

Research in practice

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Computer Game and Design

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The importance of art in computer games

This Assisi I'll be talking about the importance of art in computer game what is art in game design

and how games emerges with a lot of Media for example movies comic books and learning

programs I also touch on briefly elements of game Theory. there will also be some video games

Ranging from different eras in video game history that has been seen towards people as a work of

art mainly between the 80s and 21. due to the nature off this essay most of my information will

come from the Internet rather than books ranging from YouTube, interviews and documentaries But

I will have some books for reference. The three keywords for this essay are Art, video and game

Game history

video games were originally having weekend in the 60s with Magnavox With the first video game

pong up and the first console being the arcade machine what the first home console was Magnavox

Odyssey butt really kicked off in the 70s with company named Atari with the Atari 2600 their arcade

machines.

But in 1982 the game crash happened when companies Over saturated the market with the pursuit

of greed almost killed the game company making many companies shutdown due to bankruptcy

until Nintendo released their home console Nintendo Entertainment System (NES) with that mascot

Super Mario.

Soon after NES was Released Sega wanted a piece of the money that Nintendo was making within the game industry, so they made their own console The Sega megadrive with their own mascot Sonic the Hedgehog Which began The console wars between Nintendo and Sega.

In the 90s Sony and Nintendo made a deal to make a device for their current console however Nintendo broke off the deal due to the console being limited and wanting to make a new console this annoyed Sony encouraging them to make their first console The PlayStation and around this time most councils moved from the two day pixelated art form three 3D platform All also PC gaming move also on the rise while arcade gaming slowly started to fade. around the 2000s Sony released the PlayStation 2 with Microsoft wanting to get into the market and released The Xbox but this is also last time we will see singer within the console market as they released the Sega Dreamcast which end the console war between Nintendo and Sega and began the console war between Sony and Xbox with Nintendo's slowly overtime felt the background until the release of the switch in the 2010s But the intendant survived as was the only company successfully make hand held council's.

Are games art

To me games are art, and there are many reasons for that, first I feel we need to look at the definition of art. According to google "the expression or application of human creative skill and imagination, typically in a visual form such as painting or sculpture, producing works to be appreciated primarily for their beauty or emotional power" And I feel a game does just that and in my opinion is one of the only form of media to us other medias to make a game for every time of player Ranging from games based off comic books have to 2 games that blend into movies and at times does what a movie does better in some cases. In 2010 **Roger Ebert** Controversially said "no one in and out of the field has ever been able to cite a game worthy of comparison with the great dramatists' poets filmmakers novelists and composers for most gamers video games represent a loss of those precious hours we have available to make ourselves cultured civilized and pathetic" I see this as blatant ignorance as during that time we had plenty of video games that could be considered pieces of art, the best example of this is **shadow of the colossus** released in 18 October 2005 to the world It was seen as a work of art by many individuals even outside the game community and from a visual standpoint Many people agree that hello PlayStation 2 version still holds up today.



image 1

The developer of the **Metal Gear** series and **Death stranding**, **Hideo Kojima** often have held it as one of the few authors in our medium said in the interview "That games despite containing art in them are too popular and Concerned with providing a service to a player Do you count as art, art should exist for its own sake or try to convey something not ingratiate everyone around" Many agree with this statement and while others see games as just play but I very heavily disagree As plays an action and not every game necessarily just play but also could be look orca Bay a message or Storey many argue that video games cheap in the concept telling the Storey however I understand when they come from but heavily disagree, **Roger Ebert** also said in that interview

