

# KLASSIKER DER SPIELEGESCHICHTE

## KUNSTSPIELE

25. JUNI 2015





# Was ist Kunst?

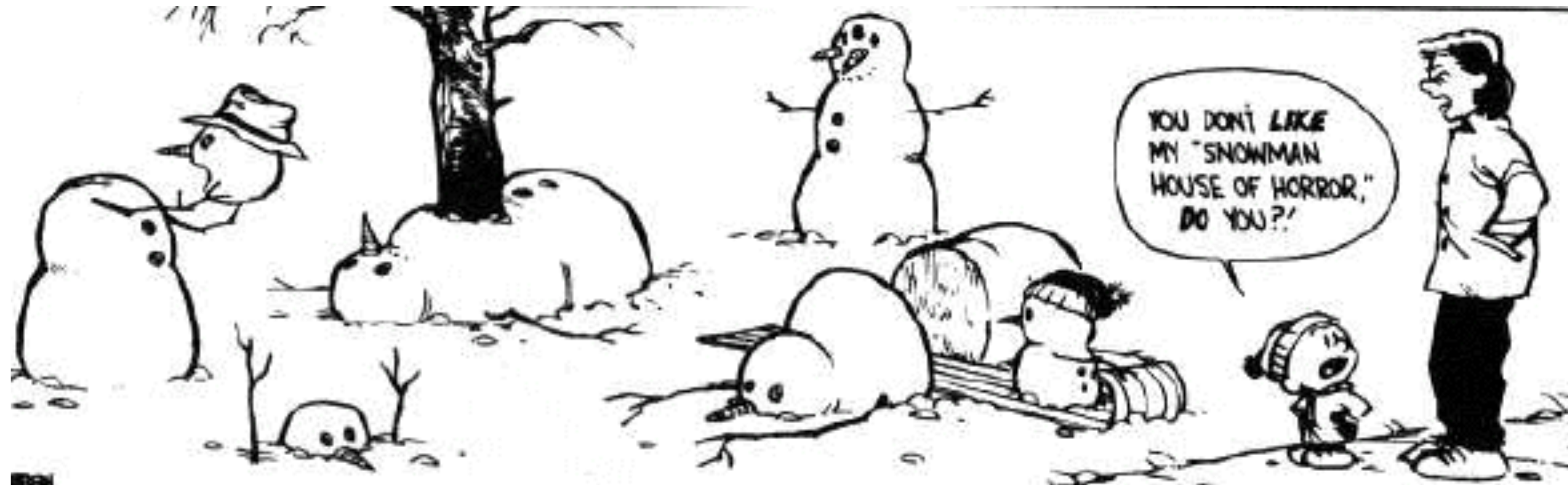


Barnett Newman: Who's Afraid of Red, Yellow and Blue IV, 1969/70



# Subjektivismus

Kunst liegt im Auge des Betrachters





# Alles ist Kunst



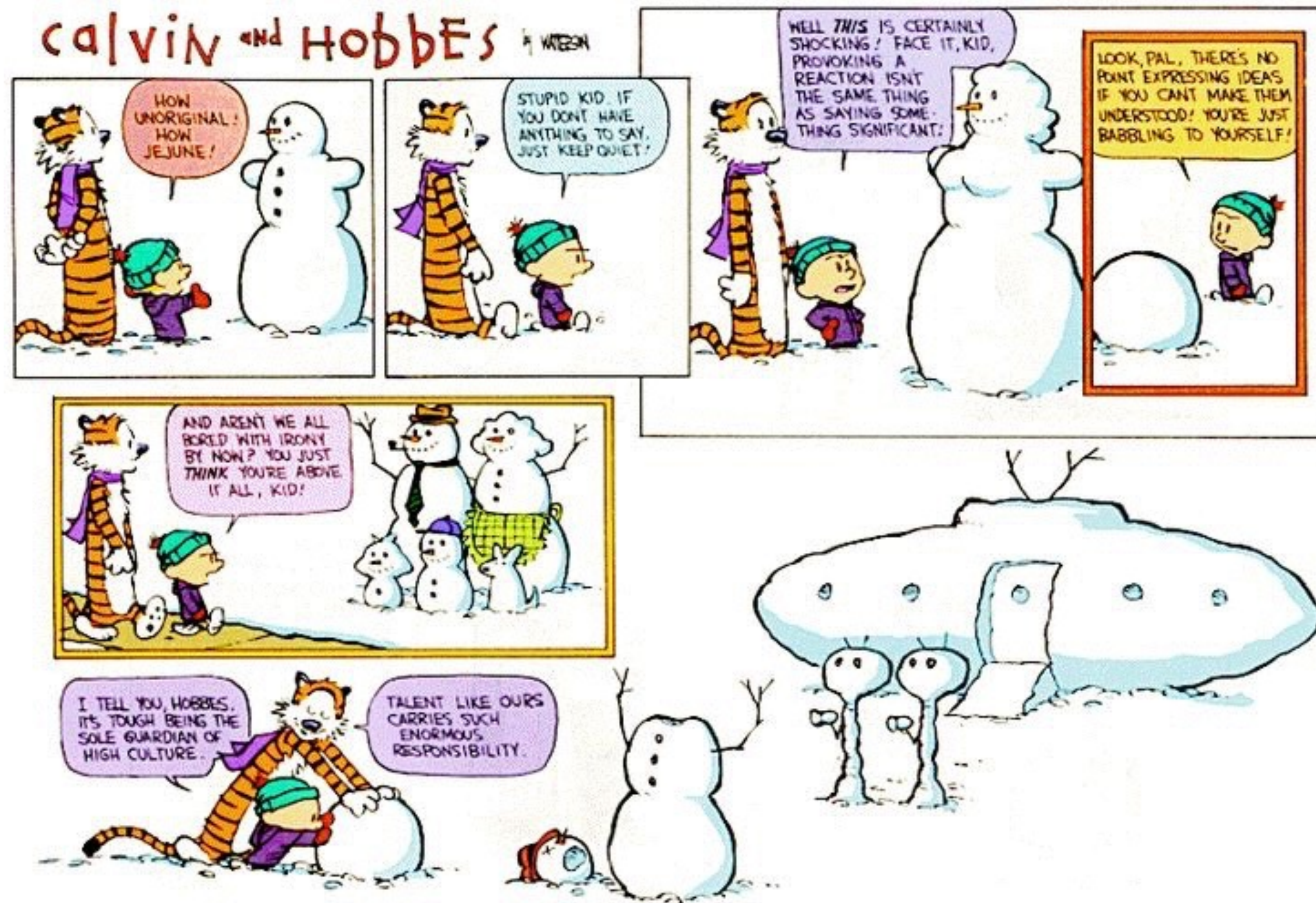
dtp young entertainment GmbH: Mein Reiterhof 3D: Rivalen im Sattel, 2012

