

Aesthetic theory and the video game

Graeme Kirkpatrick

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Introduction (pp1-11)

The main argument of this book is that ideas from classical aesthetic theory should be used to understand video games. I argue that video games are not communications media in any standard sense but objects that furnish us with particular kinds of experience. These experiences are a variety of game, or structured play, but they are also something more than this. What this 'more' is, what it consists in, is the enigma that has triggered the most heated academic debates about the video game and how we should study it and I argue that it is best understood as an historically specific instance of aesthetic form. The book sides with ludology in asserting the novelty of the video game as an object of study and the importance of this newness to understanding its distinctive place within contemporary culture¹. Ludology's emphasis on structured play is endorsed here but reinterpreted as a defensive operation that guards aesthetic form.

Grasping the implications of this means moderating, or even giving up some of the available positions within cultural and media theory, especially those that are associated with the analysis of discourse or with the insistence on interpreting everything as if it were a medium of communication implicated in the circulation of ideology. In place of this, the video game asserts a revived role for the concept of form, which has itself been much neglected in recent aesthetic theory. If we want to understand how the video game has come to occupy the position it has in contemporary experience we need to analyse it in terms of its form; the way it shapes space to create the possibility of meaning only to stop short of actually providing it. Viewed in this way the video game represents a break in the history of entertainment commodities and is almost the inverted reflection of contemporary art. This book is, therefore, as much a contribution to debates in contemporary cultural theory as it is to game studies. Given the important role of video games in reshaping contemporary cultural life, this is surely appropriate.

Stating that aesthetics are important to video games is not in itself an interesting position – any number of books about video games will include a chapter on aesthetics and few if any will neglect the issue altogether. This book is not aimed at helping people to design more attractive, stunning or pleasing games. Rather, its argument is that only by examining what games feel like to players can we really comprehend the video game. It involves making the claim that video games are aesthetic objects before they are anything else, which has consequences for other parts of the discussion we want to have about them. Most people agree, for example, that play or gameplay as it is referred to in connection with video games, is central to what people do with them and should inform our understanding of them in various ways. But there are several ways to define and understand play. One of them comes from classical aesthetic theory and that is the definition I have used here and developed in investigations of popular games like *Resident Evil 4* (Capcom 2005) and *Mirror's Edge* (Electronic Arts 2006). This makes for somewhat different conclusions than if the concept of play were the one from psychology or anthropology. In particular, it raises the question of form in connection with video games and it points towards a different emphasis on questions of rhythm and movement associated with playing them. These are the central questions addressed in this book.

¹ Ludology is a branch of game studies centred mainly in Scandinavian universities that emphasizes the gameness of video games and rejects attempts to analyse them as 'narratives' or texts in which meaning plays the dominant, ordering role.

Aesthetic Theory And The Video Game

C. Thi Nguyen



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Aesthetic Theory and the Video Game Graeme Kirkpatrick, 2011-11-15 This book draws on aesthetic theory including ideas from the history of painting music and dance to offer a fresh perspective on the video game as a popular cultural form It argues that games like Grand Theft Auto and Elektroplankton are aesthetic objects that appeal to players because they offer an experience of form as this idea was understood by philosophers like Immanuel Kant and Theodor Adorno Video games are awkward objects that have defied efforts to categorize them within established academic disciplines and intellectual frameworks Yet no one can deny their importance in re configuring contemporary culture and their influence can be seen in contemporary film television literature music dance and advertising This book argues that their very awkwardness should form the starting point for a proper analysis of what games are and the reasons for their popularity This book will appeal to anyone with a serious interest in the increasingly playful character of contemporary capitalist culture

Games and Narrative: Theory and Practice Barbaros Bostan, 2021-12-07 This book provides an introduction and overview of the rapidly evolving topic of game narratives presenting the new perspectives employed by researchers and the industry highlighting the recent empirical findings that illustrate the nature of it The first section deals with narrative design and theory the second section includes social and cultural studies on game narrative the third section focuses on new technologies and approaches for the topic the fourth section presents practices and case studies and the final section provides industry cases from professionals

Games C. Thi Nguyen, 2025-02 Games are a unique art form Games work in the medium of agency Game designers tell us who to be and what to care about during the game Game designers sculpt alternate agencies and game players submerge themselves in those alternate agencies Thus the fact that we play games demonstrates the fluidity of our own agency We can throw ourselves for a little while into a different and temporary motivations This volume presents a new theory of games which insists on their unique value C Thi Nguyen argues that games are an integral part our systems of communication and our art Games sculpt our practical activities allowing us to experience the beauty of our own actions and reasoning Bridging aesthetics and practical reasoning he gives an account of the special motivational structure involved in playing games When we play games we can pursue a goal not for its own value but for the value of the struggle Thus playing games involves a motivational inversion from normal life We adopt an interest in winning temporarily so we can experience the beauty of the struggle Games offer us a temporary experience of life under utterly clear values in a world engineered to fit to our abilities and goals Games also let us to experience forms of agency we might never have developed on our own Games it turns out are a special technique for communication They are a technology that lets us record and transmit forms of agency Our games form a library of agency and we can explore that library to develop our autonomy Games use temporary restrictions to force us into new postures of agency