"Interactivity of art ruins Art somewhat as if a movie like Romeo Juliet had multiple endings That would cheapen it" This idea however I feel cannot work within a movie as a movie you'll see it from a director's point of view while a video game can execute it Add it up for the player to play his version of the narrative This can be seen in games like the **Witcher** series of games, **Detroit becoming human** and **fallout** series This makes the player feel have them apart of this world and can be more immersive had many movies of the decades come and pass also providing the escapism what complex narrative. The youtuber **The Closer Look** Made a video it replied to George RR Martin the great of Game of Thrones and his opinion on video games with his opinion being "Games are not art well not yet they haven't reached that point where they are but they have the potential" With the YouTube spleen that gains art but with a very interesting choice of game as an example using battlefield 1 game don't fall it adapting World War One for a multiplayer experience but it did have a Storey getting of that Storey you witness war between the British and the Germans throughout the gameplay he showed there was one scene die he considered network of art



Image 2

Indesit you're witnessing a soldier breaking down almost like a child crying for his mother as
YouTube puts it and for personal experience I've played this game and unlike any other game I
played it doesn't glorify what is shows true colours That war is predicted in most video games then
the YouTube Was then left with an option to kill this enemy soldier let's let him go and for many
players this could be seen as indecisive movement have some this could question someone's
morality No the painting could you do this obviously you could but would be executed same as a
video game or movie yeah would it still be considered art, Someone was paid to put this into a game

hello instead of glorifying in making you shoot this person it gave me the option because they knew they didn't want to make this into another **Call of Duty** Shoot em up but wanted to tell you a Storey tell you something that happened reminded you how real war truly is and for that today I still see it his work about. "Contemporary artists are increasingly Influenced by computers and video games while games design are turning towards the world find art and inspiration" (Axel Stockburger) I like this quote as I feel this can't be true in most cases But At times I feel this quote isn't always right but does make us talk and debate why do you feel at times this was true But I have to remind myself and others Art is a subjective term And I feel at times people need to be reminded of that instead of holding on their extreme views.

The importance of game art

Art will always be subjective and this can be seen when people question if games are art or not But when it comes to art and video games the art should describe the game for example when I go to the store i should tell what kind of game it is just by pulling out shelf and looking what is cover.

"Painting is poetry that is seen rather than felt, and poetry is painting that is felt rather than seen."

(Leonardo da vinci) this quote can best describe a well-Executed game for example the video game God of War 2018 Is seen as a visual masterpiece hello as well as a masterpiece in storytelling as the

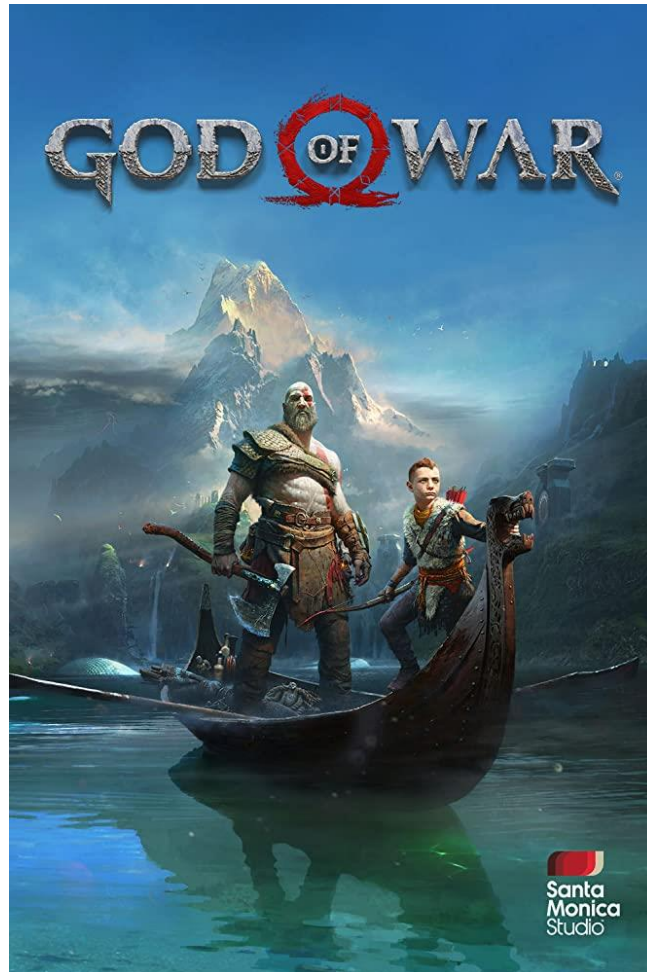
developers wanted a game where the player never hello cutaway Storey or the gameplay call with did this technique masterfully while also telling Storey between a father and son taking a journey to release their dead wife/mother's ashes Hello to the highest place in all the 9 realms (Norse pantheon) with the father and son forced bond and together to grow as a family. After playing for this game I as a player have felt how these characters were executed beautifully have when it comes to the Storey when it came to the ending where release their mother's Ashes I even teared up as at the beginning these two family members barely knew each other and at the end typical closer better And for me to get muscly catch to search characters have winches execute well as many other people agree. but many people tend to forget there are artists left sinus there are fighters who have to write this so I feel that is needed in video games whether people disagree or not for example What's more Funner you're in a box can you play as a white blank cube and you're there shooting other white cubes or Play as this magical creature and you're sent off on a quest to destroy this great evil who plans to destroy your beautiful colourful alien world, obviously the have the one we destroy this great evil sounds more fun hello but it also has to look the part as well for example what's really interesting stick figure putting a sword into the Sky or This blue beast creature looking out into this colourful tree and flower infested Valley with this dark luminous