# Nichts ist Kunst

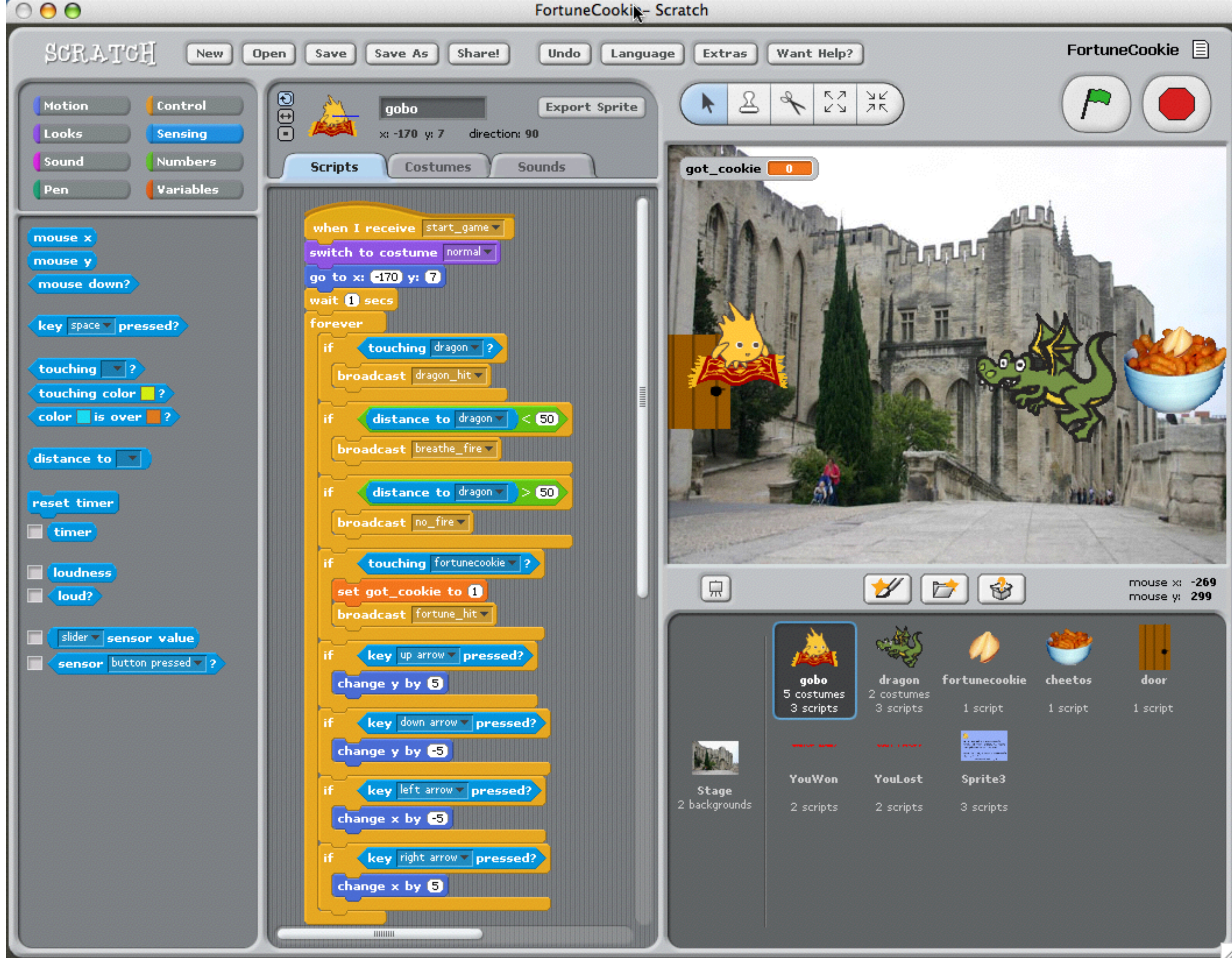


# Können

‚Kunst‘ kommt von ‚Können‘









33

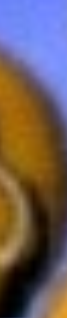






Ranger

28



15

99

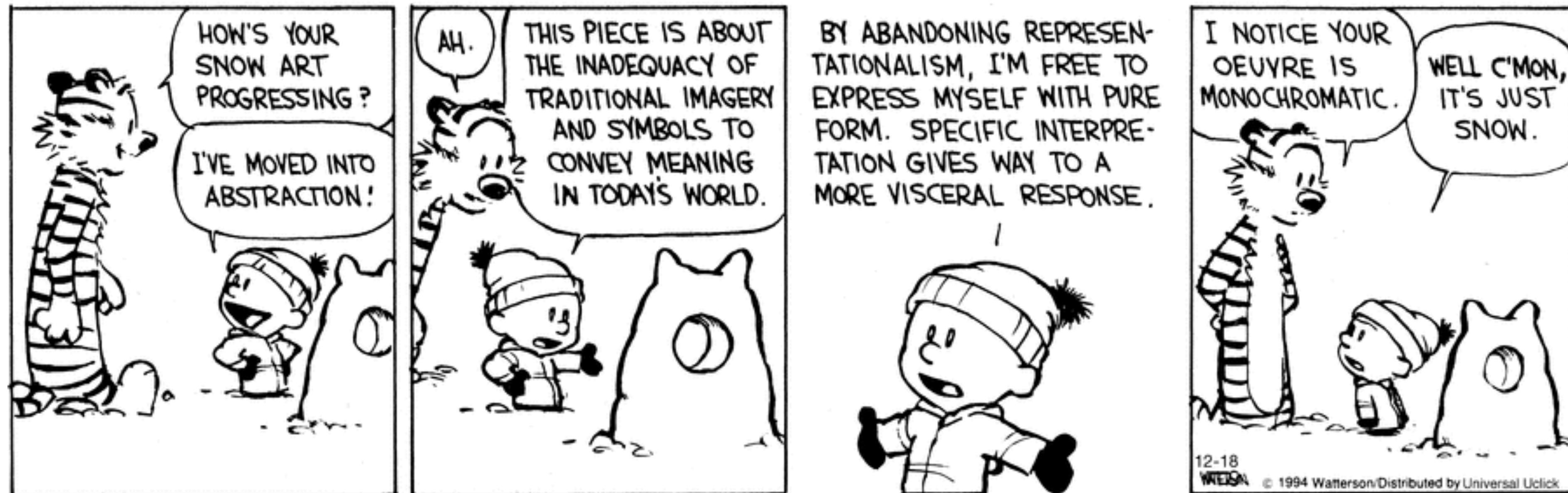


34



# Traditioneller Essentialismus

Was *ist* ein Kunstwerk?





# Das Ende des Essentialismus



Marcel Duchamp: Fountain, 1917



# Spiele als Kunst?

*“Video games can never be art.”* – Roger Ebert (2005)



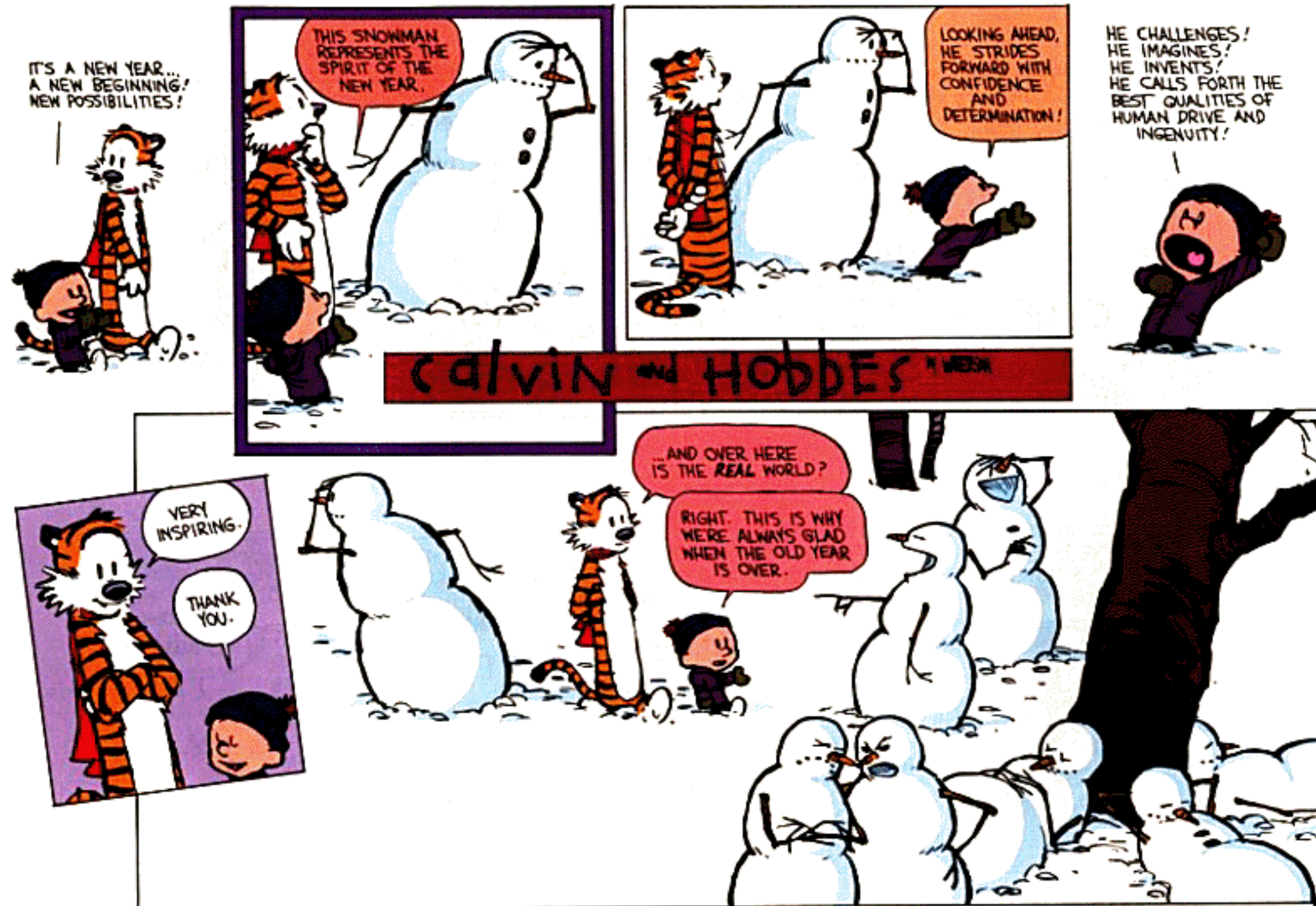
I did indeed consider video games inherently inferior to film and literature. There is a structural reason for that: Video games by their nature require player choices, which is the opposite of the strategy of serious film and literature, which requires **authorial control**.

