# Artgames
## (Class 23)

Today's Agenda
- [Revised End-Of-Term Syllabus](#)
- Countergaming vs. Artgames
- Artgames?

# Countergaming

- Transparency vs. Foregrounding
- Gameplay vs. Aestheticism
- Representational Modeling vs. Visual Artifacts
- Natural Physics vs. Invented Physics
- Interactivity vs. Non-Correspondence
- Gamic Action vs. Radical Action

Alexander R. Galloway. 2006. *Gaming: Essays on Algorithmic Culture.*

# Communities of Art/Game Practice

- Game Art
- **Artgames**
- Artists' Games

John Sharp. 2015. *Works of Game: On The Aesthetics of Games and Art.*

"Artgames used the innate properties of games—among them interactivity, game mechanics, and player goals—to create expressive play experiences that explore metaphysical questions around life, ethics, and aspects of the human condition."

(Sharp 2015, p. 49)

Artgames

"Artgames... embedded a point of view through the construction of systemic representation of an idea that produced meaning through a player's active participation."

(Sharp 2015, p. 49)

Forward Thinking (for Games)

"The game makers… had an almost fetishized relationship to the crafts of game design, programming, mathematics, systems thinking, and interaction design in their earnest belief in the expressive potential of games. This is akin to the formalism of modernist graphic design in the mid-twentieth century, with its emphasis on universal communication combined with a nineteenth-century idealization of artistic expression."
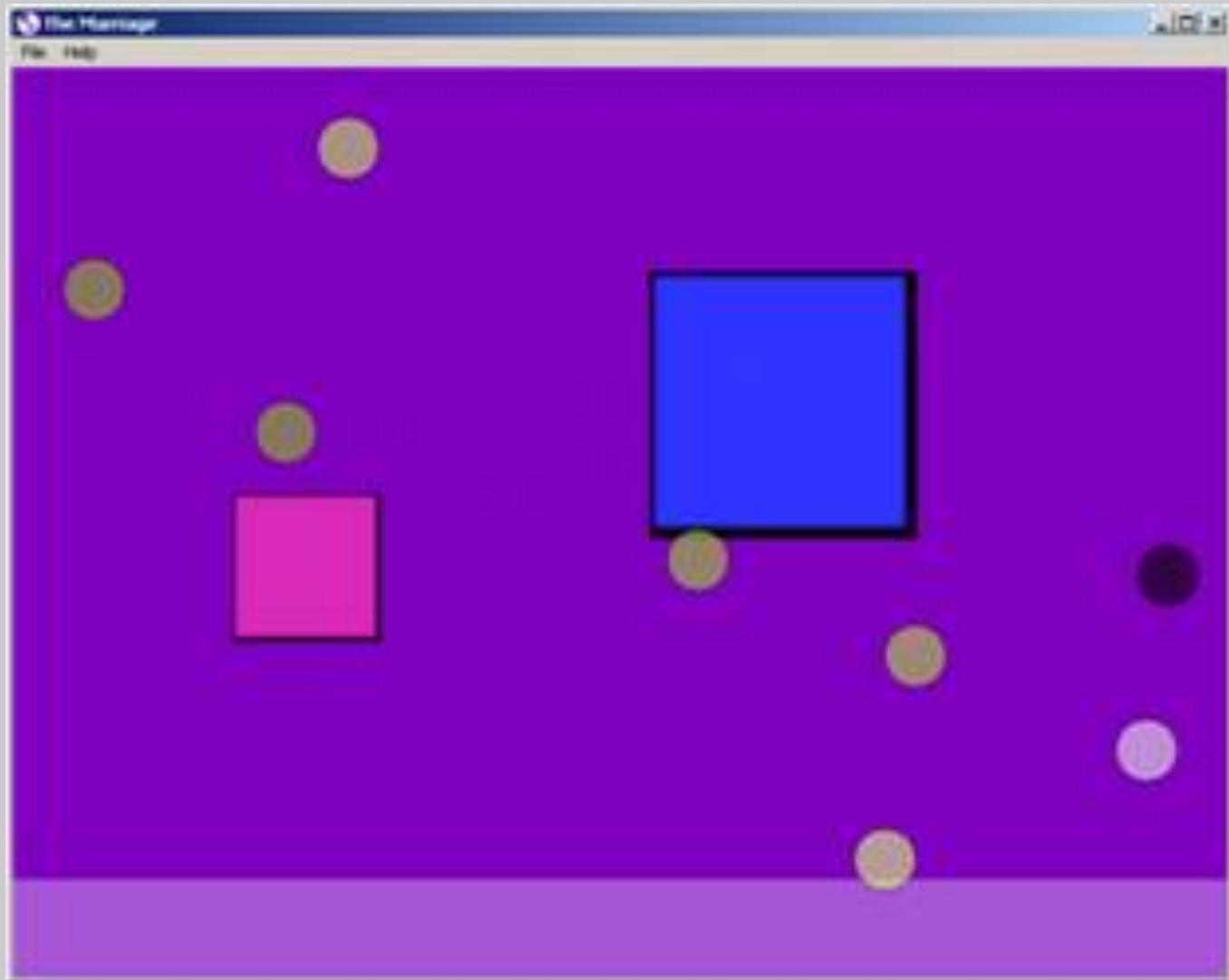
(Sharp 2015, p. 54)

Conservative (for Art)

# Artgame?



Jason Rohrer – *Passage* (2007)

# Artgame?



Rod Humble – *The Marriage* (2006)

# Artgame?

"*The Marriage* is intended to be art. No excuses or ducking. As such its certainly meant to be enjoyable but not entertaining in the traditional sense most games are."