mountain right at the back of the Valley Obviously the latter sounds more intriguing than the first

hello that's what an artist needs to do for a game we also design the characters design the world design the creatures that design the enemies and design practically everything by drawing them. Ben some cases playing the game is more an art piece itself have for example that dragon cancer Storey about a father coping with the fact that his child is dying from cancer hello you witnessed up through the gate for me or more controversial one is death stranding will you play as a delivery man travelling this fast beautiful landscape did deliver package we're trying to survive hello from monsters in Raiders or in the case of Borderlands where they realised the game looked dull and felt like every shooter so they decided take inspiration from comics and try to implement that style into their game Through that visuals well still paying homage to the inspiration Mad Max. But a game doesn't have to be that complex for example Tetris show is just blocks piling on blocks but still Most modern variants at either a new colour palette or slight change too to its variety hello will in the case of Pacman where he's this yellow circle that is everything it comes across despite his pixelated design someone had to make him Which reminds me of this quote by **Aaron Smuts** from the book, **Are Video Games Art** "The code is like musical notation that is performed by the computer, and the

games are played like sports. As we shall see, the debates concerning the artistic status of chess and

sports offer some insights into the status of video games.”



My personal versions on game art

“When any team in sports any military unit or any human endeavour once success they start in one

place with the beginning” (Danny Bilson, Executive vice president of core gamers, THQ, February

2010) I like this quote as I feel this is very true towards game design but I feel a lot of finicky games

nowadays have you business focused than art related but that isn't to say that there are any gems out there, It's just that have business and art should not work together in my opinion as I've seen It

destroy projects and ruin games a good example of this is Mass Effect Andromeda.

as a game design student do an interesting history setting a woman with very long time now I'm sleeping it feels like I'm almost there I want to make storeys design games with groups for teens friends just clap ideas product that people enjoy to see as a piece of Allah also eventually Develop my own game Ainsworth's kids as I feel that demographic hasn't received enough games aimed towards that minority but yet still want to develop games that I would play but when I'm developed the game I always follow these rules or principles number one communicate communication is important another player team #2 demographic have adults do not want to play a game about a cute cuddly teddy bear an adventure too gumdrop mountain #3 Then for criticism any game developers I feel don't learn from their feedback so when the next sequel or a continuation of some kind sometimes they don't listen they don't take their feedback or they ignore it and room for the open minded no player wants to play a game with sons now vision light is there something bumming them out in your game and you have a problem with your game and rule #5 make the game fun not

everyone wants have to play turn based battle system and for most they see that's boring or for

some of this years finished in game panic.

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