I am prepared to believe that video games can be elegant, subtle, sophisticated, challenging and visually wonderful. But I believe the nature of the medium prevents it from moving beyond craftsmanship to the stature of art. To my knowledge, no one in or out of the field has ever been able to cite a game worthy of comparison with the great dramatists, poets, filmmakers, novelists and composers. That a game can aspire to artistic importance as a visual experience, I accept. But for most gamers, video games represent a loss of those precious hours we have available to make ourselves more cultured, civilized and empathetic.



# Funktionalismus

Welche *Funktionen* hat Kunst?





# Ebert: Videospiele und Kunst II

[http://blogs.suntimes.com/ebert/2010/07/okay\\_kids\\_play\\_on\\_my\\_lawn.html](http://blogs.suntimes.com/ebert/2010/07/okay_kids_play_on_my_lawn.html)

I thought about those works of Art that had moved me most deeply. I found most of them had one thing in common: Through them I was able to learn more about the experiences, thoughts and feelings of other people. My empathy was engaged. I could use such lessons to apply to myself and my relationships with others. They could instruct me about life, love, disease and death, principles and morality, humor and tragedy. They might make my life more deep, full and rewarding.

My error in the first place was to think I could make a convincing argument on purely theoretical grounds. What I was saying is that video games could not *in principle* be Art. That was a foolish position to take, particularly as it seemed to apply to the entire unseen future of games. This was pointed out to me maybe hundreds of times. How could I disagree? It is quite possible a game could someday be great Art.

I had to be prepared to agree that gamers can have an experience that, for them, is Art. I don't know what they can learn about another human being that way, no matter how much they learn about Human Nature. I don't know if they can be inspired to transcend themselves. Perhaps they can. How can I say? I may be wrong. but if 'm not willing to play a video game to find that out, I should say so. I have books to read and movies to see. I was a fool for mentioning video games in the first place.





Die Anderen







# How Tomb Raider Saved My Life In One Way Or Another...





# Clustertheorie

Kunst weist eine Teilmenge eines Katalogs von Eigenschaften auf.





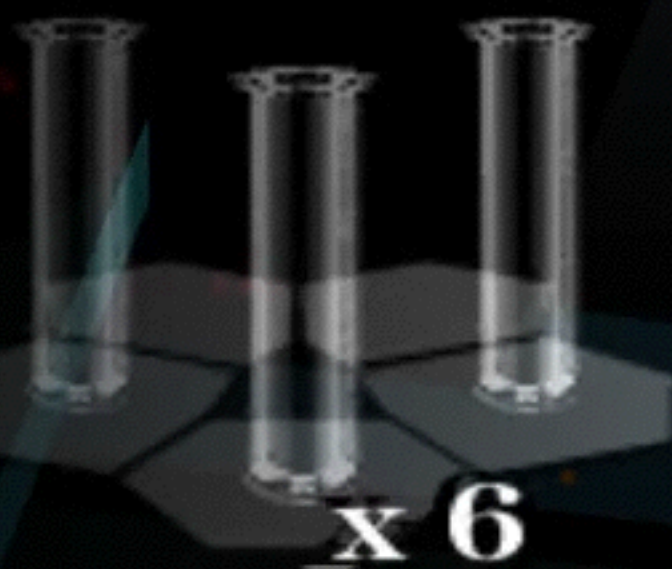
# Game Art als Teil des Gesamtwerks „Computerspiel“







Charge  
Lv.0



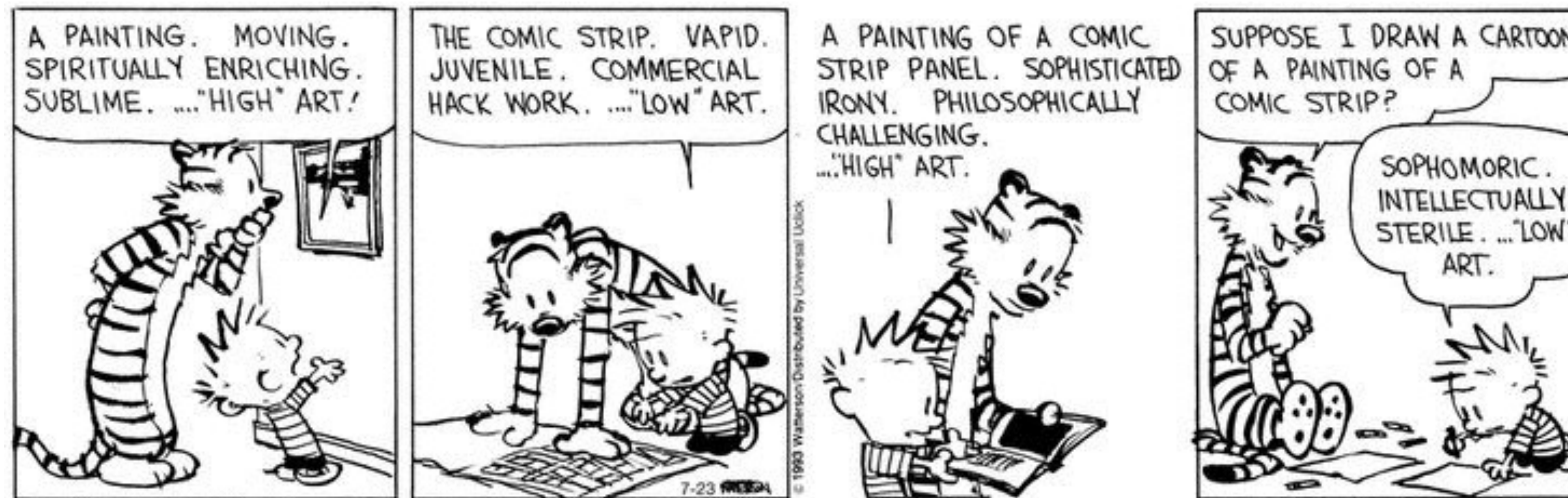
96

Killer7



# Intentionalismus

Kunst gründet in der *Absicht* des Künstlers







# Ausdruckswillen

Alles kann Kunst sein, aber nicht alles ist Kunst.

Laut Arthur C. Danto ist Kunst immer über-etwas (aboutness)

Brillo-Topfreiniger sind nicht über etwas.

Warhols »Brillo Boxes« (1964) sind über die Welt, in der wir leben. (Martin Damus)

Mit andern Worten: Nicht das Werk ist entscheidend, sondern dessen Konzeption, Präsentation und Interpretation.



# Kunst und Unterhaltung

Unterhaltung formuliert – so läßt sich vielleicht pointiert sagen – Sinn, dessen Bedeutung fraglich bleibt, während im Kunsterlebnis etwas fraglos Bedeutendes rezipiert wird, dessen Sinn fragwürdig bleibt.

