

KLASSIKER DER SPIELEGESCHICHTE

KUNSTSPIELE

14. JULI 2016



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

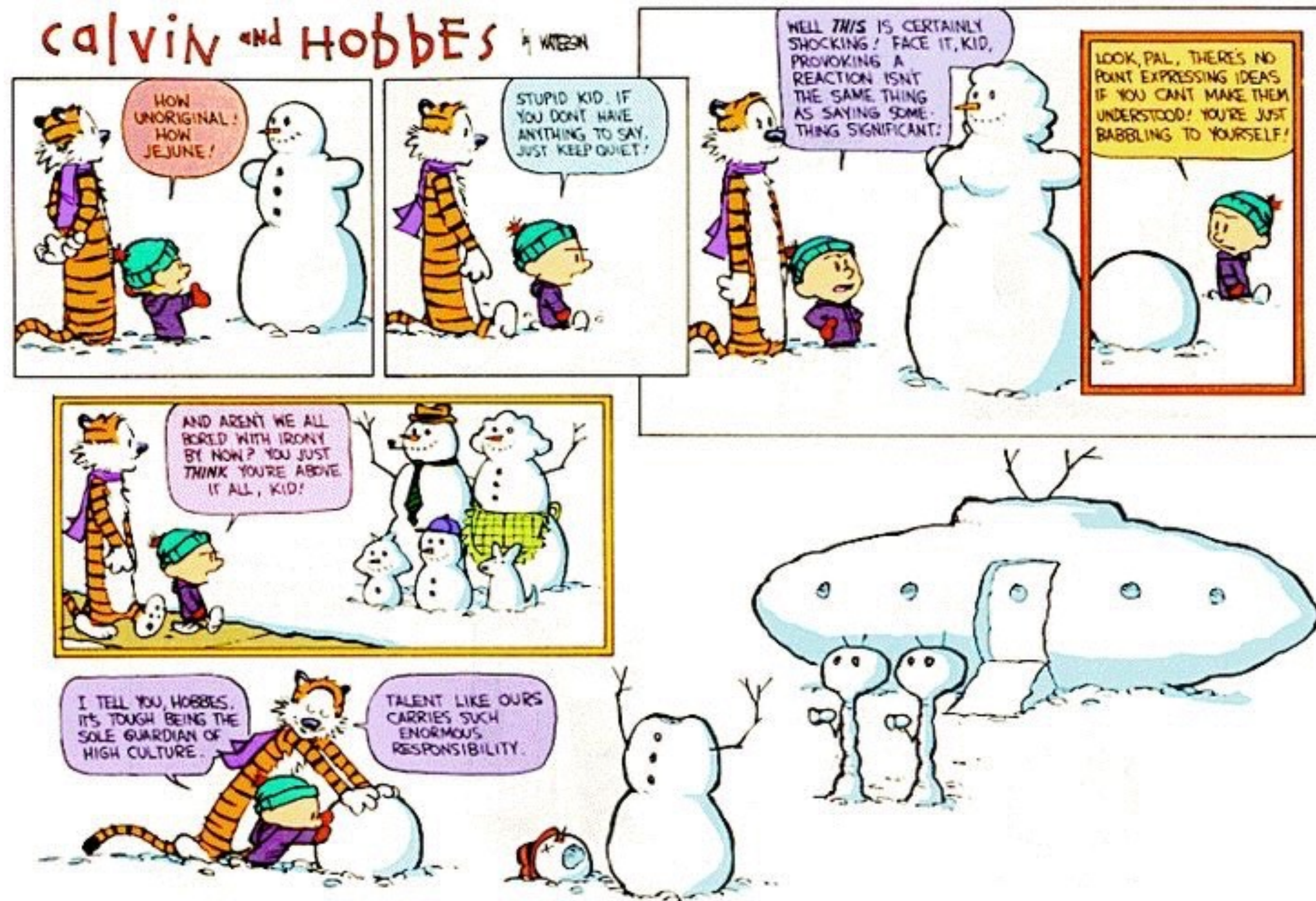


dtp young entertainment GmbH: Mein Reiterhof 3D: Rivalen im Sattel, 2012

Nichts ist Kunst

Können

„Kunst“ kommt von „Können“



- Motion
- Control
- Looks
- Sensing
- Sound
- Numbers
- Pen
- Variables

gobo
 x: -170 y: 7 direction: 90
 Export Sprite

Scripts Costumes Sounds

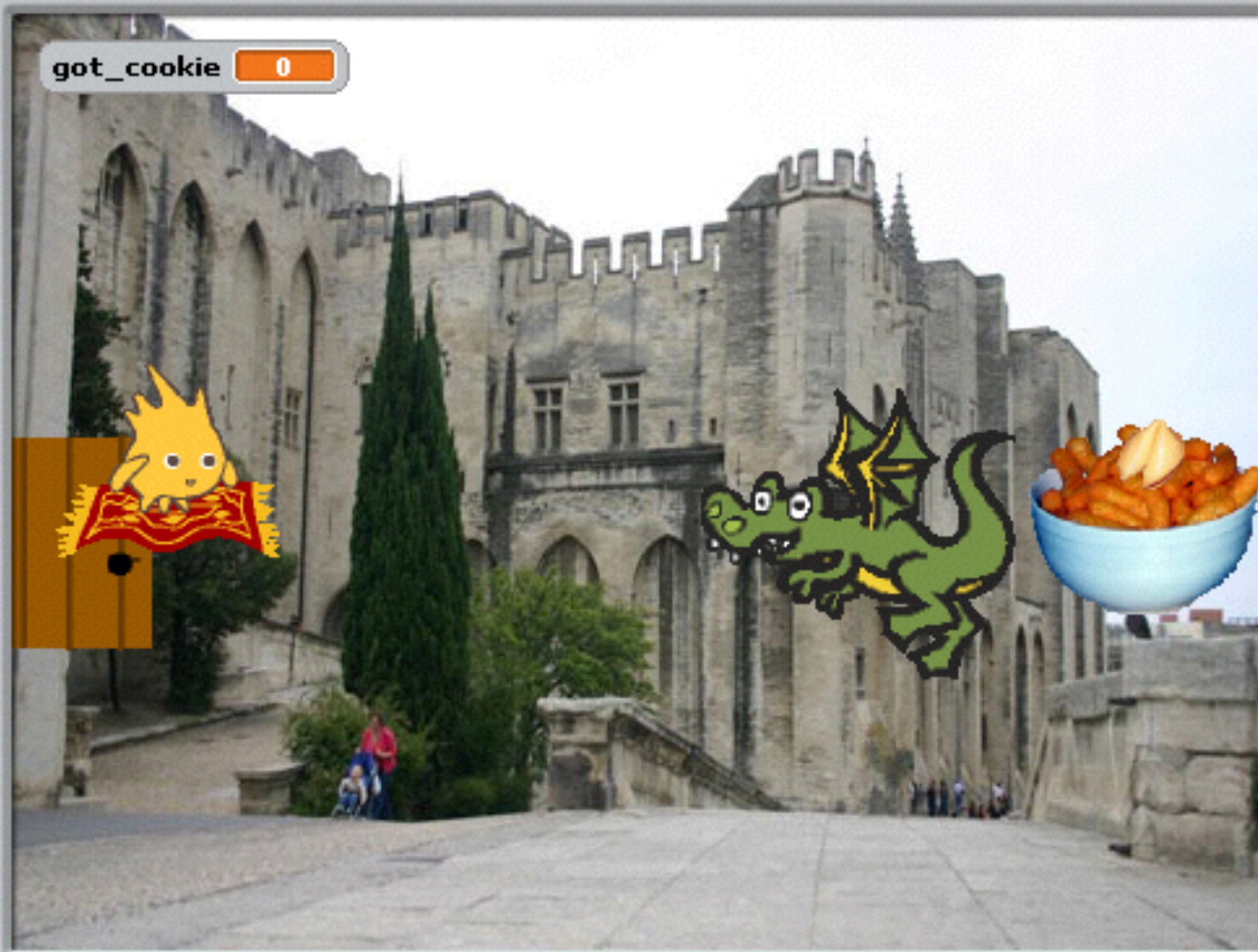
Navigation icons: mouse cursor, pin, scissors, zoom in, zoom out

Game control icons: green flag, red octagon

- mouse x
- mouse y
- mouse down?
- key space pressed?
- touching ?
- touching color ?
- color is over ?
- distance to
- reset timer
- timer
- loudness
- loud?
- slider sensor value
- sensor button pressed ?

```

when I receive start_game
  switch to costume normal
  go to x: -170 y: 7
  wait 1 secs
  forever
    if touching dragon ?
      broadcast dragon_hit
    if distance to dragon < 50
      broadcast breathe_fire
    if distance to dragon > 50
      broadcast no_fire
    if touching fortunecookie ?
      set got_cookie to 1
      broadcast fortune_hit
    if key up_arrow pressed?
      change y by 5
    if key down_arrow pressed?
      change y by -5
    if key left_arrow pressed?
      change x by -5
    if key right_arrow pressed?
      change x by 5
  
```



Stage controls: pencil, folder, trash icons
 mouse x: -269
 mouse y: 299

gobo 5 costumes 3 scripts	dragon 2 costumes 3 scripts	fortunecookie 1 script	cheetos 1 script	door 1 script
Stage 2 backgrounds	YouWon 2 scripts	YouLost 2 scripts	Sprite3 3 scripts	