Handbook of Digital Games Marios C. Angelides, Harry Agius, 2014-02-19 This book covers the state of the art in digital games research and development for

anyone working with or studying digital games and those who are considering entering into this rapidly growing industry Many books have been published that sufficiently describe popular topics in digital games however until now there has not been a comprehensive book that draws the traditional and emerging facets of gaming together across multiple disciplines within a single volume

Unboxed Gordon Calleja, 2022-10-04 A board game designer offers an in depth exploration of board game design and experience Features insights from 32 leading professionals including the designers behind Magic The Gathering 7 Wonders Shut Up Sit Down and more Gordon Calleja examines key aspects of board game experience the nature of play attention rules sociality imagination narrative materiality and immersion to offer a theory of board game experience and a model for understanding game involvement that is relevant to the analysis criticism and design of board games Drawing on interviews with 32 leading board game designers and critics Calleja himself a board game designer provides the set of conceptual tools that board game design has thus far lacked After considering different conceptions of play Calleja discusses the nature and role of attention and goes on to outline the key forms of involvement that make up the board game playing experience In subsequent chapters Calleja explores each of these forms of involvement considering both the experience itself and the design considerations that bring it into being Calleja brings this analysis together in a chapter that maps how these forms of involvement come together in the moment of gameplay and how their combination shapes the flow of player affect By tracing the processes by which players experience these moments of rule mediated imagination fueled sociality Calleja helps us understand the richness of the gameplay experience packed into the humble board game box

The Routledge Handbook of Philosophy of Games C. Thi Nguyen, John R. Sageng, 2025-12-09 Playing games is a basic human activity and games raise a great number of fascinating philosophical questions What exactly are we doing when we play a game What is the value of games for human life What is the ontology of a game And could games be or someday become a form of art Comprising twenty seven chapters by an international team of contributors The Routledge Handbook of Philosophy of Games is an outstanding reference source to the core concepts problems and debates in this exciting subject and is the first collection of its kind Beginning with an Introduction by the editors the Handbook is divided into five clear parts Introduction and historical foundations Game ontology Play and players Aesthetics of games Ethics and values of games Within these sections key topics are examined including sport and games rules in games cheating in games simulation narrative in games space in videogames the nature of play the body and play avatars the aesthetics of gameplay violence immersion representation in games race and gender in games and many more The Routledge Handbook of Philosophy of Games is essential reading for students and researchers working in philosophy of games philosophy of sport digital aesthetics and game studies

Serious Games Tim Marsh, Minhua Ma, Manuel Fradinho Oliveira, Jannicke Baalsrud Hauge, Stefan Göbel, 2016-09-02 This book constitutes the proceedings of the Second Joint International Conference on Serious Games JCSG 2016 held in Brisbane QLD Australia in September 2016 This conference bundles the activities of the International

Conference on Serious Games Development and Applications SGDA and the Conference on Serious Games GameDays The total of 36 full papers and 5 short papers was carefully reviewed and selected from numerous submissions The papers were organized in topical sections named health well being and accessibility education learning and training science nature and heritage design development and analysis poster papers exhibits

Engaging with Videogames: Play, Theory and Practice Dawn Stobbart, Monica Evans, 2019-01-04 This volume was first published by Inter Disciplinary Press in 2014 Engaging with Videogames focuses on the multiplicity of lenses through which the digital game can be understood particularly as a cultural artefact economic product educational tool and narrative experience Game studies remains a highly interdisciplinary field and as such tends to bring together scholars and researchers from a wide variety of fields and analytical practices As such this volume includes explorations of videogames from the fields of literature visual art history classics film studies new media studies phenomenology education philosophy psychology and the social sciences as well as game studies design and development The chapters are organised thematically into four sections focusing on educational game practices videogame cultures videogame theory and the practice of critical analysis Within these chapters are explorations of sexual identity and health videogame history slapstick player mythology and belief systems gender and racial ideologies games as a body without organs and controversial games from Mass Effect 3 to Raid over Moscow This volume aims to inspire further research in this rapidly evolving and expanding field

Theorizing Stupid Media Aaron Kerner, Julian Hoxter, 2019-11-05 This book explores the stupid as it manifests in media the cinema television and streamed content and videogames The stupid is theorized not as a pejorative term but to address media that fails to conform to established narrative conventions often surfacing at evolutionary moments The Transformers franchise is often dismissed as being stupid because its stylistic vernacular privileges kinetic qualities over conventional narration Similarly the stupid is often present in genre fails like mother or in instances of narrative dissonance joyously in Adventure Time more controversially in Gone Home where a story feels off It also manifests in ludonarrative dissonance when gameplay and narrative seemingly run counter to one another in videogames like Undertale and Bioshock This book is addressed to those interested in media that is quirky spectacle driven or generally hard to place stupid

Interactive Storytelling David Oyarzun, Federico Peinado, R. Michael Young, Ane Elizalde, Gonzalo Méndez, 2012-10-22 This book constitutes the refereed proceedings of the 5th International Conference on Interactive Digital Storytelling ICIDS 2012 San Sebastian Spain November 2012 The 14 revised full papers presented together with 6 short papers were carefully reviewed and selected from 48 submissions The papers are organized in topical sections on theory and aesthetics authoring tools and applications evaluation and user experience reports virtual characters and agents new storytelling modes workshops

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