Hans-Otto Hügel





EFW's intention is, through popular culture, intended to subvert the way in which the Australian Government treats refugees and to enable people to become proactive about the situation. They are expressing their opinion by a self-actualising viewer/player/detainee relationship that enables the player to see inside the detention centre as much as possible, particularly in the year since it was closed down.

Escape from Woomera  
2003-2004





Susana Ruiz: Darfur is Dying, 2006

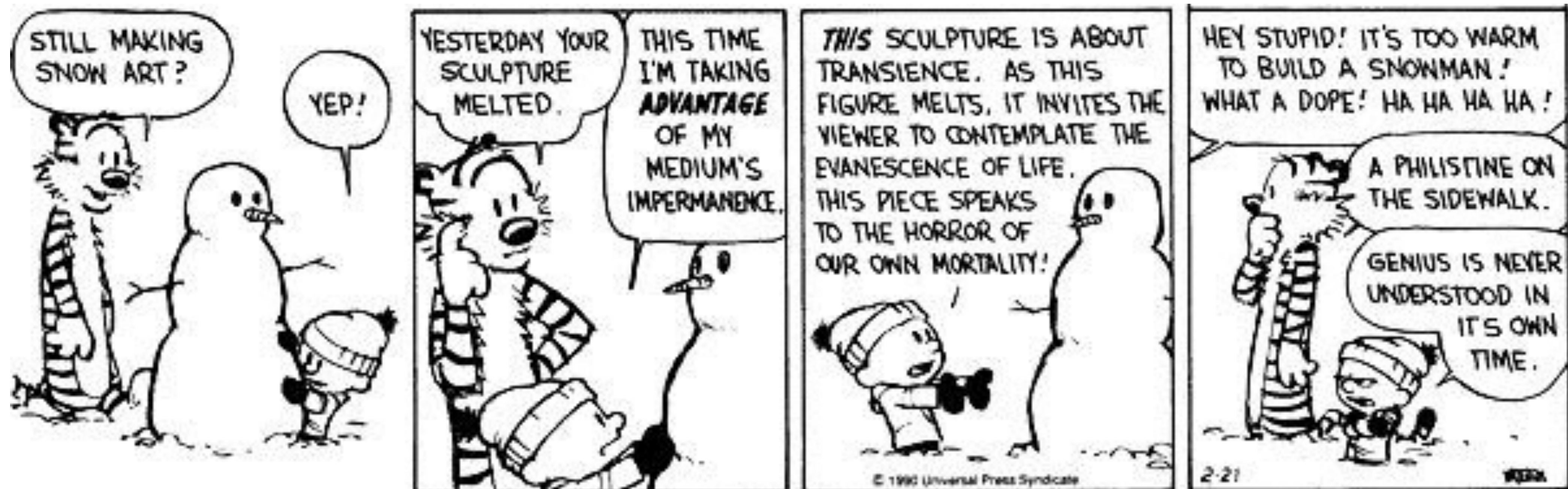


Gonzales Frasca: September 12, 2003

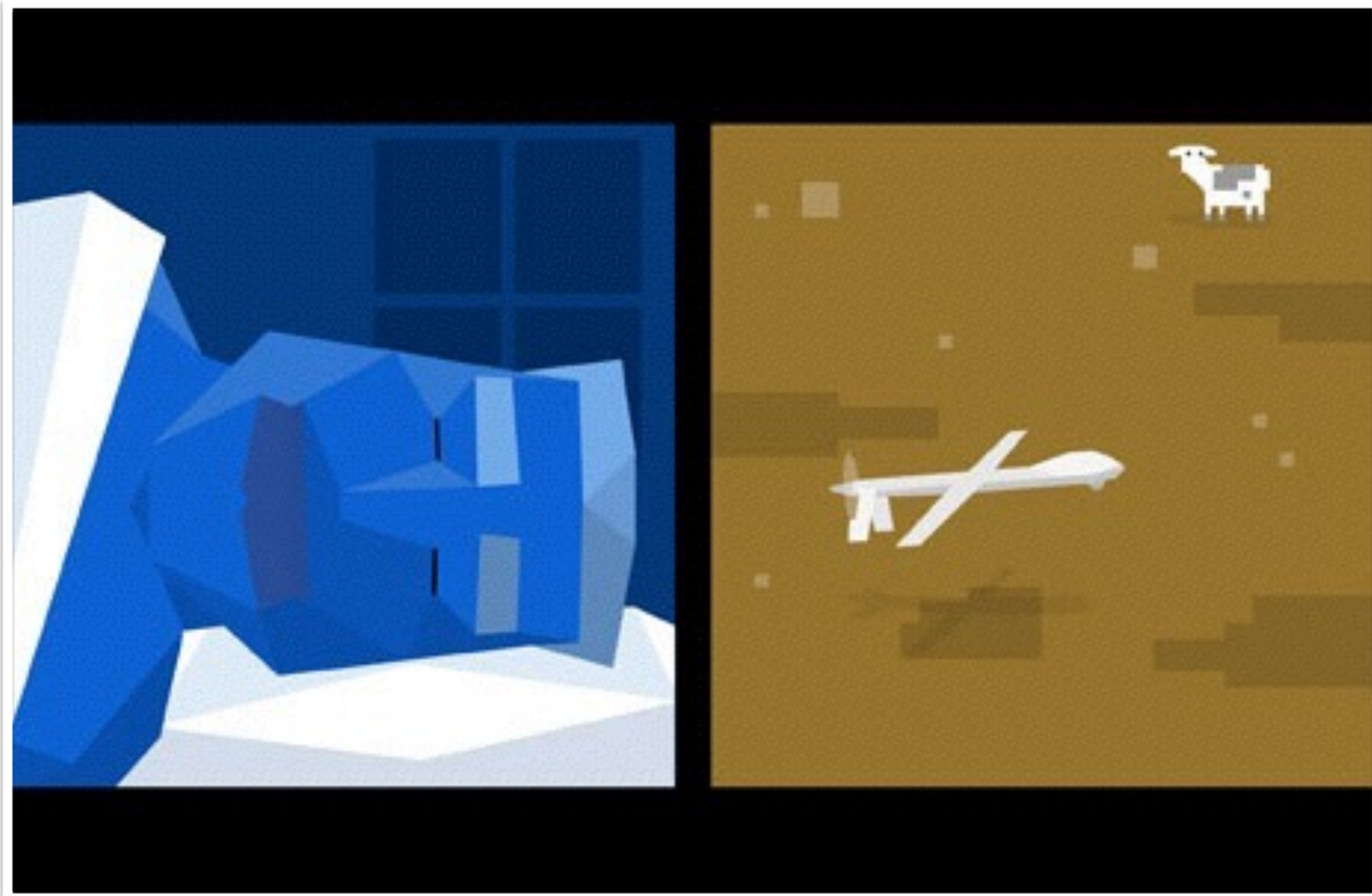


# Semiotik

Kunst ist das Mehrdeutige