33





Ranger

28



15

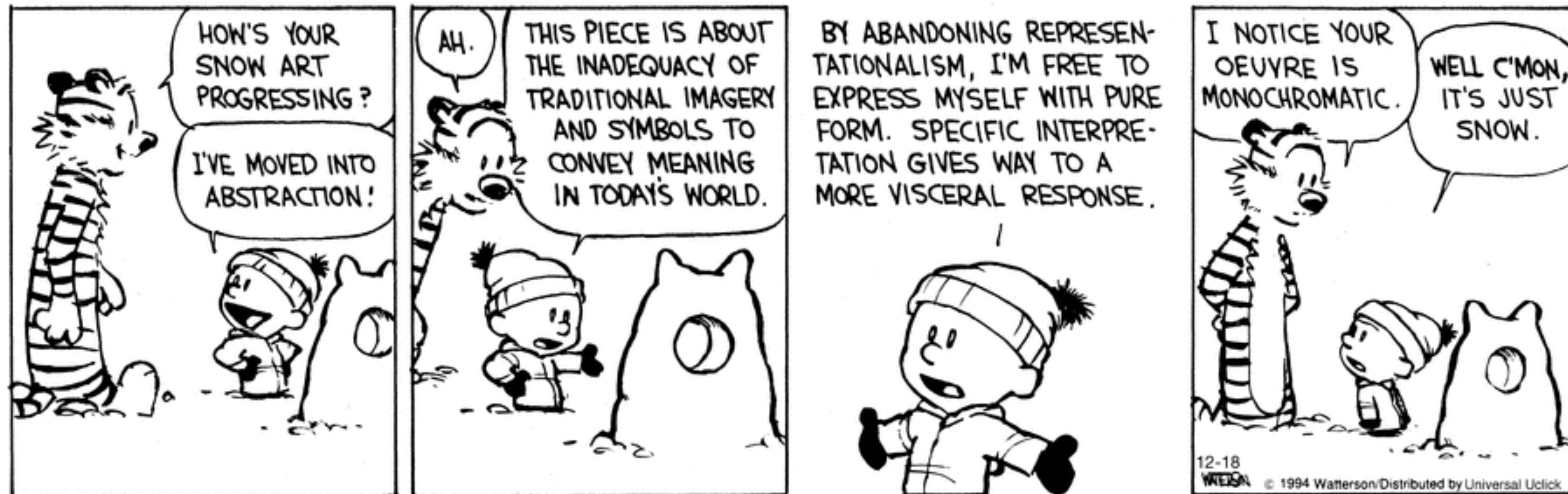
99



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)

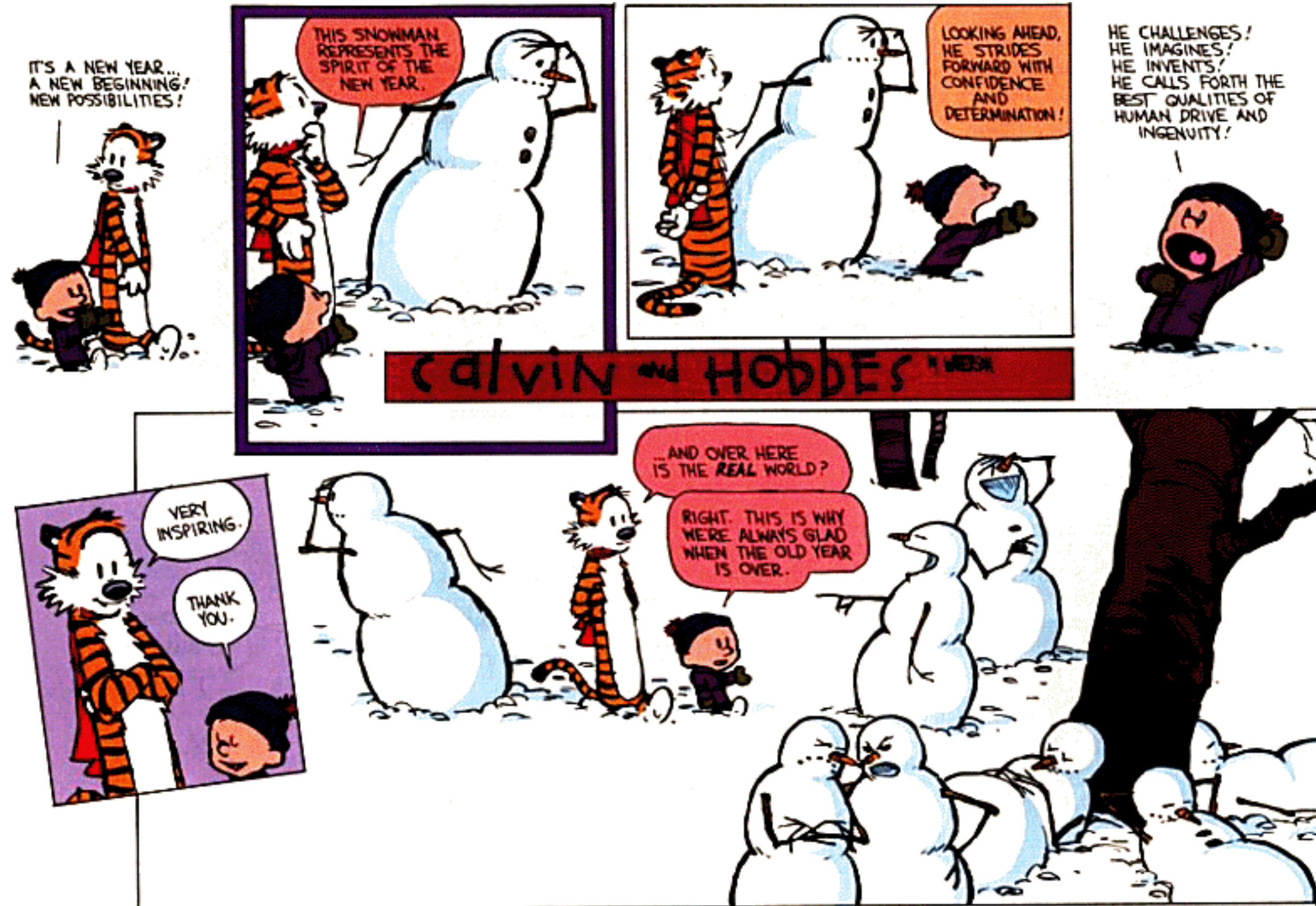


I did indeed consider video games inherently inferior to film and literature. There is a structural reason for that: Video games by their nature require player choices, which is the opposite of the strategy of serious film and literature, which requires **authorial control**.

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

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

Duke Hugh I of Norfolk 38

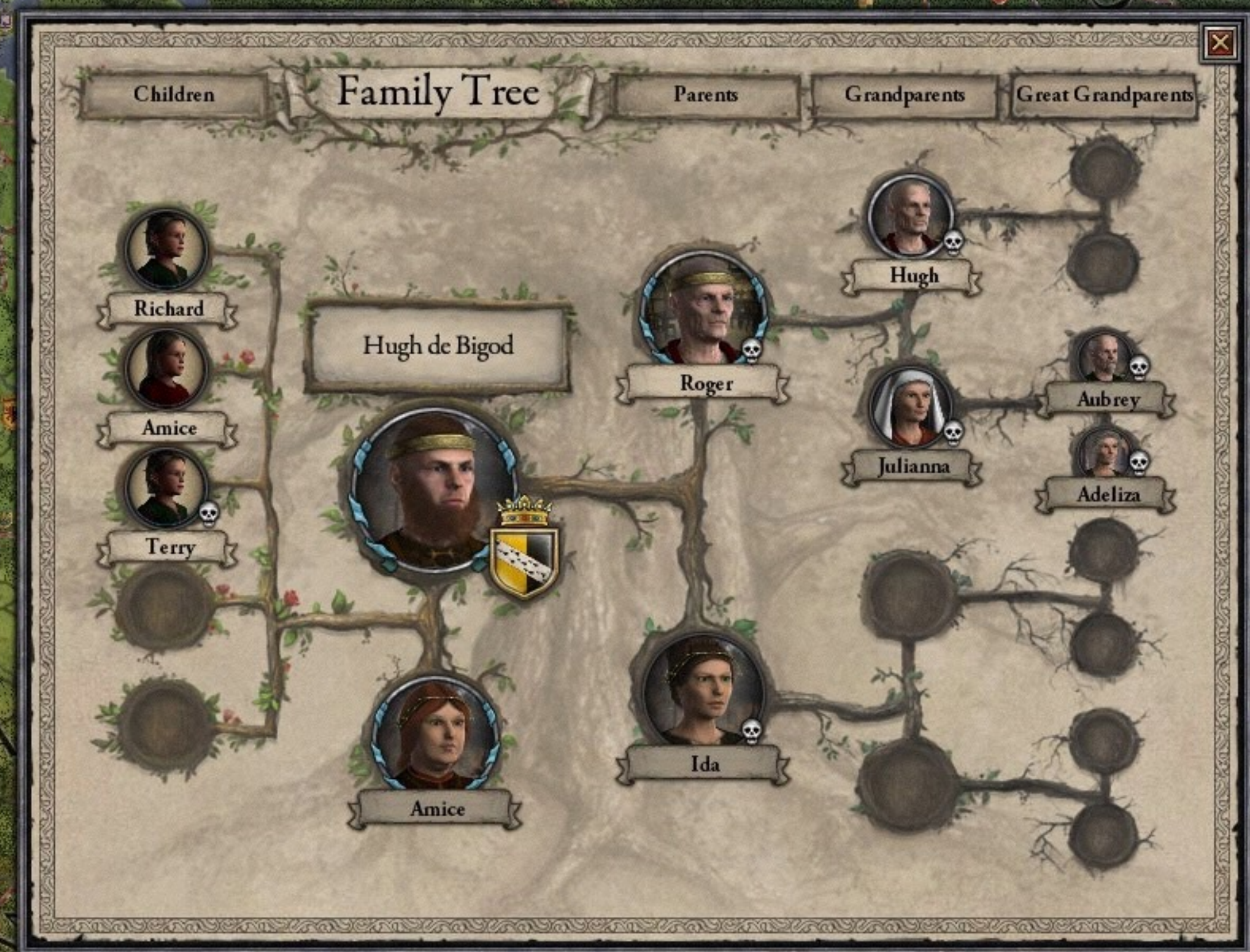
de Bigod

English
Catholic
Reigning in Thetford, Norfolk

15 (30)	521.3
6 (14)	453.5
6 (19)	157.2
0 (17)	2145.8
22 (47)	