Rod Humble – *The Marriage* (2006)

# Artgame?

1. The New World (2008)
2. Siochàn Leat, aka "The Irish Game" (2009)
3. Train (2009)
4. Mexican Kitchen Workers (prototype)
5. One Falls for Each of Us (concepting)
6. Cité Soleil (concepting)
7. Black Box (in progress)
8. PreConception (pregame notgame)

Brenda Romero (née Braithwaite) – *The Mechanic is the Message* (2008-)

# Artgame?



Brenda Romero (née Braithwaite) – *Siochàn leat* (2009)

# Artgame?



Brenda Romero (née Braithwaite) – *The Train* (2009)

# Community of Practice

# Artgame?



Thatgamecompany –*Fl0wer* (2009)

"We have a design process that does actually start with an emotion. An idea of how we want the player to feel."

(Kellee Santiago)

"I grew up in Shanghai, which is a huge metropolitan city, but it doesn't necessarily have that much green. I'd never seen a rolling grass hill. So, when I come to California, I see these farms, endless green, and windmills... it really gives me a sense of nature. I wanted to capture that because it's so overwhelming. It's like someone who'd never seen the ocean goes to the beach for the first time. With a game I can actually do that."
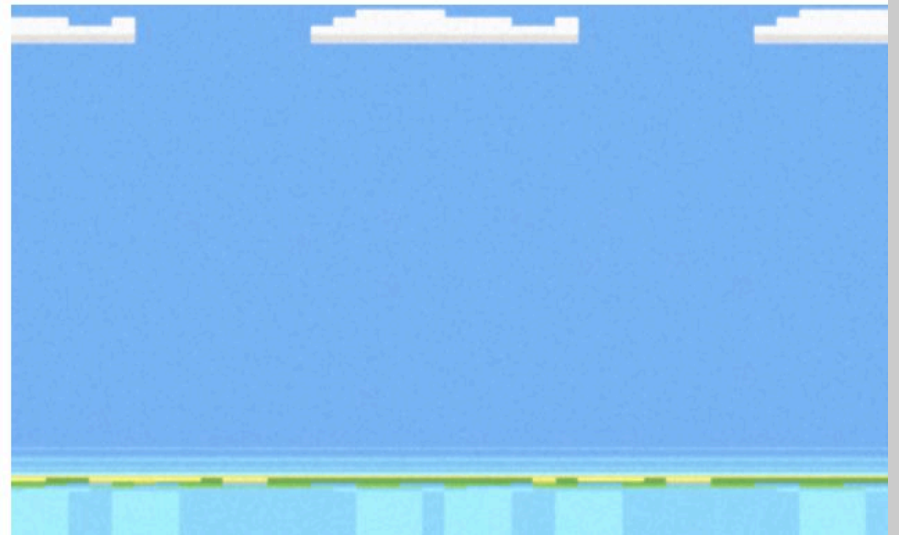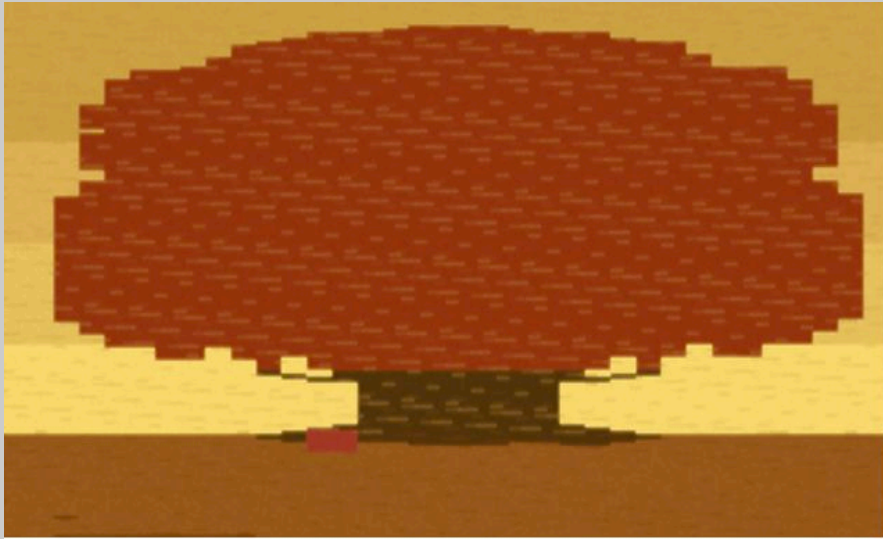
(Jenova Chen)

"Anything humans do has the potential to express. They are all art. There's no difference between digital and traditional. They're all just technologies that people invented to be expressive."

(Jenova Chen)

Smithsonian American Art Museum –The Art of Video Games: Interview with Kellee Santiago, Jenova Chen, and Robin Hunicke (2012) [link]

# Artgame?



Ian Bogost –*A Slow Year* (2010)

# Artgame?



Polytron – *Fez* (2012)

# Artgame?



Team Ico – *Shadow of the Colossus* (2005)

# Artgame?



Telltale Games – *The Walking Dead* (2012)

# Next Up…

Proceduralist Style

Reading:

Ian Bogost - "Persuasive Games: The Proceduralist Style"

Gamasutra, January 21, 2009

Reading Tips

- What is a "persuasive" game?
- What does Bogost mean by "style"?
- How do Sharp's "artgames," Bogost's "persuasive games" and Galloway's "countergaming" relate to eachother?