

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

**Simon Egenfeldt-Nielsen, Jonas Heide
Smith, Susana Pajares Tosca**



Aesthetic Theory And The Video Game:

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 [Video Games and the Mind](#) Bernard Perron, Felix Schröter, 2016-07-19 Can a video game make you cry Why do you relate to the characters and how do you engage with the storyworlds they inhabit How is your body engaged in play How are your actions guided by sociocultural norms and experiences Questions like these address a core aspect of digital gaming the video game experience itself and are of interest to many game scholars and designers With psychological theories of cognition affect and emotion as reference points this collection of new essays offers various perspectives on how players think and feel about video games and how game design and analysis can build on these processes **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 *Computer Games and the Social Imaginary* Graeme Kirkpatrick, 2013-10-07 In this compelling book Graeme

Kirkpatrick argues that computer games have fundamentally altered the relation of self and society in the digital age Tracing the origins of gaming to the revival of play in the 1960s counter culture Computer Games and the Social Imaginary describes how the energies of that movement transformed computer technology from something ugly and machine like into a world of colour and fun In the process play with computers became computer gaming a new cultural practice with its own values From the late 1980s gaming became a resource for people to draw upon as they faced the challenges of life in a new globalizing digital economy Gamer identity furnishes a revived capitalism with compliant and streamlined workers but at times gaming culture also challenges the corporations that control game production Analysing topics such as the links between technology and power the formation of gaming culture and the subjective impact of play with computer games this insightful text will be of great interest to students and scholars of digital media games studies and the information society

Video Games and Comedy Krista Bonello Rutter Giappone,Tomasz Z. Majkowski,Jaroslav Švelch,2022-03-26 Video Games and Comedy is the first edited volume to explore the intersections between comedy and video games This pioneering book collects chapters from a diverse group of scholars covering a wide range of approaches and examining the relationship between video games humour and comedy from many different angles The first section of the book includes chapters that engage with theories of comedy and humour adapting them to the specifics of the video game medium The second section explores humour in the contexts cultures and communities that give rise to and spring up around video games focusing on phenomena such as in jokes player self reflexivity and player fan creativity The third section offers case studies of individual games or game series exploring the use of irony as well as sexual and racial humour in video games Chapter Emergence and Ephemerality of Humour During Live Coverage of Large Scale eSports Events is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com

Understanding Video Games Simon Egenfeldt-Nielsen,Jonas Heide Smith,Susana Pajares Tosca,2024-05-08 The fifth edition of this pioneering textbook takes video game studies into the next decade highlighting changes in mobile social and casual gaming This book introduces students to both the major theories used to analyze games such as ludology and narratology and the commercial and organizational aspects of the game industry Drawing from historical and contemporary examples this student friendly text also explores the aesthetics of games evaluates the cultural position of video games and considers the potential effects of both violent and serious games This new edition includes updates to the history statistics and developments in the vast game studies landscape throughout The book has been expanded with additional theory research and insights from scholars around the world making it more inclusive and broadening its global perspective Extensively illustrated and featuring discussion questions a glossary of key terms and a detailed video game history timeline Understanding Video Games Fifth Edition is an indispensable resource for anyone interested in examining the ways video games are reshaping entertainment education and society

Storytelling in Video Games Amy M. Green,2017-12-21 Beginning with the structural features of design and play

this book explores video games as both compelling examples of story telling and important cultural artifacts The author analyzes fundamentals like immersion world building and player agency and their role in crafting narratives in the Mass Effect series BioShock The Last of Us Fallout 4 and many more The text focused visual novel genre is discussed as a form of interactive fiction

Video Game Chronotopes and Social Justice Mike Piero, 2022-01-25 Video Game Chronotopes and Social Justice examines how the chronotope which literally means timespace is an effective interpretive lens through which to understand the cultural and ideological significance of video games Using slow readings attuned to deconstruction along the lines of post structuralist theory gender studies queer studies continental philosophy and critical theory Mike Piero exposes the often overlooked misogyny heteronormativity racism and patriarchal structures present in many Triple A video games through their arrangement of timespace itself Beyond understanding time and space as separate mechanics and dimensions Piero reunites time and space through the analysis of six chronotopes of the bonfire the abject the archipelago the fart as pharmakon madness and coupled love toward a poetic meaning making that is at the heart of play itself all in affirmation of life equity and justice