Family: Vassals (3), Court (11), Allies (7), Abroad (0)

Parents: [Icons]
Grandparents: [Icons]
Wards: [Icons]
Children: [Icons]
Siblings: [Icons]



521 453 157 1/9 6 2145
1 January, 1220



Crusader Kings 2, 2012

Die Welt

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



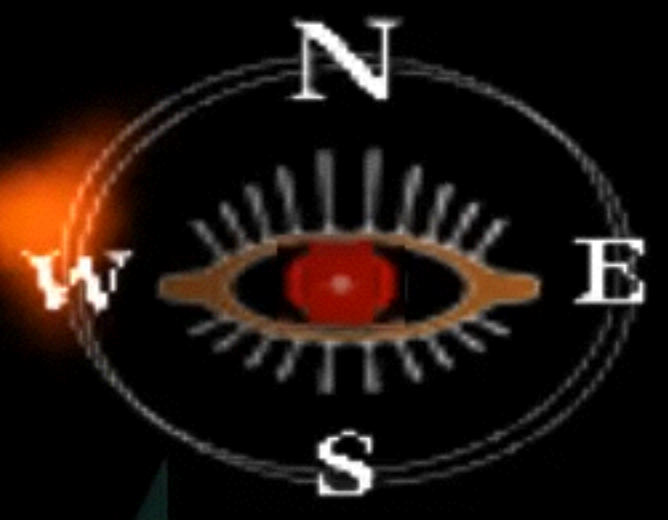
Clustertheorie

Kunst weist eine Teilmenge eines Katalogs von Eigenschaften auf.