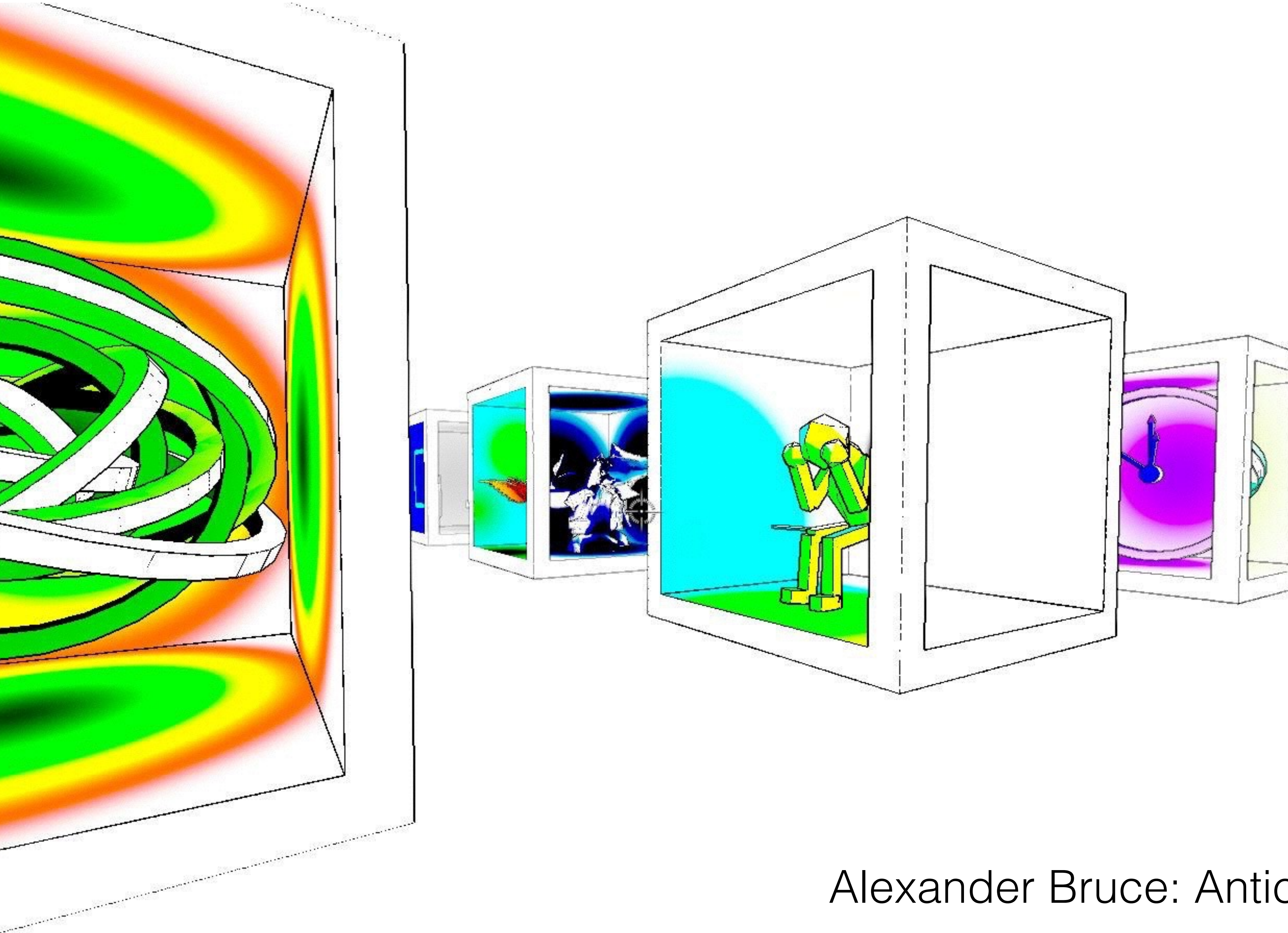
Molleindustria: Umanned, 2012





Tale of Tales: The Path, 2009



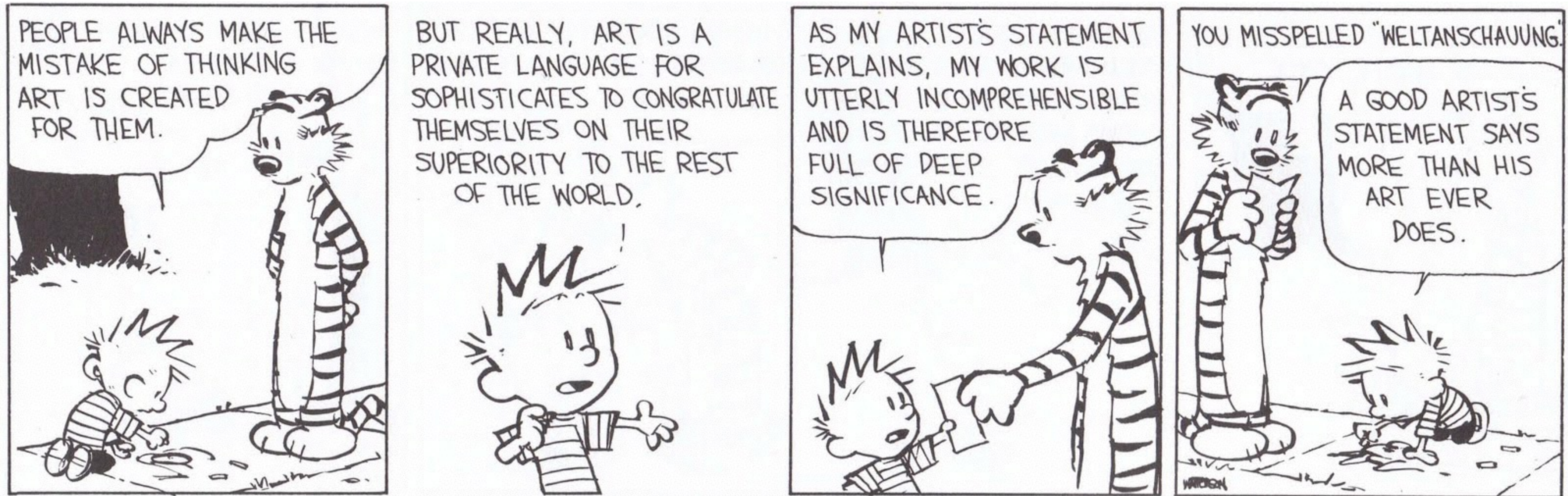


Alexander Bruce: Antichamber, 2013




# Elitismus

Kunst ist, was \_Du\_ nicht verstehst.







It's only at night that this place makes any sluggish effort at life. You can see the buoy and the aerial. I've been taking to sleeping through the day in an attempt to resurrect myself. I can feel the last days drawing upon me — there's little point now in continuation. There must be something new to find here — some nook or some cranny that offers a perspective worth clinging to. I've burnt my bridges; I have sunk my boats and watched them go to water.