Video Games between Postcolonialism and Postcommunism Andrei Nae, 2025-12-14 Although in recent years there has been a growing interest in the racial politics of video games the wider context of colonialism is yet to benefit from the same level of academic consideration Moreover when colonialism is tackled directly the approach is limited to a Global North Global South or West East binary that does not do justice to the multiple forms of coloniality that have existed around the world This volume sets out to fill the existing gap in scholarship on colonialism in video games by featuring a collection of essays that together provide insight into the complex ramifications of coloniality and its multiple intersecting power structures not only in video games of the Global North Global South or West East divides but also in regions traditionally overlooked by postcolonial theory One such region that this volume focuses on is Eastern Europe and its postcommunist contexts that intersect with coloniality in video games produced inside or outside the region Through its methodological diversity and non provincial understanding of colonial power relations the present volume will offer scholars and students of game studies and area studies a rich perspective on video games entanglement with colonial legacies

Inflection 03: New Order Rory Hyde, Luke Pearson, Forensic Architecture, Breathe Architecture, Lateral Office, 2016-10-15 In the context of recent global political and economic disruption architecture seems no longer equipped to address the demands of contemporary society as an isolated discipline One solution offered in this crisis of relevance is the notion of transdisciplinarity characterised by the hybridisation of distinct disciplines Transdisciplinarity is the New Order Infection Volume 3 explores the achievements limitations and future implications of this transdisciplinary age weaving together a fragment of the tapestry that is expanded architectural practice In tracing the trajectory of this New Order this issue uncovers the matter that binds architecture together in this fragmented yet hyperconnected epoch Wir contributions by Forensic Architecture Lateral Office Rory Hyde Breathe Architecture and many more Infection is a student run design journal

based at the Melbourne School of Design Melbourne University Born from a desire to stimulate debate and generate ideas it advocates the discursive voice of students academics and practitioners Founded in 2013 In ection is a home for provocative writing a place to share ideas and engage with contemporary discourse **Gaming and the Arts of Storytelling** Darshana Jayemanne,2019-07-12 This book examines the notion of storytelling in videogames This topic allows new perspectives on the enduring problem of narrative in digital games while also opening up different avenues of inquiry The collection looks at storytelling in games from many perspectives Topics include the remediation of Conrad s Heart of Darkness in games such as Spec Ops The Line the storytelling similarities in Twin Peaks and Deadly Premonition a new concept of choice poetics the esthetics of Alien films and games and a new theoretical overview of early game studies on narrative Simulating Good and Evil Marcus Schulzke,2020-09-17 Simulating Good and Evil shows that the moral panic surrounding violent videogames is deeply misguided and often politically motivated but that games are nevertheless morally important Videogames should be seen as spaces in which players may experiment with moral reasoning strategies without inflicting real harm *The Routledge Companion to Media & Gender* Cynthia Carter,Linda Steiner,Lisa McLaughlin,2013-12-13 The Routledge Companion to Media and Gender offers a comprehensive examination of media and gender studies charting its histories investigating ongoing controversies and assessing future trends The 59 chapters in this volume written by leading researchers from around the world provide scholars and students with an engaging and authoritative survey of current thinking in media and gender research The Companion includes the following features With each chapter addressing a distinct concrete set of issues the volume includes research from around the world to engage readers in a broad array of global and transnational issues and intersectional perspectives Authors address a series of important questions that have consequences for current and future thinking in the field including postfeminism sexual violence masculinity media industries queer identities video games digital policy media activism sexualization docusoaps teen drama cosmetic surgery media Islamophobia sport telenovelas news audiences pornography and social and mobile media A range of academic disciplines inform exploration of key issues around production and policymaking representation audience engagement and the place of gender in media studies The Routledge Companion to Media and Gender is an essential guide to the central ideas concepts and debates currently shaping media and gender research **Videogames, Identity and Digital Subjectivity** Rob Gallagher,2017-07-06 Cover Half Title Title Page Copyright Page Dedication Contents List of Figures Acknowledgements 1 Digital Subjects Videogames Technology and Identity 2 Datafied Subjects Profiling and Personal Data 3 Private Subjects Secrecy Scandal and Surveillance 4 Beastly Subjects Bodies and Interfaces 5 Synthetic Subjects Horror and Artificial Intelligence 6 Mobile Subjects Framing Selves and Spaces 7 Productive Subjects Time Value and Gendered Feelings Index Minor Platforms in Videogame History Benjamin Nicoll,2025-10-01 Videogame history is not just a history of one successful technology replacing the next It is also a history of platforms and communities that never quite made it that

struggled to make their voices heard that aggravated against the conventions of the day and that never enjoyed the commercial success or recognition of their major counterparts In *Minor Platforms in Videogame History* Benjamin Nicoll argues that minor videogame histories are anything but insignificant Through an analysis of transitional decolonial imaginary residual and minor videogame platforms Nicoll highlights moments of difference and discontinuity in videogame history From the domestication of vector graphics in the early years of videogame consoles to the cloning of Japanese computer games in South Korea in the 1980s this book explores case studies that challenge taken for granted approaches to videogames platforms and their histories