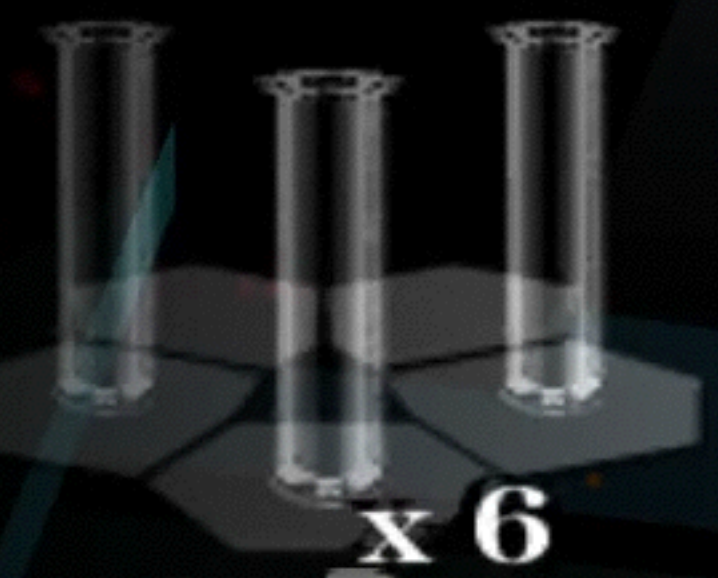


Game Art als Teil des Gesamtwerks „Computerspiel“





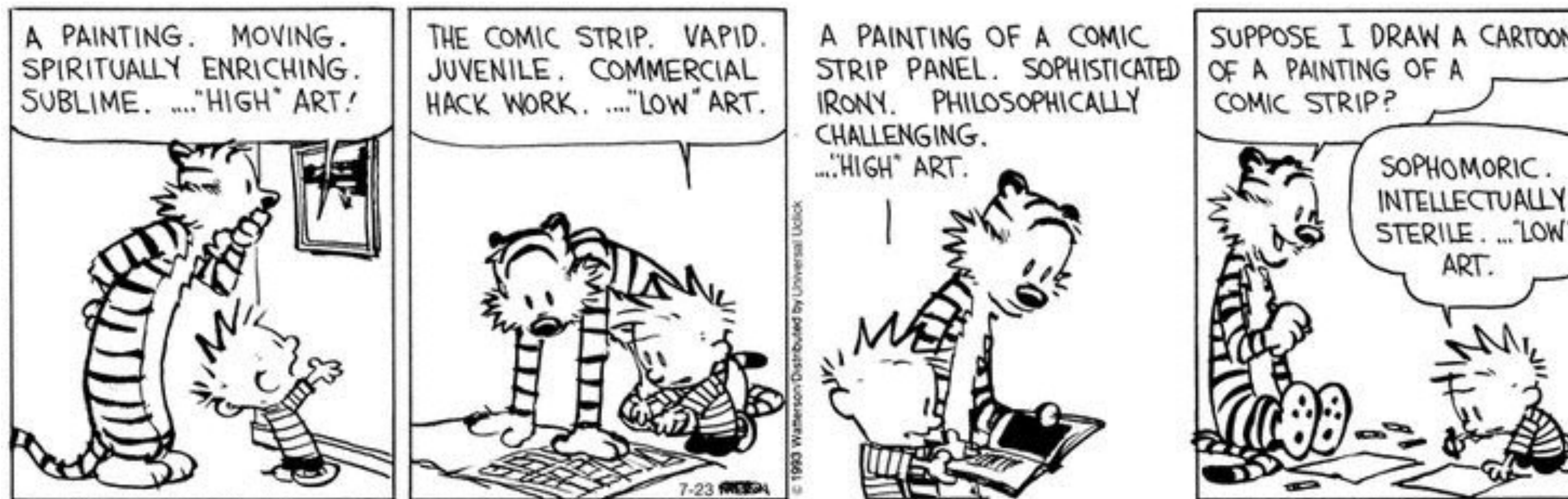
Charge
Lv.0



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



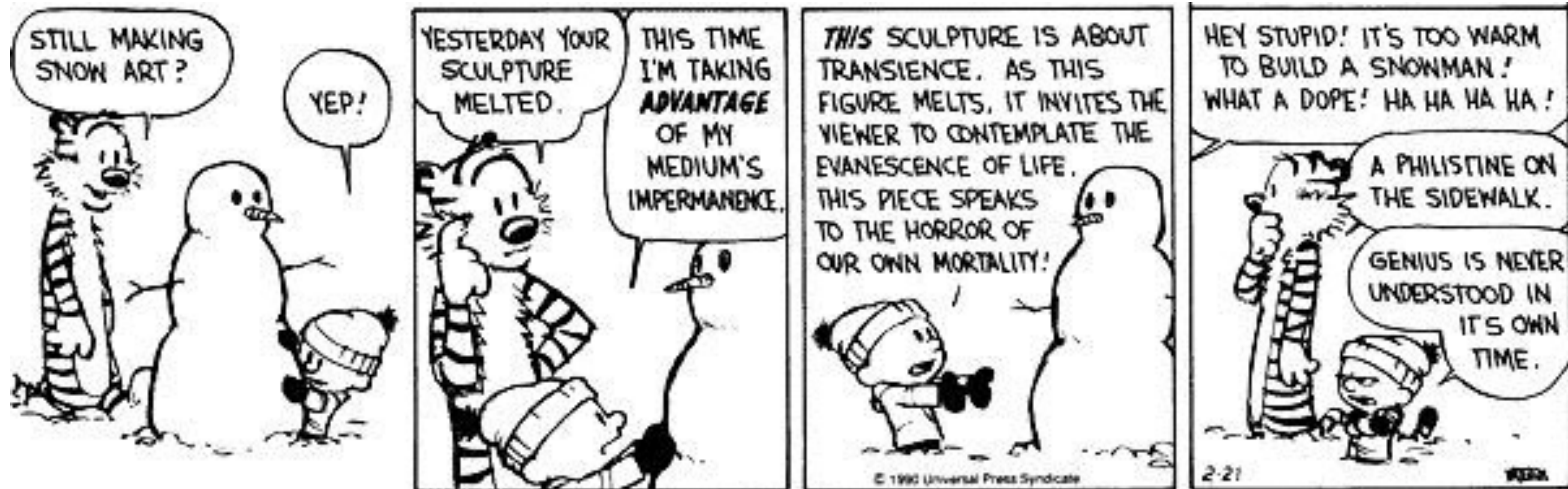
Susana Ruiz: Darfur is Dying, 2006

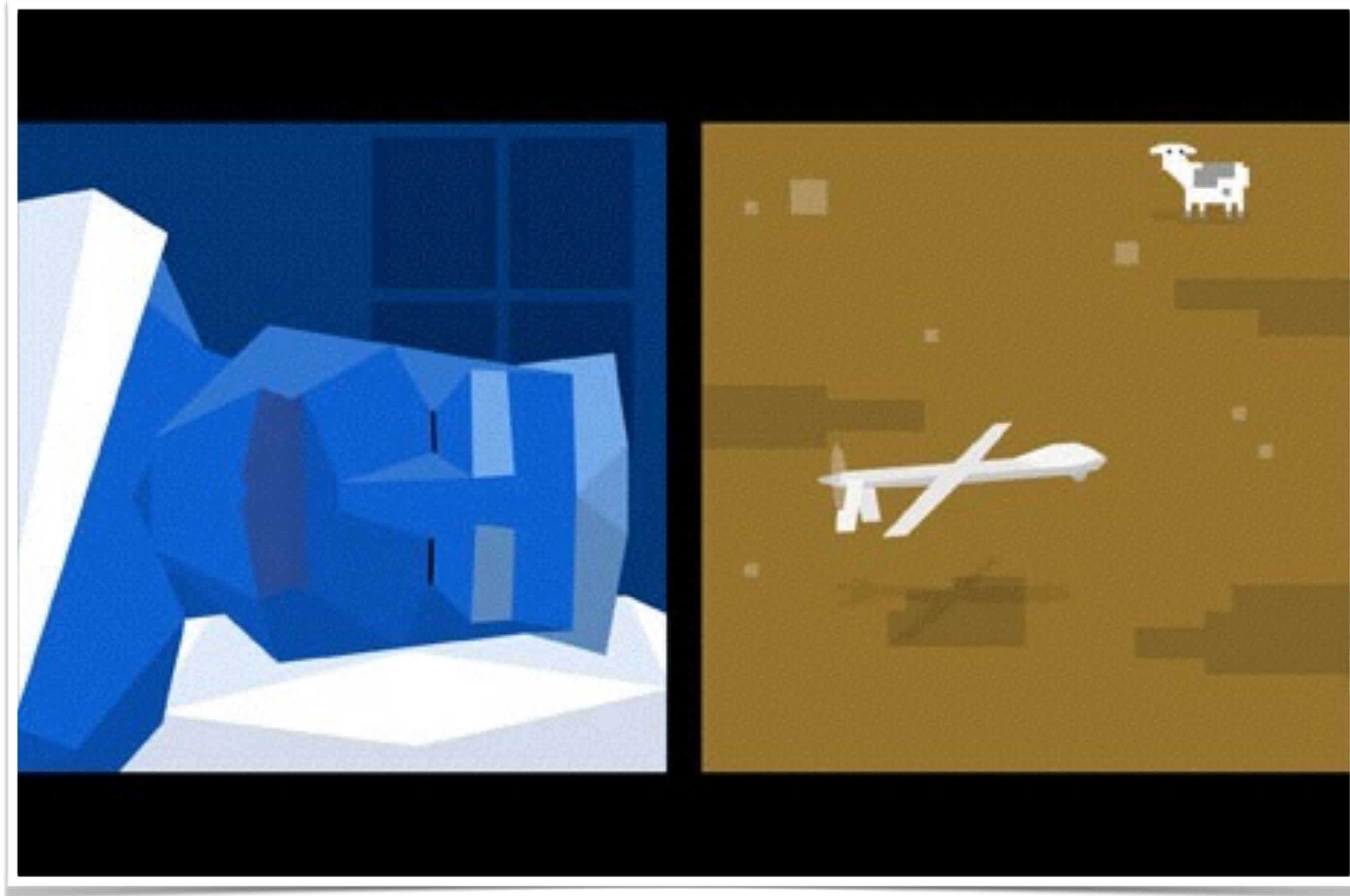


Gonzales Frasca: September 12, 2003

Semiotik

Kunst ist das Mehrdeutige



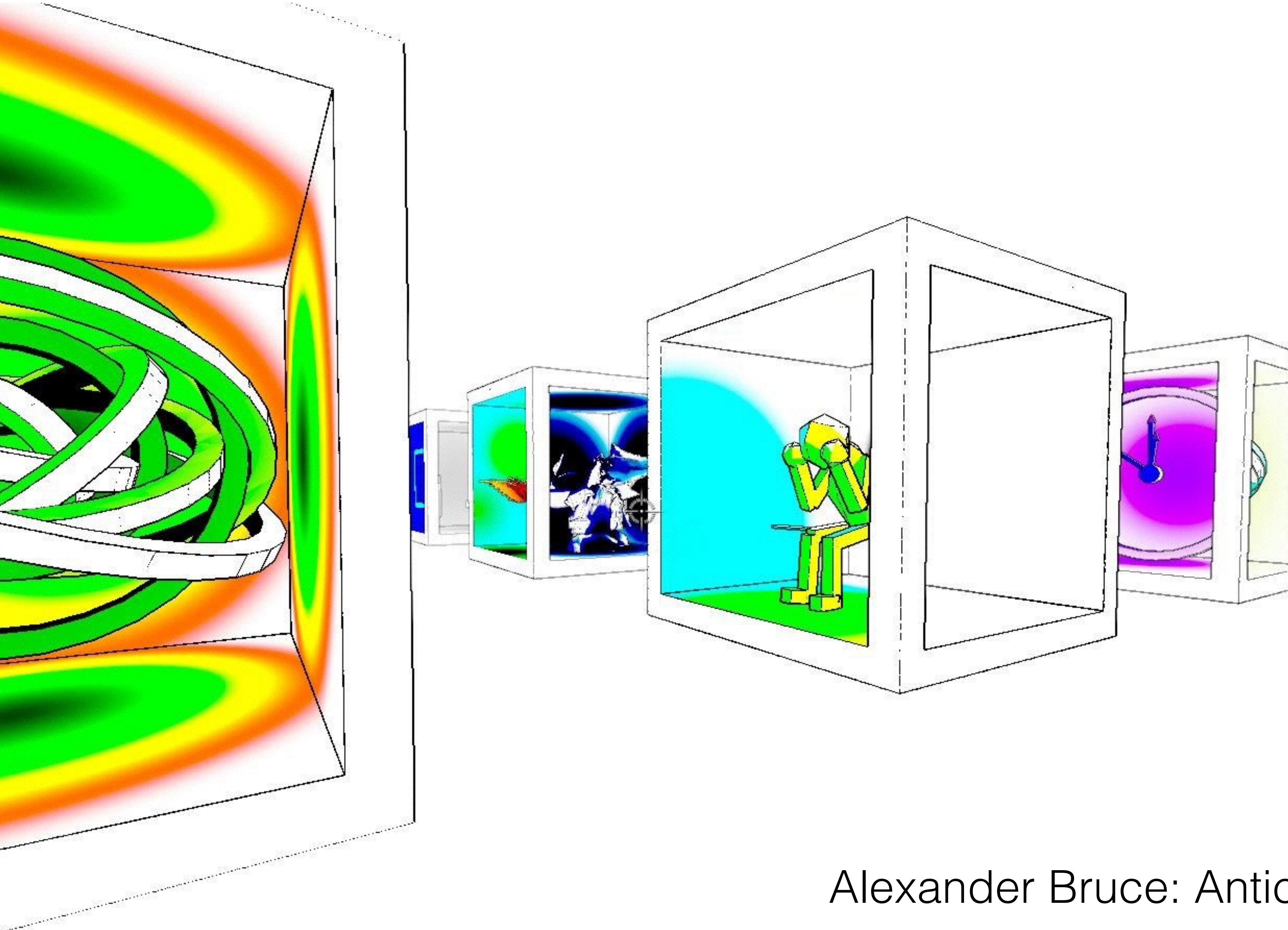