The Chinese Room: Dear Esther, 2012





Schweres Werk, aber auch Kunst?  
From Software: Dark Souls, 2011



# Historizismus

Kunst hat Bezug zur Kunstgeschichte

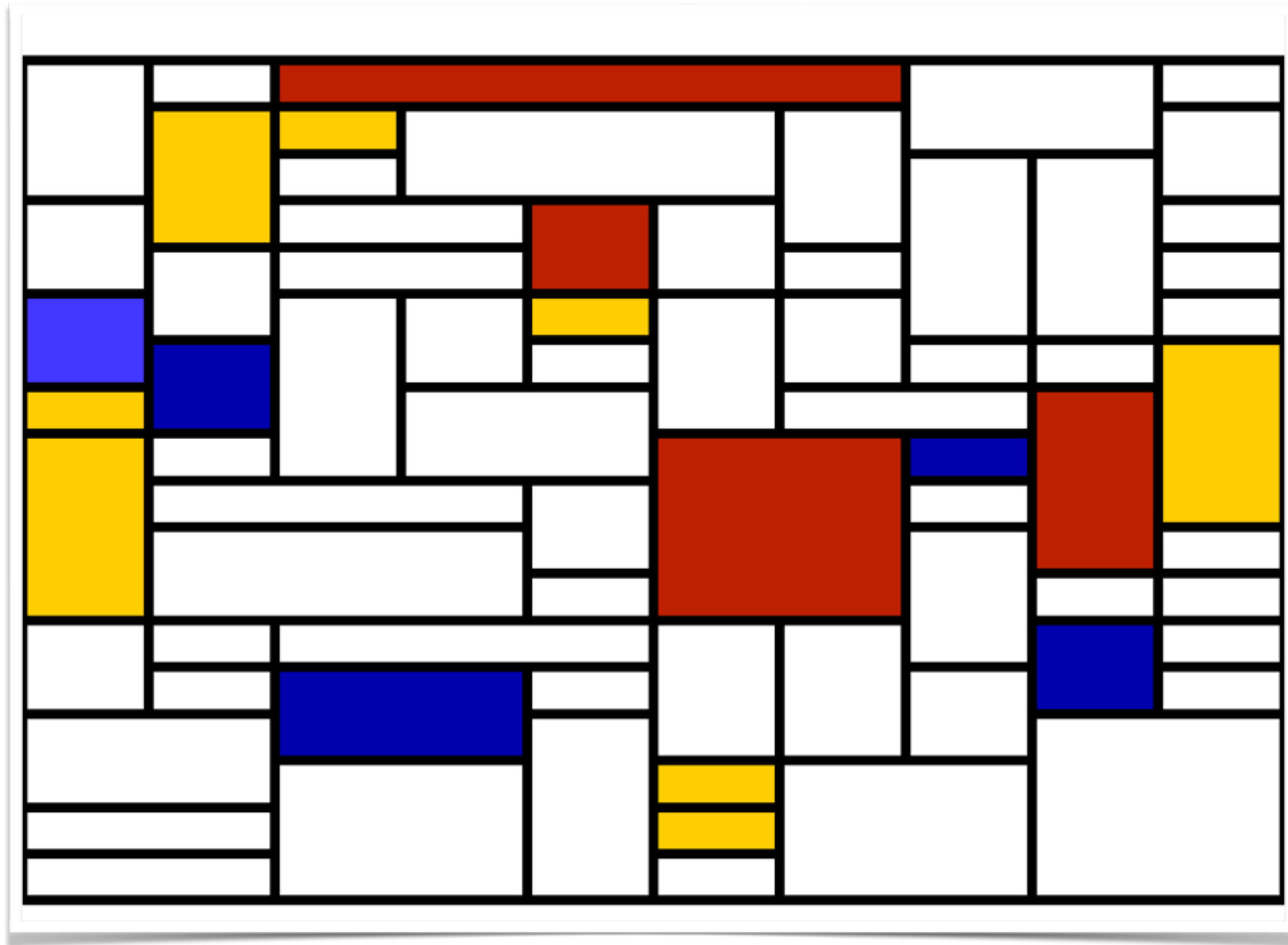




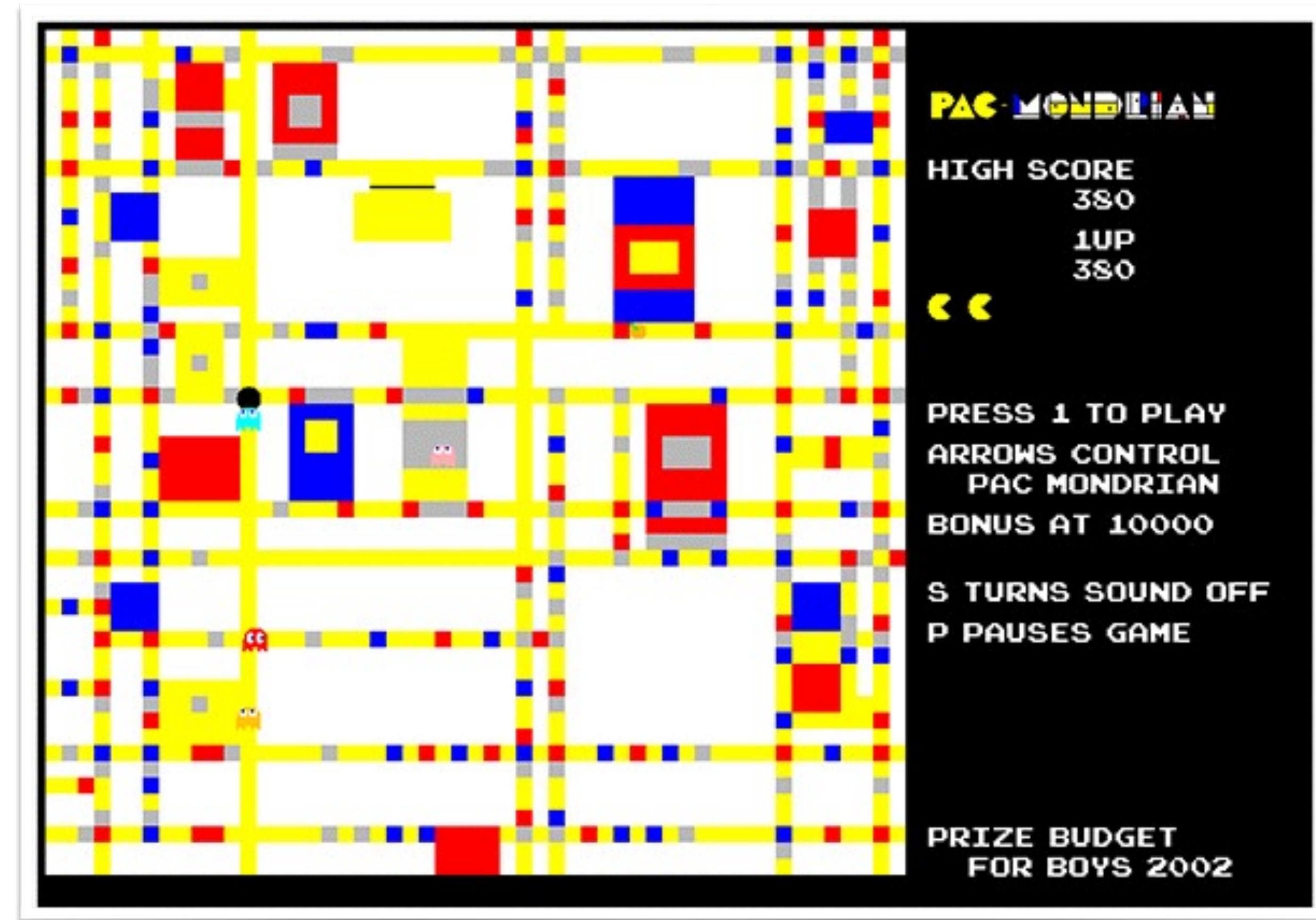




# Piet Mondrian



Mondrianism



Pac-Mondrian



# The Jackson Pollock Emulator



<http://jacksonpollock.org/>



# Kunstbetrieb



Art Game



<http://www.pippinbarr.com/games/artgame/ArtGame.html>



# Institutionstheorie

Kunst ist, was der Kunstbetrieb dazu erklärt





# MoMa Collection

[http://www.moma.org/explore/inside\\_out/2012/11/29/video-games-14-in-the-collection-for-starters](http://www.moma.org/explore/inside_out/2012/11/29/video-games-14-in-the-collection-for-starters)