Aesthetics and Video Games Christopher Bartel, 2025-01-23 *Aesthetics and Video Games* introduces current issues and ideas in philosophical aesthetics that help us to better understand why video games are different from cinema animation and other types of fiction Addressing two foundational issues the notion of the aesthetic and the value of play it asks what the aesthetic is and investigates how value arises from different forms of play Introducing the history and theory surrounding these questions this book Offers an account of the value of games that places gameplay and interactivity at its core Acknowledges the importance of both ethical and feminist criticisms of games Offers a novel account of how video games can be valued as competitions narratives and toys Suggests ways in which a theory of the aesthetics of games must move beyond traditional approaches in aesthetics Drawing from work in philosophy media studies psychology and gender studies it not only demonstrates how theories from these areas can helpfully come into conversation with each other it explores new paradigms models and concepts that aid our knowledge of video games in today's culture

Videogames and Metareference Theresa Krampe, Jan-Noël Thon, 2025-06-30 *Videogames and Metareference* is the first edited collection to investigate the rise of metareference in videogames from an interdisciplinary perspective Bringing together a group of distinguished scholars from various geographic and disciplinary backgrounds the book combines in depth theoretical reflection with a diverse selection of case studies in order to explore how metareference manifests itself in and around a broad range of videogames from indie to AAA while also asking what cultural work the videogames in question accomplish in the process The carefully curated chapters not only provide much needed expansions and revisions of a concept that was at least initially derived mainly from literary studies but also cover a broad range of videogame genres discuss the evolution of metareference across videogame history as well as the functions it fulfills in different sociocultural contexts and scrutinize metareferential elements and examples that have hitherto received little attention This book with its interdisciplinary scope will appeal to scholars and students within game studies and game design as well as more broadly scholars and students within literary studies media studies popular culture studies and digital culture studies

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

Open World Empire Christopher B.

Patterson,2020-04-14 Finalist 2021 John Hope Franklin Prize given by the American Studies Association Seeking ways to understand video games beyond their imperial logics Patterson turns to erotics to re invigorate the potential passions and pleasures of play Video games vastly outpace all other mediums of entertainment in revenue and in global reach On the surface games do not appear ideological nor are they categorized as national products Instead they seem to reflect the open and uncontaminated reputation of information technology Video games are undeniably imperial products Their very existence has been conditioned upon the spread of militarized technology the exploitation of already existing labor and racial hierarchies in their manufacture and the utopian promises of digital technology Like literature and film before it video games have become the main artistic expression of empire today the open world empire formed through the routes of information technology and the violences of drone combat unending war and overseas massacres that occur with little scandal or protest Though often presented as purely technological feats video games are also artistic projects and as such they allow us an understanding of how war and imperial violence proceed under signs of openness transparency and digital utopia But the video game as Christopher B Patterson argues is also an inherently Asian commodity its hardware is assembled in Asia its most talented e sports players are of Asian origin Nintendo Sony and Sega have defined and dominated the genre Games draw on established discourses of Asia to provide an Asiatic space a playful sphere of racial otherness that straddles notions of the queer the exotic the bizarre and the erotic Thinking through games like Overwatch Call of Duty 4 Modern Warfare Shenmue II and Alien Isolation Patterson reads against empire by playing games erotically as players do seeing games as Asiatic playthings that afford new passions pleasures desires and attachments

The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom Richard Colby,Matthew S.S. Johnson,Rebekah Shultz Colby,2021-01-27 This book explores ethos and games while analyzing the ethical dimensions of playing researching and teaching games Contributors primarily from rhetoric and writing studies connect instances of ethos and ethical practice with writing

pedagogy game studies video games gaming communities gameworlds and the gaming industry The collection s eighteen chapters investigate game based writing classrooms gamification game design player agency and writing and gaming scholarship in order to illuminate how ethos is reputed interpreted and remembered in virtual gamespaces and in the gaming industry Ethos is constructed invented and created in and for games but inevitably spills out into other domains affecting agency ideology and the cultures that surround game developers players and scholars

Unveiling the Magic of Words: A Review of "**Aesthetic Theory And The Video Game**"

In a world defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their ability to kindle emotions, provoke contemplation, and ignite transformative change is truly awe-inspiring. Enter the realm of "**Aesthetic Theory And The Video Game**," a mesmerizing literary masterpiece penned with a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve into the book's central themes, examine its distinctive writing style, and assess its profound impact on the souls of its readers.

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