Molleindustria: Unmanned, 2012

<http://unmanned.molleindustria.org/>



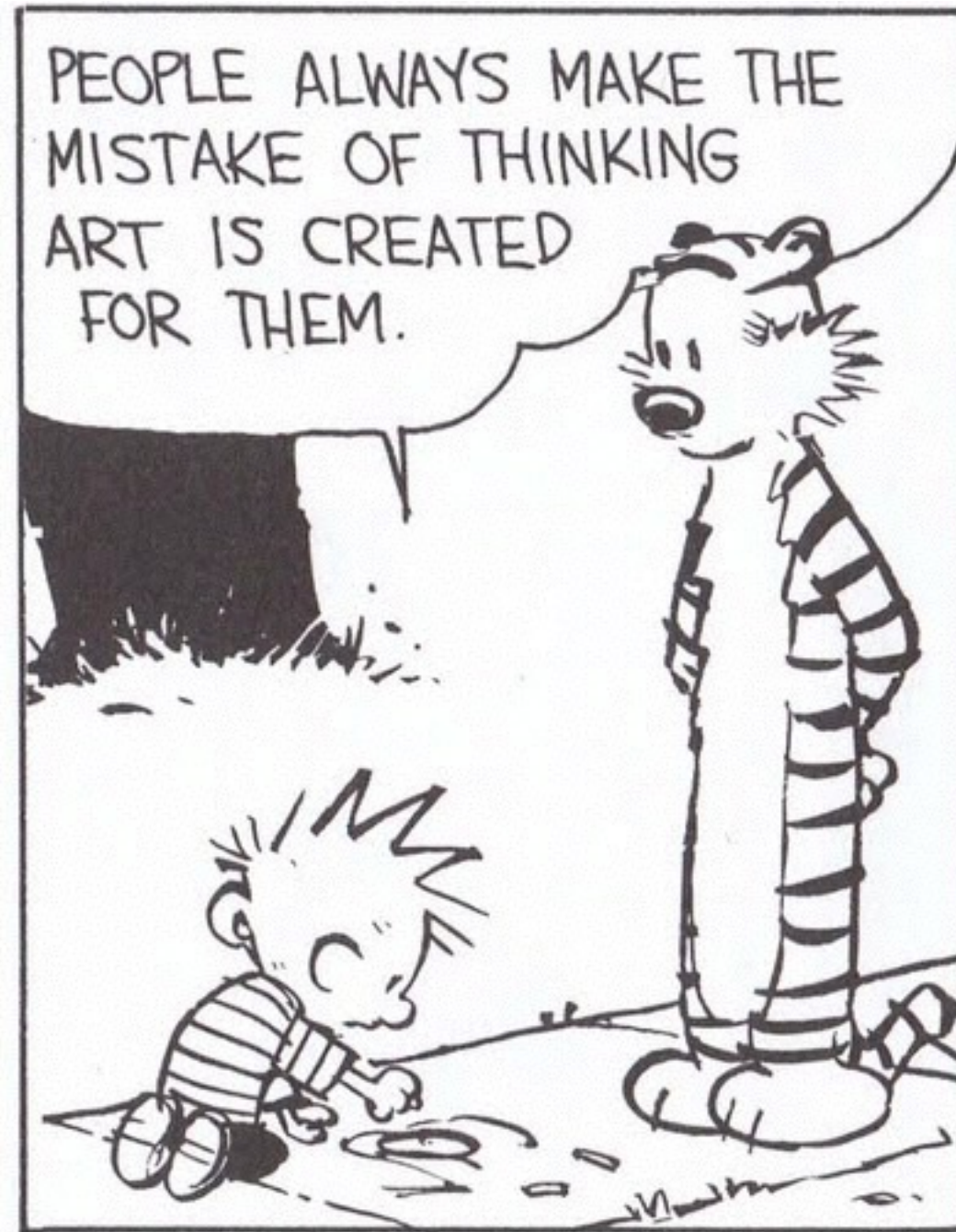
Tale of Tales: The Path, 2009



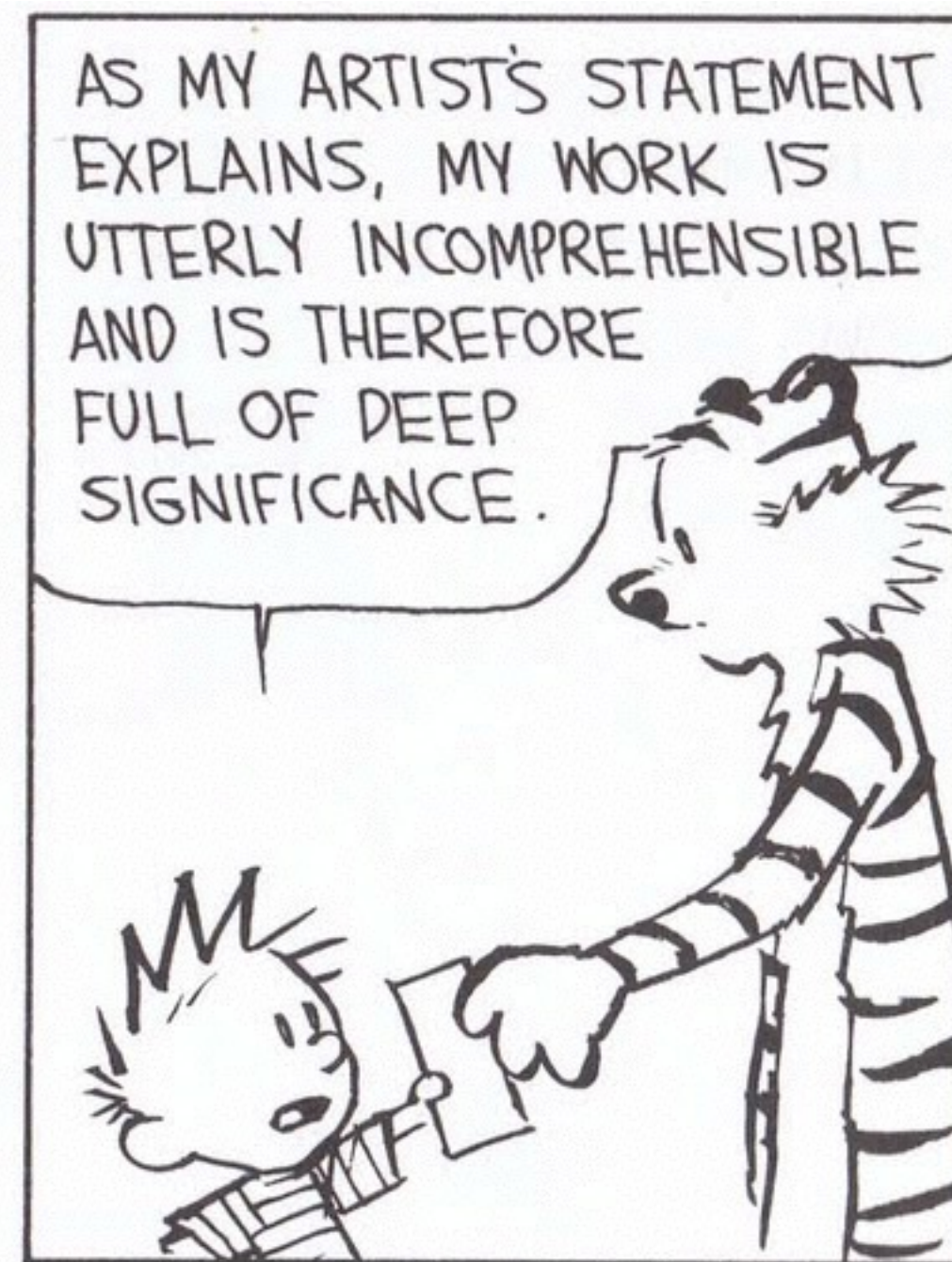
Alexander Bruce: Antichamber, 2013


Elitismus

Kunst ist, was _Du_ nicht verstehst.



BUT REALLY, ART IS A PRIVATE LANGUAGE FOR SOPHISTICATES TO CONGRATULATE THEMSELVES ON THEIR SUPERIORITY TO THE REST OF THE WORLD.





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.