Pac-Man



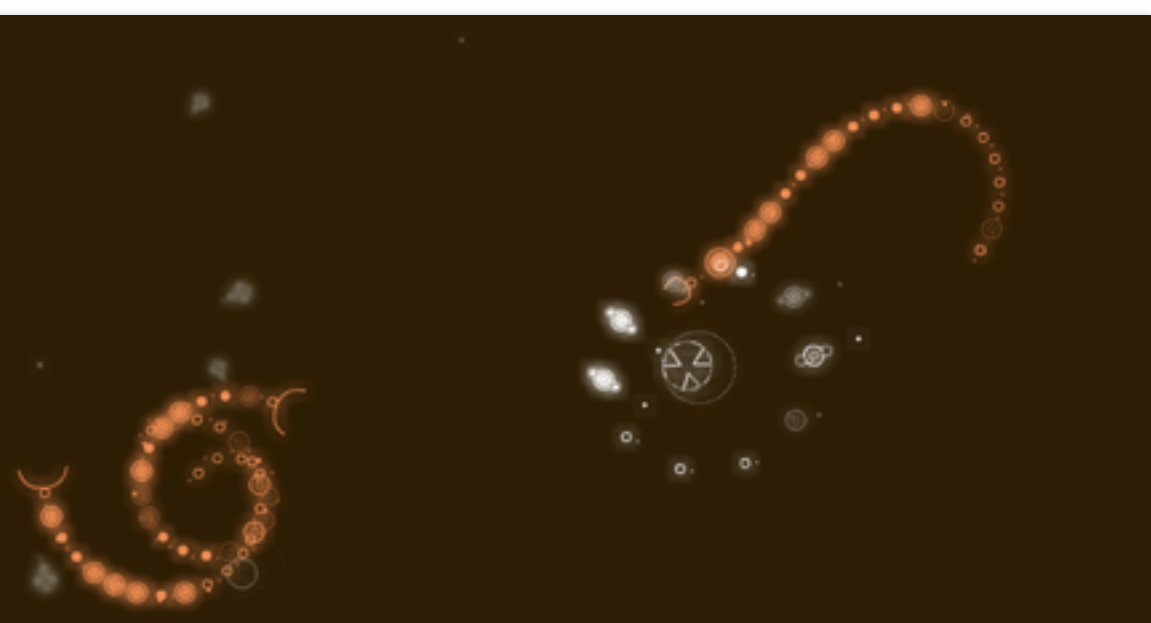
Portal



Eve Online



Dwarf Fortress



Flow



Tetris



Myst



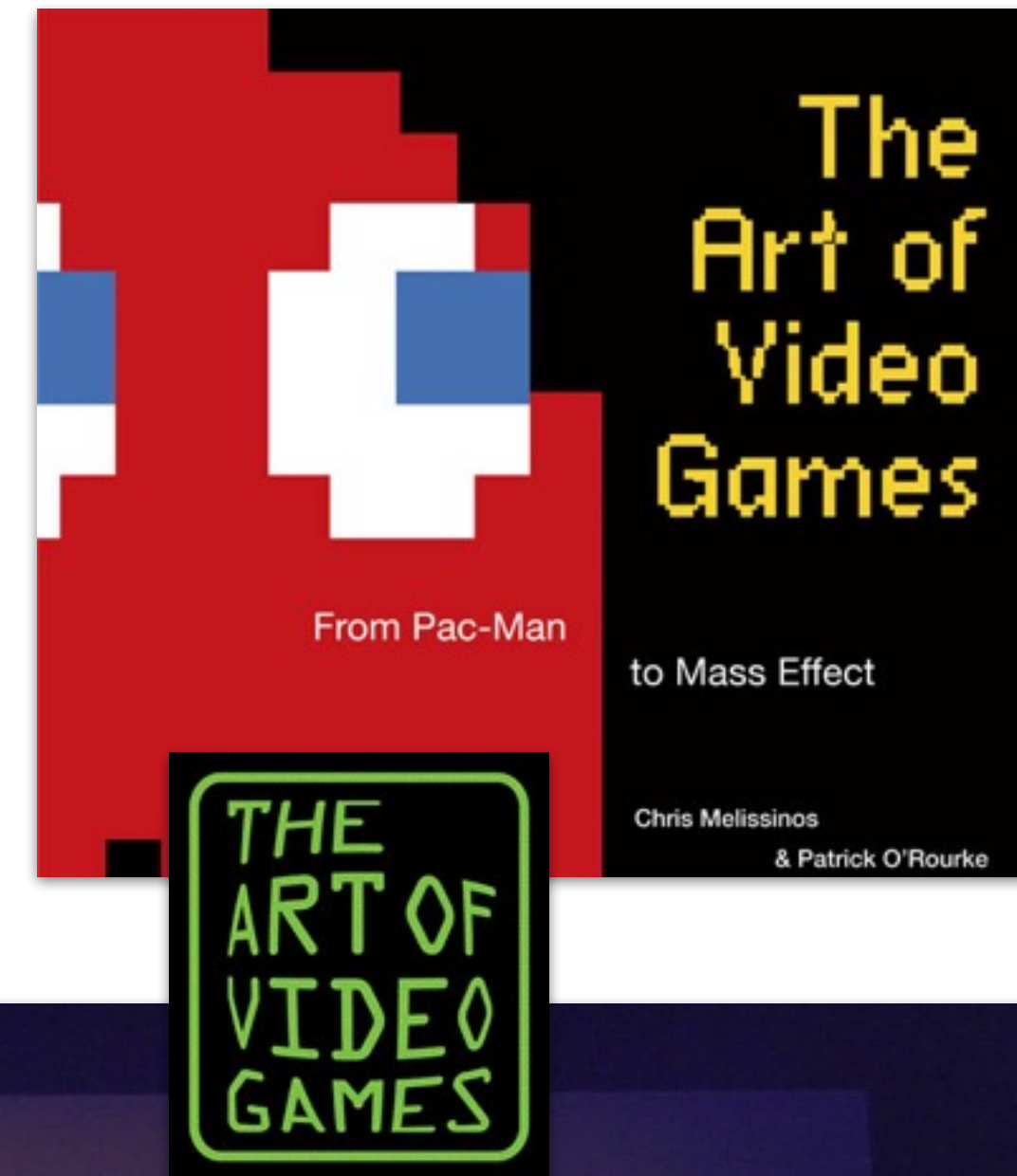
Sim City 2000



Canabalt



# The Art of Video Games



## Advances in Mechanics



Era 1: Start



Era 2: 8-Bit



Era 3: Bitwars



Era 4: Transition



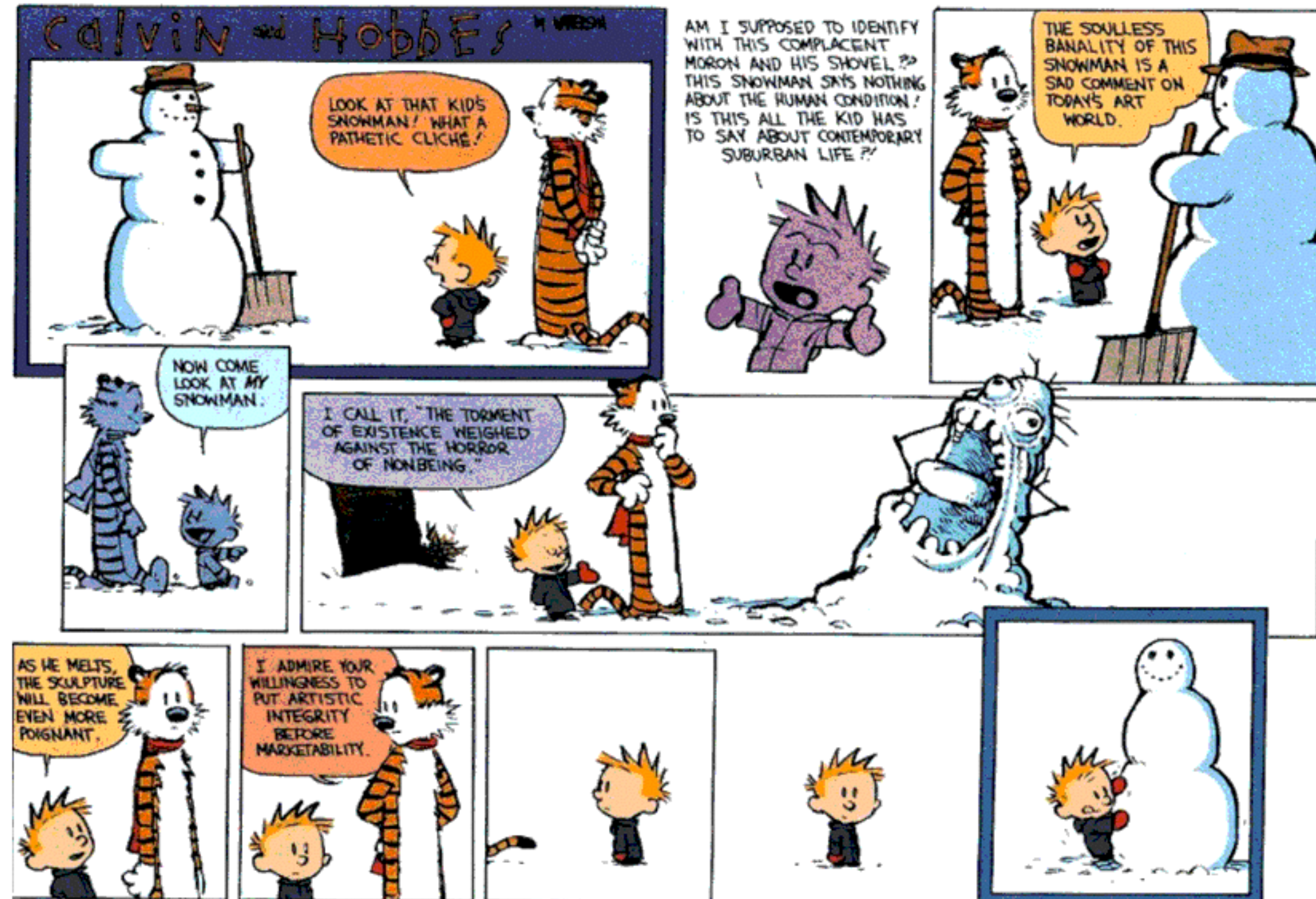
Era 5: Next Generation

[http://www.wikiwand.com/en/The\\_Art\\_of\\_Video\\_Games](http://www.wikiwand.com/en/The_Art_of_Video_Games)



# Ökonomische Theorie

Kunst ist, was auf dem Kunstmarkt hohe Preise erzielt.





