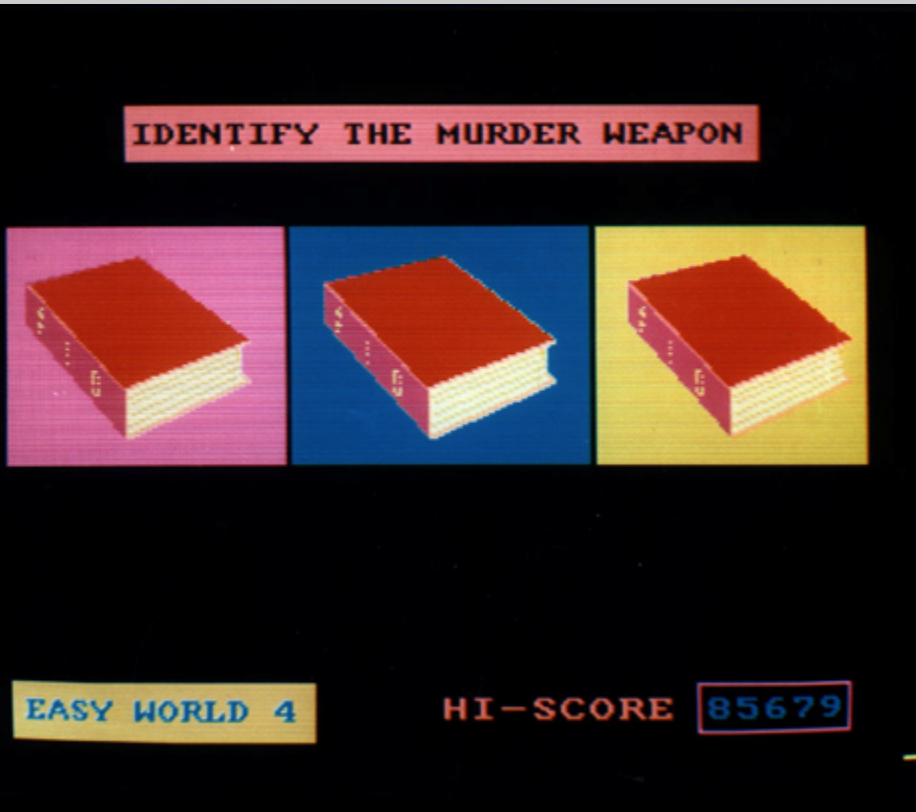- Art from games
- Making art, not games

Game Art ←→ Art Games

Invader. Ongoing. Invasion.

Game Art ←→ Art Games
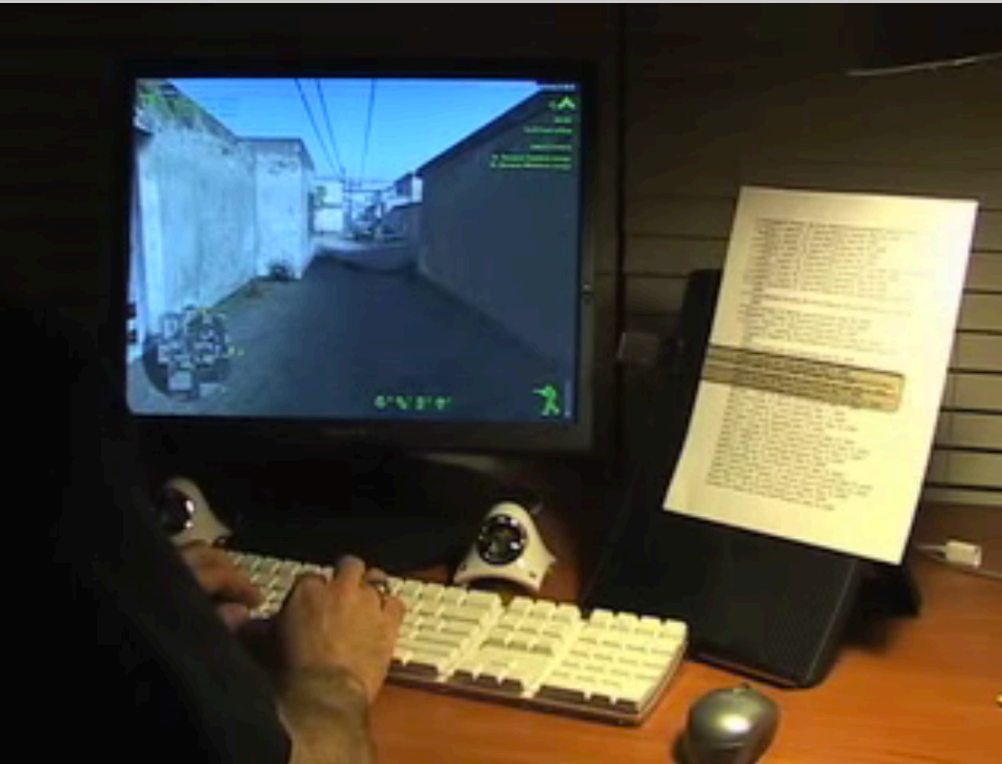

Suzanne Treister. 1998. Ficitonal
Video Game Screenshot.

Game Art ←→ Art Games

John Haddock. 2000. Isometric Screenshot.

Game Art ⟵⟶ Art Games

Joseph DeLappe. 2006-2011. "dead-in-iraq."

Game Art ←→ Art Games

Julian Oliver. 2010. ioq3aPaint.

Game Art ←→ Art Games

- Using game aesthetics and forms "to create visual, conceptual, cultural, and critical artworks" (Sharp 48)
- Art from games
- Making art, not games

- "[use] the innate properties of games... to create expressive play experiences that explore metaphysical questions around life, ethics, and aspects of the human condition." (Sharp 48)
- Making games that deal with the same subjects that art deals with (aesthetics)
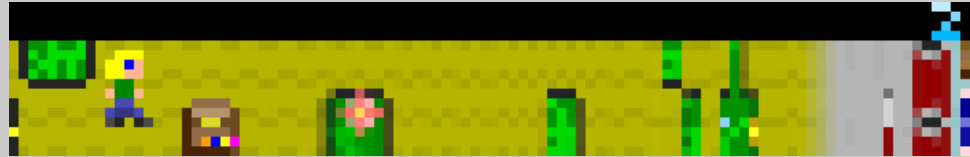
Game Art ←→ Art Games

Number None. 2008. Braid.

Game Art ⟵⟶ Art Games

Tale of Tales. 2010. Vanitas.

Game Art ←→ Art Games

Jason Rohrer. 2007. Passage.

Avant Garde and Expectations

John Huston. 1941. *The Maltese Falcon*. Warner Bros.

Avant Garde and Expectations

Elia Suleiman. 1996. *Chronicle of a Disappearance*. Dhat Productions.

Avant Garde and Expectations

Jean-Luc Godard. 1967. *Weekend*.

Avant Garde and Expectations

Super Mario Bros and *Braid*

Next Up…

Reading:

Alexander R. Galloway - "Countergaming."

Reading Tips
- What is countergaming? What is Galloway's definition?
- What is countercinema?
- What is the relationship between countergaming and countercinema?
- Does Galloway's prophesizing about countergaming come true?