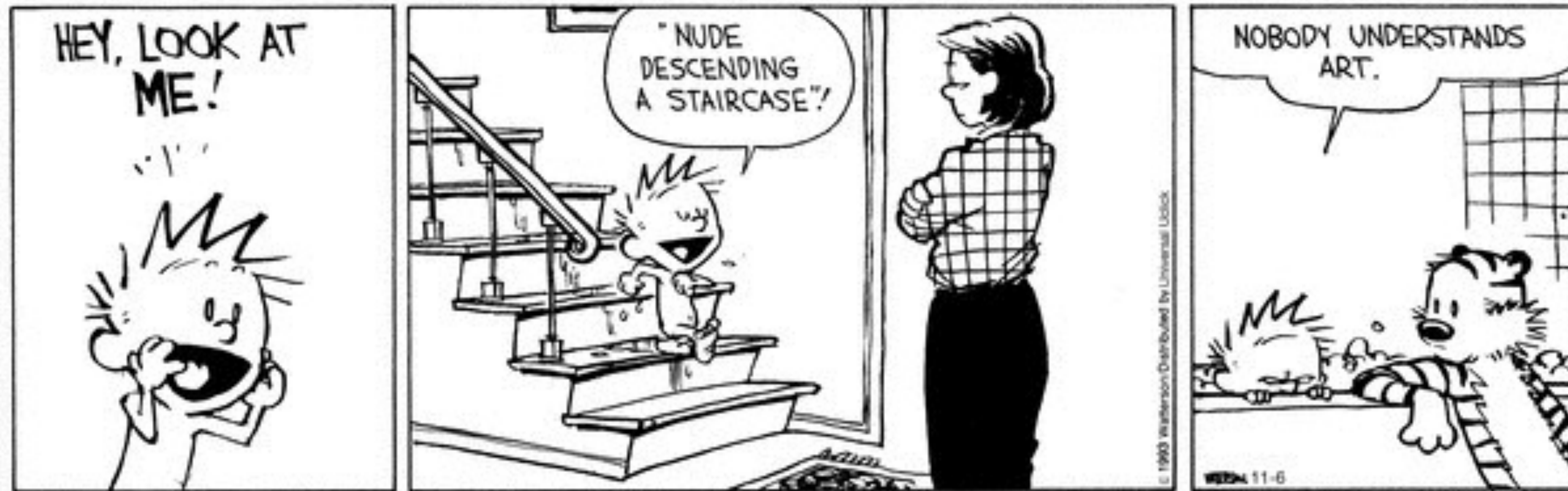
The Chinese Room: Dear Esther, 2012



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

Historizismus

Kunst hat Bezug zur Kunstgeschichte

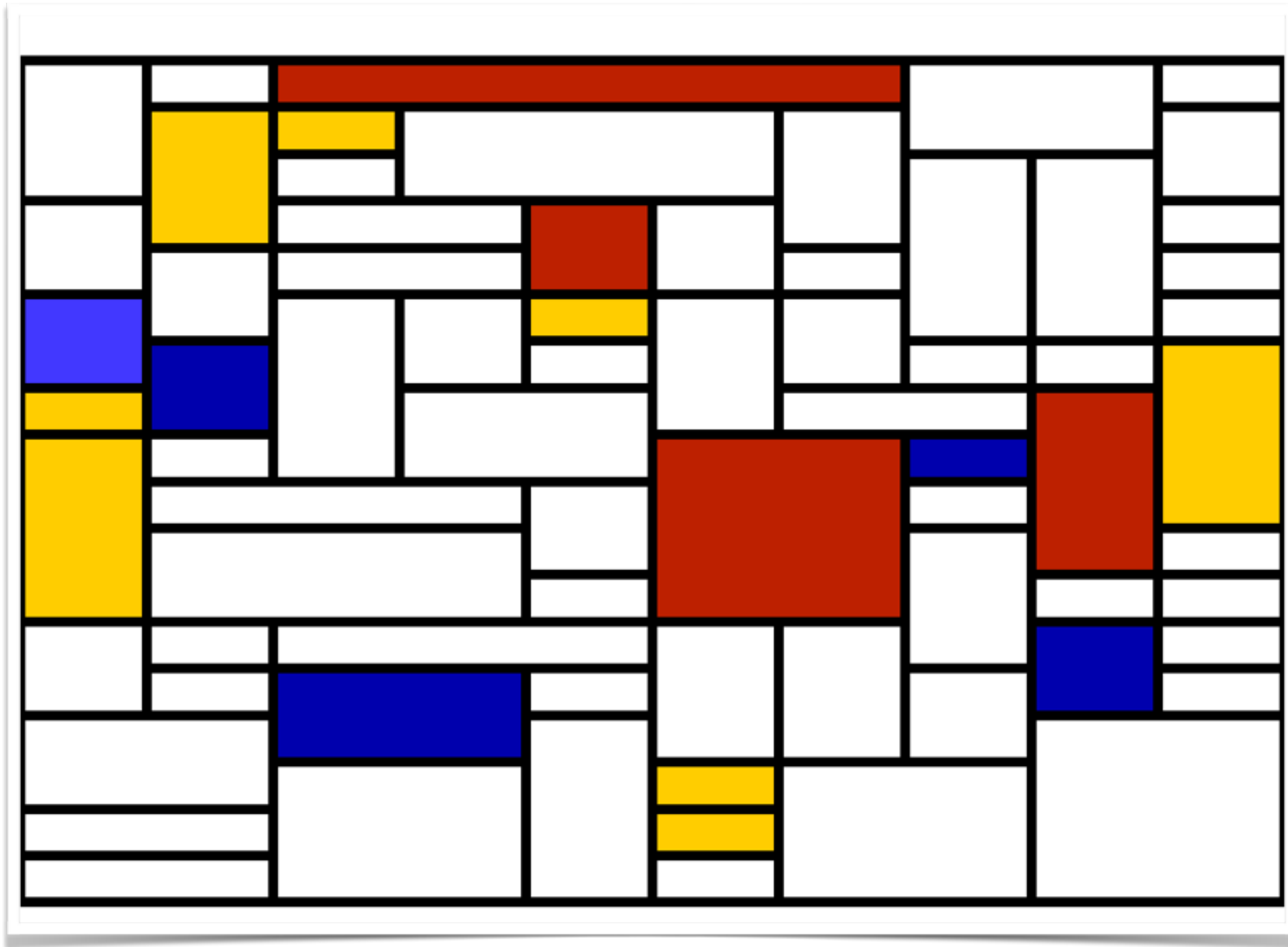




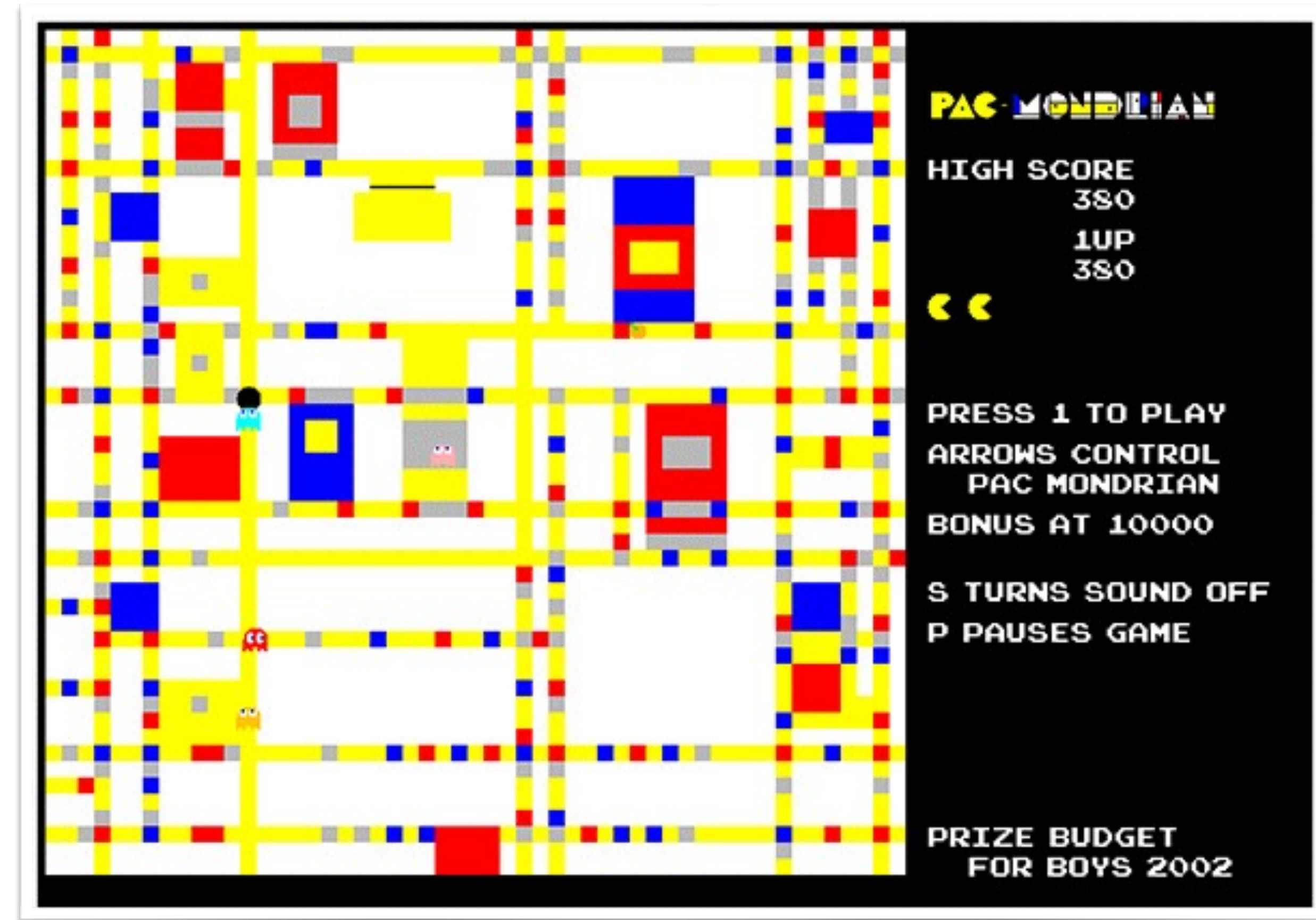
ICO

TM

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



Pac-Man



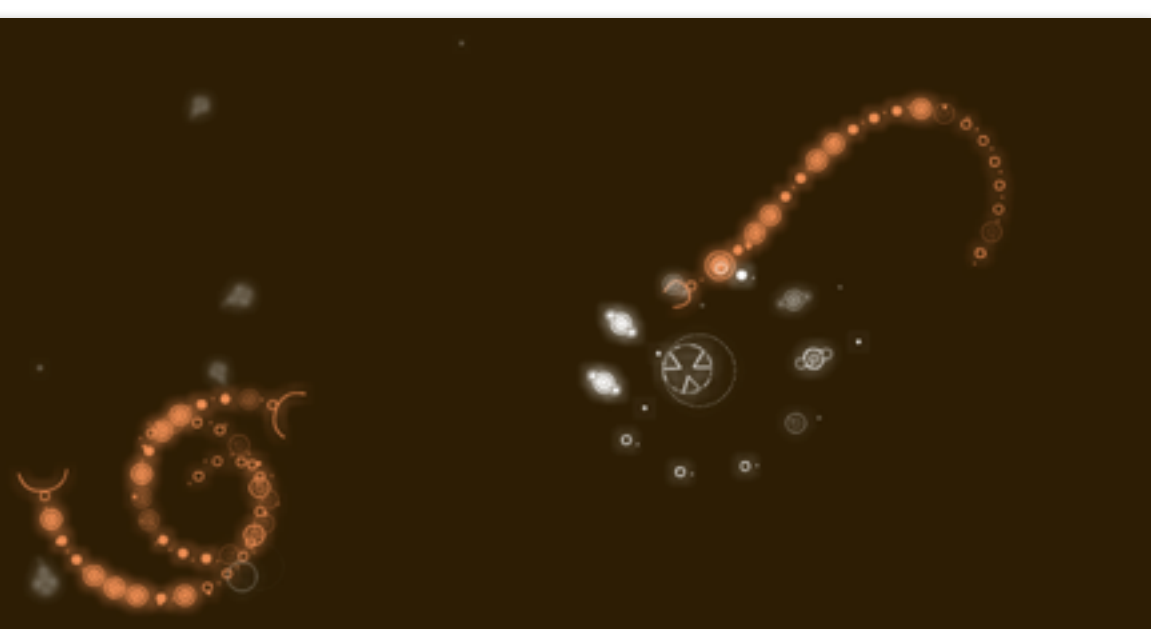
Portal



Eve Online



Dwarf Fortress



Flow



Tetris



Myst

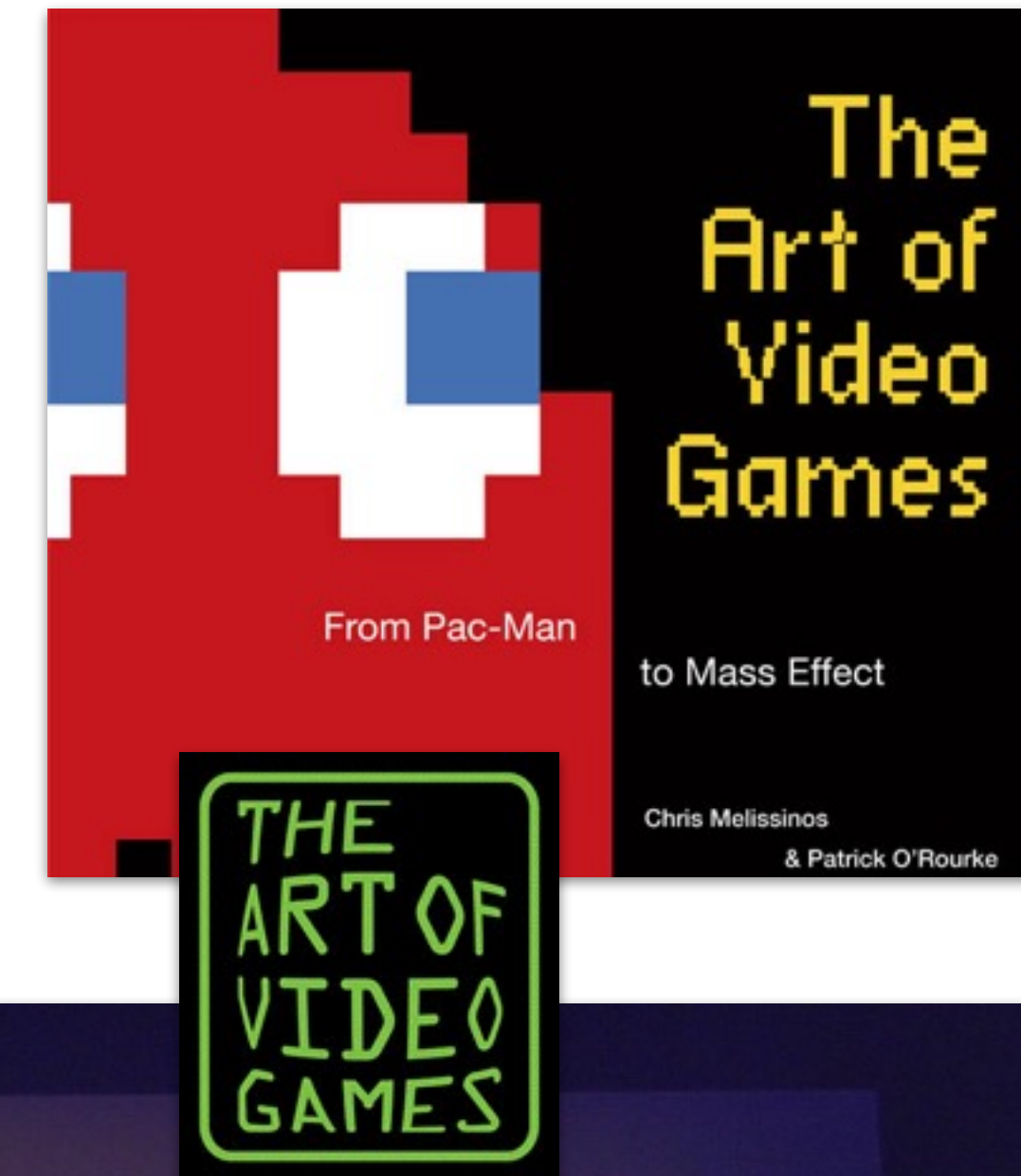


Sim City 2000



Canabalt

The Art of Video Games



Advances in Mechanics



Era 1: Start



Era 2: 8-Bit



Era 3: Bitwars