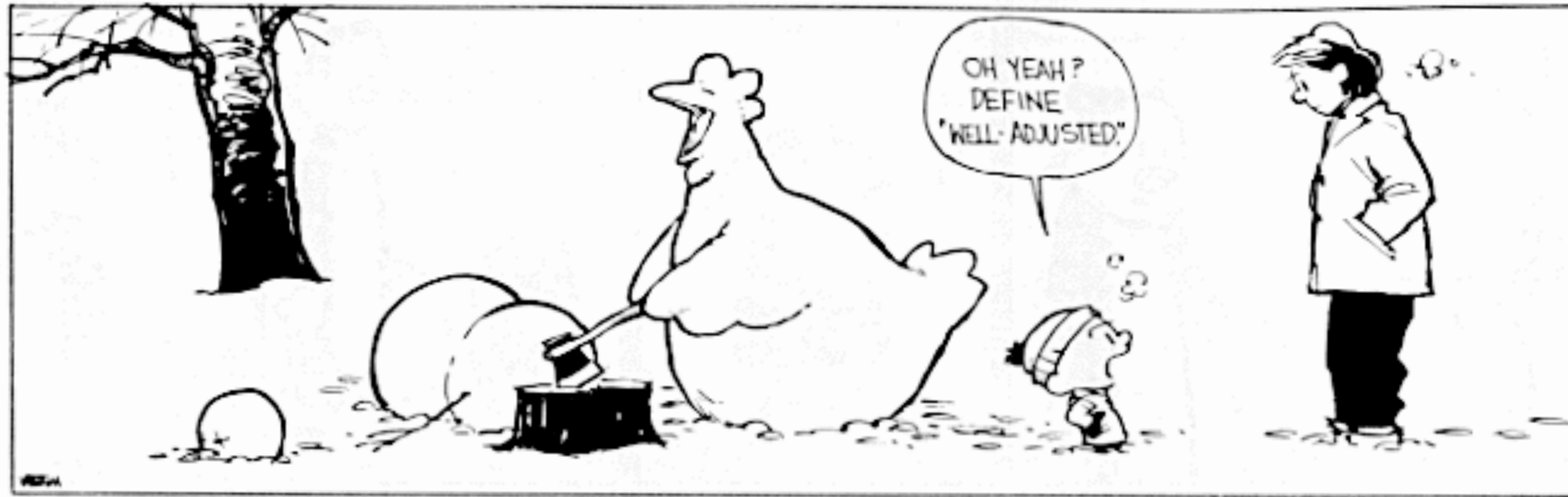


# grand theft auto



- Best-selling action-adventure videogame in 24 hours
- Best-selling videogame in 24 hours
- Fastest entertainment property to gross \$1 billion
- Fastest videogame to gross \$1 billion
- Highest grossing videogame in 24 hours
- Highest revenue generated by an entertainment product in 24 hours
- Most viewed trailer for an action-adventure videogame





# Kulturgüter

»Die Meinungsfreiheit und die Kunstfreiheit gehören zu den im Grundgesetz verankerten Grundrechten. Die Kunstfreiheit ist nicht an die Qualität des Werkes gebunden. Kunstfreiheit gilt auch für Computerspiele.«

Olaf Zimmermann, Deutscher Kulturrat, 2007





Das Schwarze Auge  
Drakensang

Deutscher Computerspielpreis  
2009



Kunst-  
vorbehalt



Jake & Dinos Chapman: Hell, 2000



# Kunstfreiheit vs. Zensur



Bulletstorm (2011) Original

Deutsche Fassung, USK 18



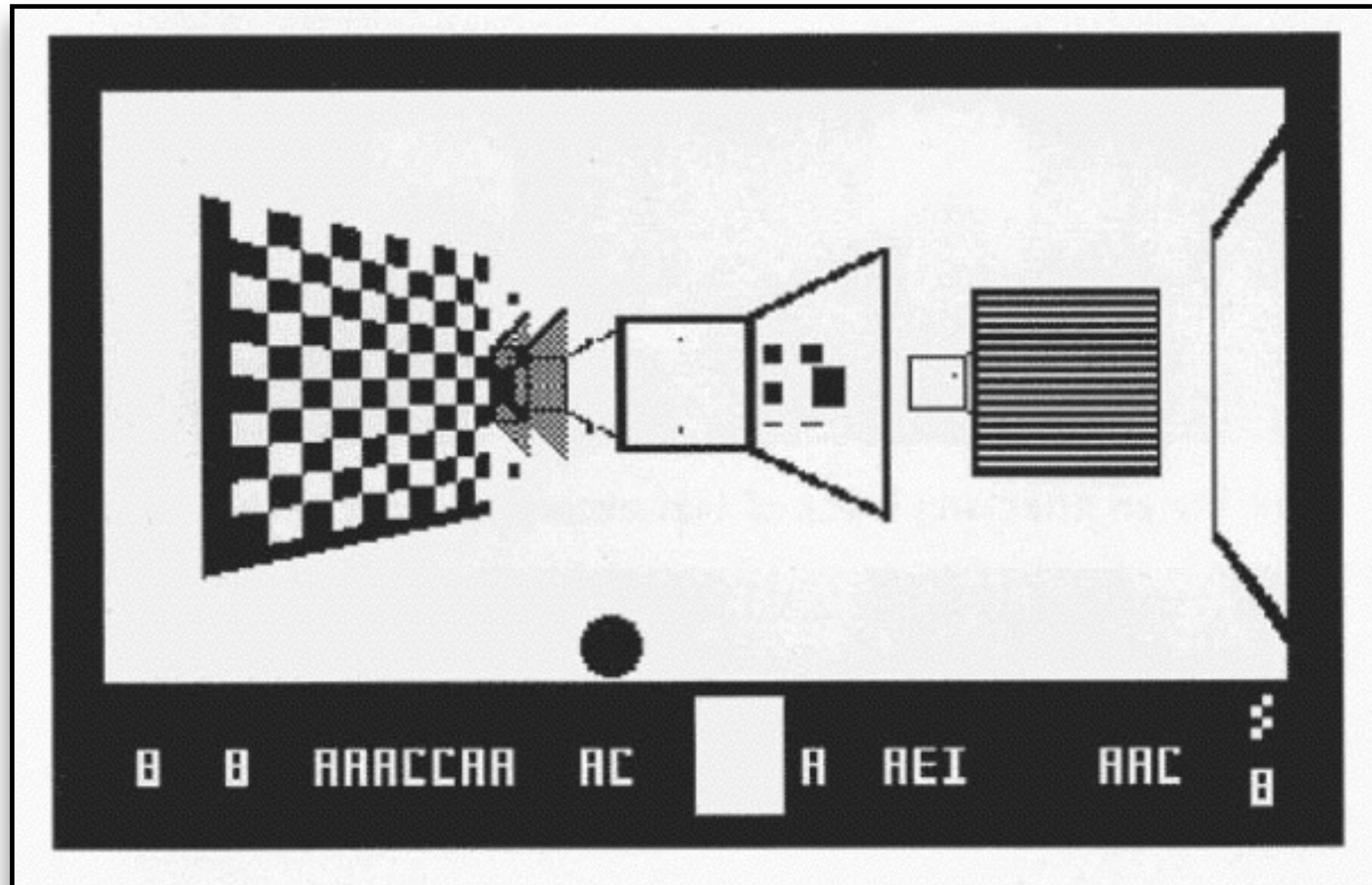
# Art Games



Cardboard Computer: Kentucky Route Zero (2013)



# Art Mods



JODI: SOD, 1999



# Not Games







Key; Kanaga: Proteus, 2013





Jason Rohrer



Jonathan Blow



Steve Gaynor

# Artist



Brenda Romero



Jane McGonnigal

# Games



Deirdra Kiai