Era 4: Transition

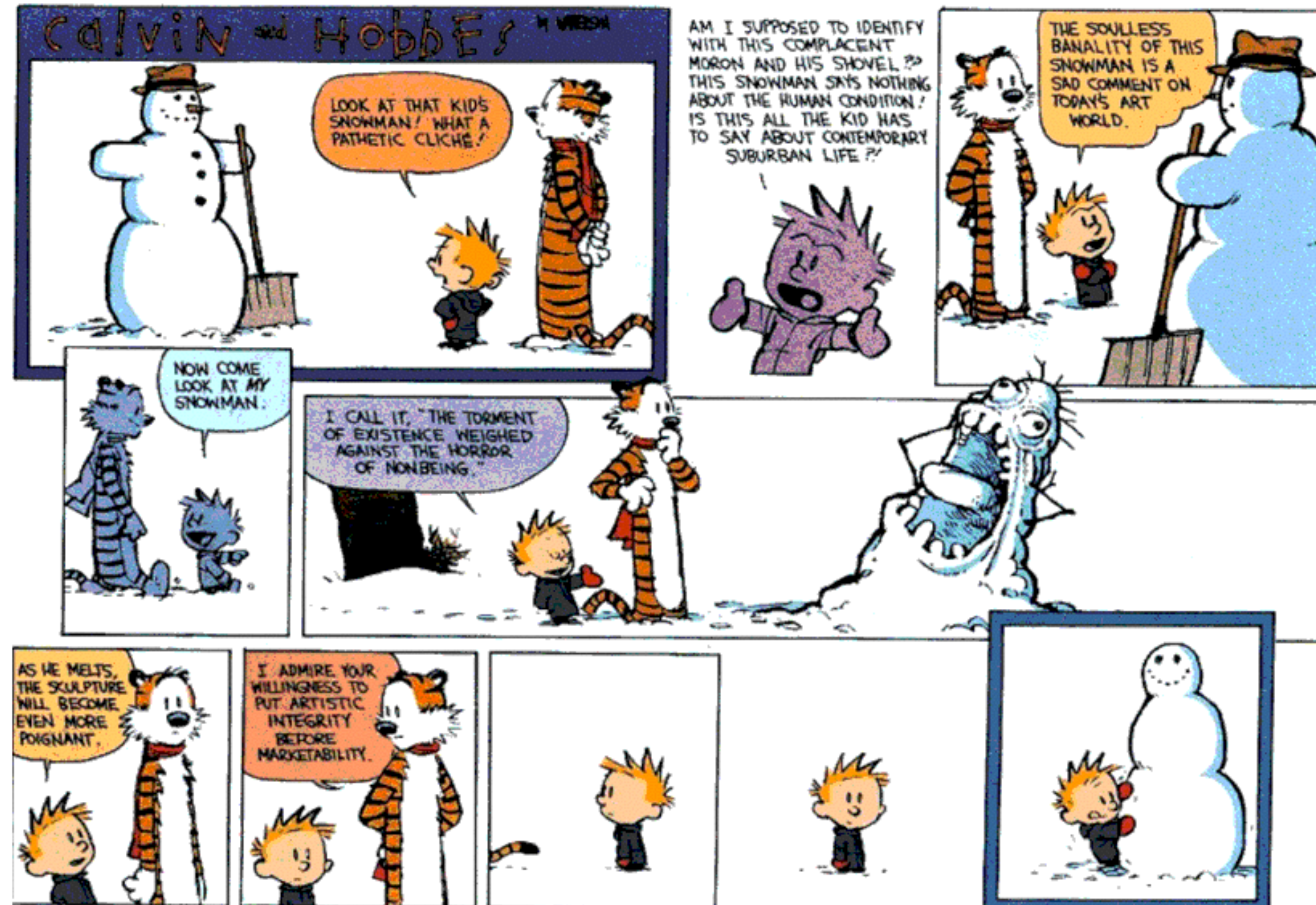


Era 5: Next Generation

http://www.wikiwand.com/en/The_Art_of_Video_Games

Ökonomische Theorie

Kunst ist, was auf dem Kunstmarkt hohe Preise erzielt.





grand theft auto V

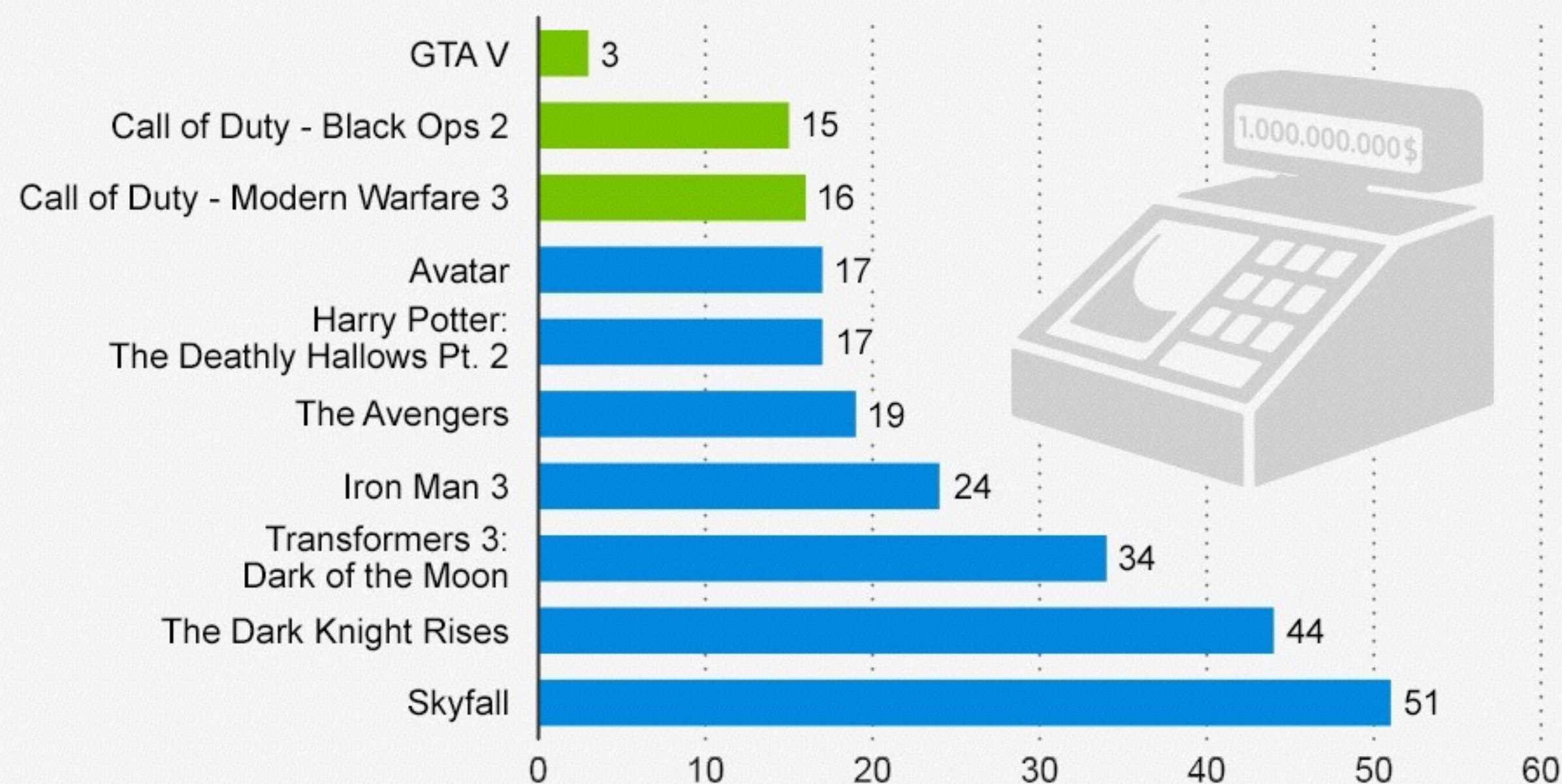


- Best-selling action-adventure videogame in 24 hours
- Best-selling videogame in 24 hours
- Fastest entertainment property to gross \$1 billion
- Fastest videogame to gross \$1 billion
- Highest grossing videogame in 24 hours
- Highest revenue generated by an entertainment product in 24 hours
- Most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

Marktwert

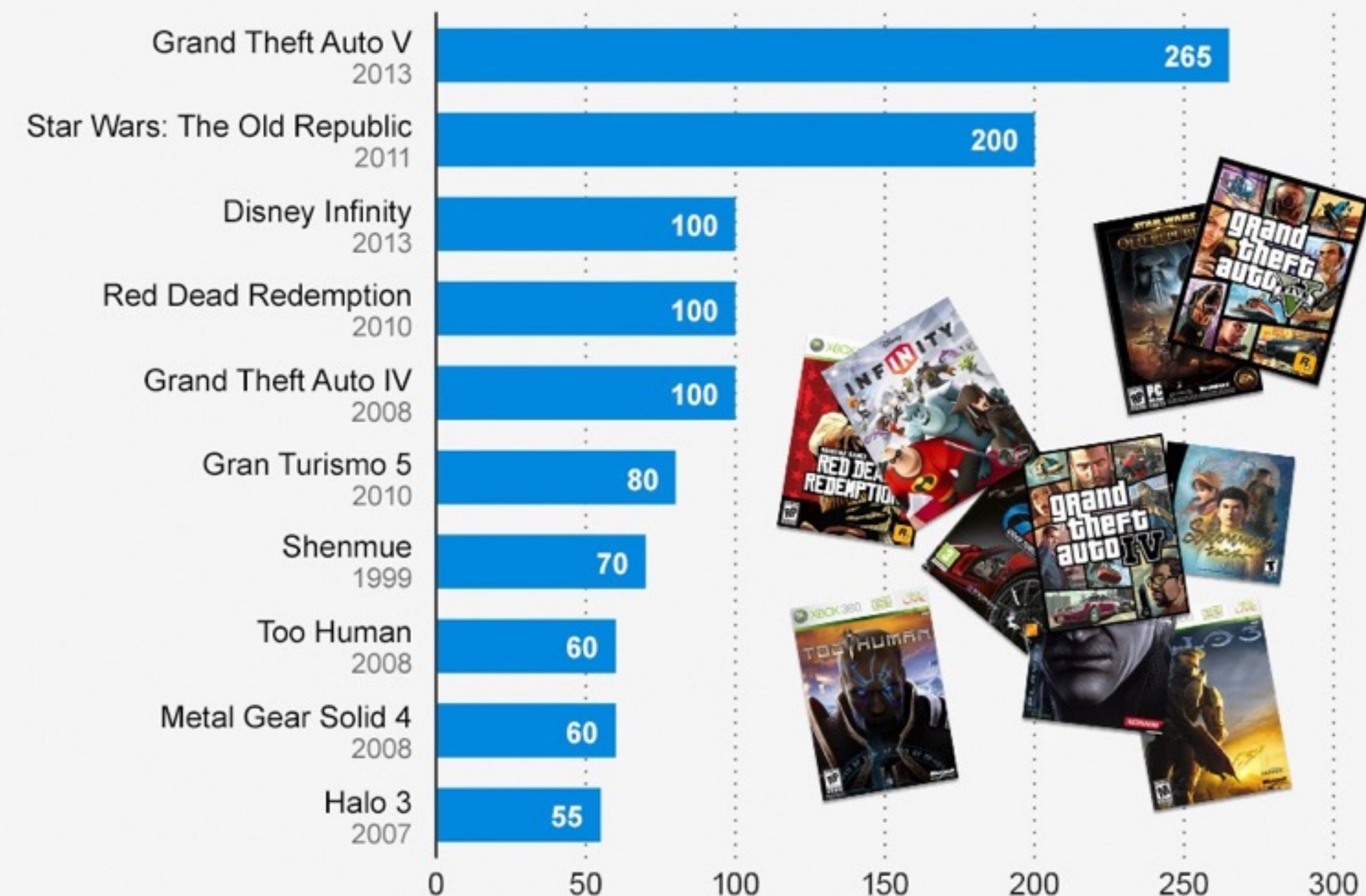
GTA V - von Null auf eine Milliarde in drei Tagen

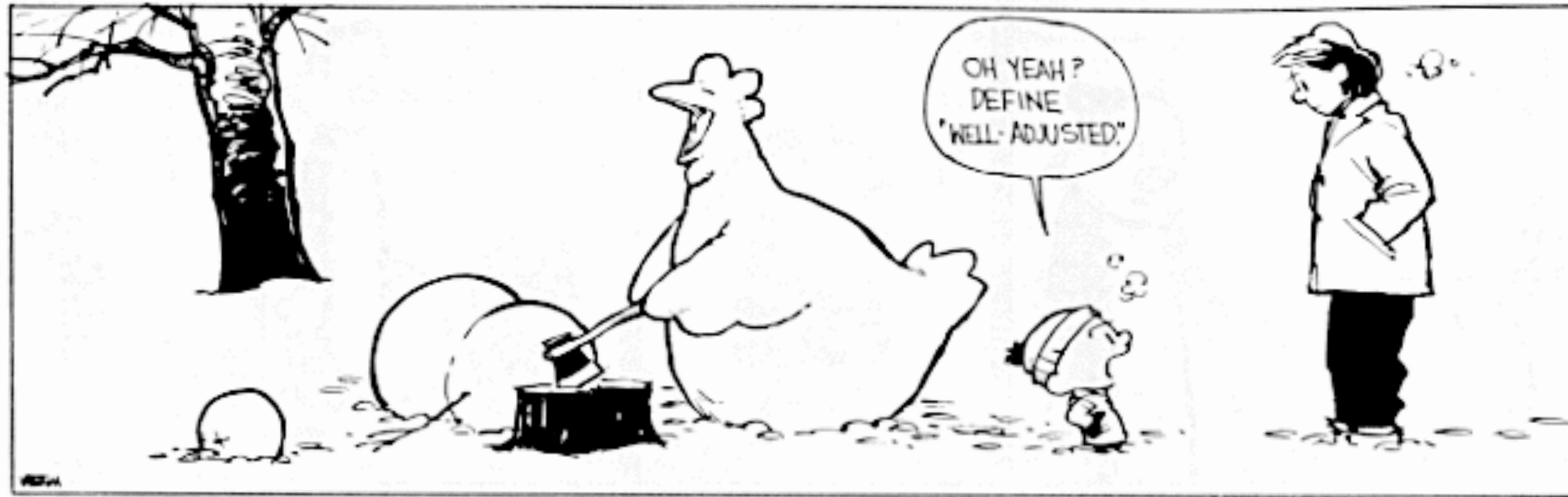
Anzahl der Tage bis zum Erreichen von 1 Mrd. \$ Umsatz bei ausgewählten Videospiele/Filmen



GTA V ist das teuerste Videospiel aller Zeiten

Geschätzte Entwicklungs- und Marketingkosten der 10 teuersten Videospiele (in Mio. US-Dollar)





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

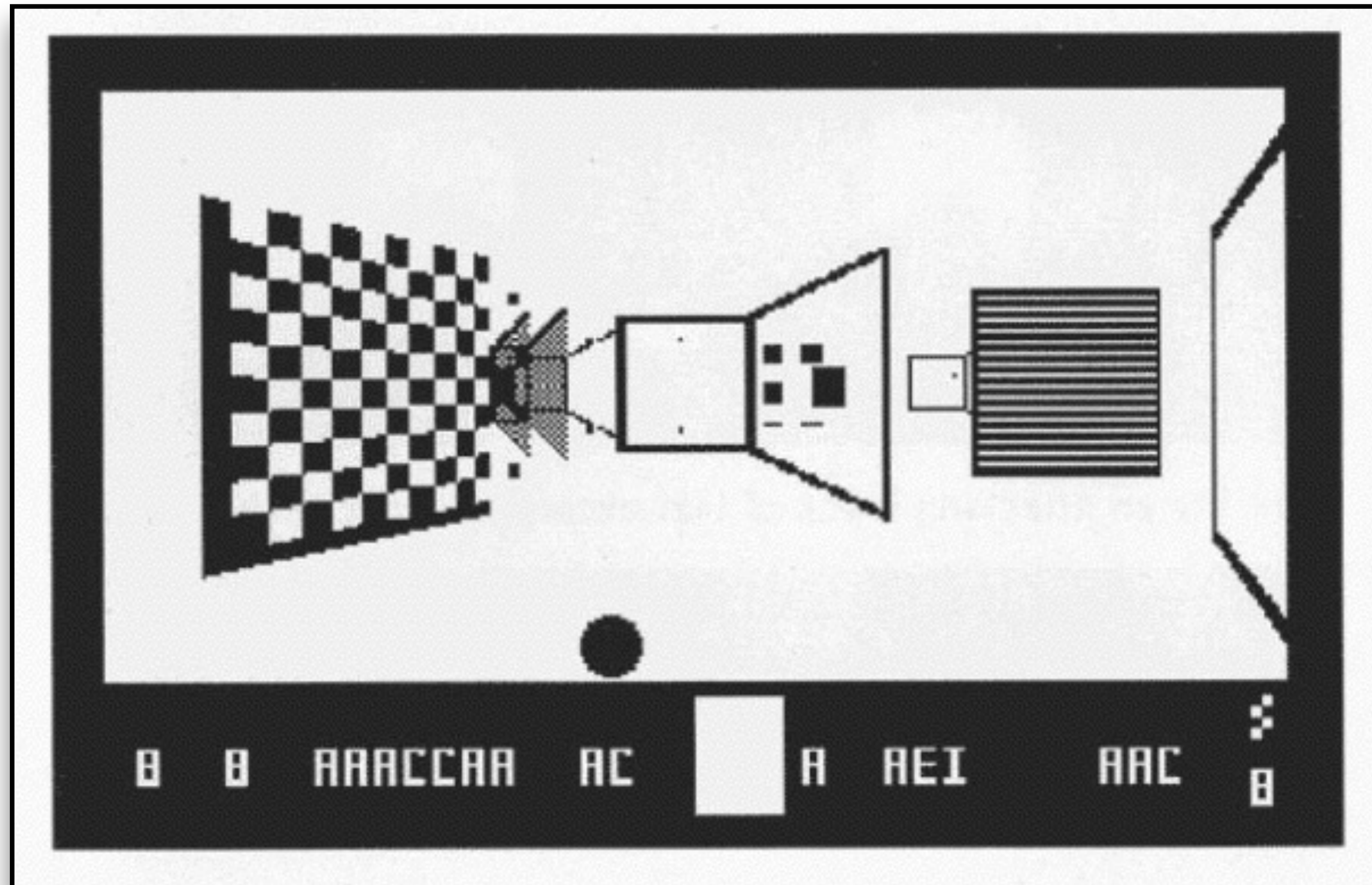
Deutsche Fassung, USK 18

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