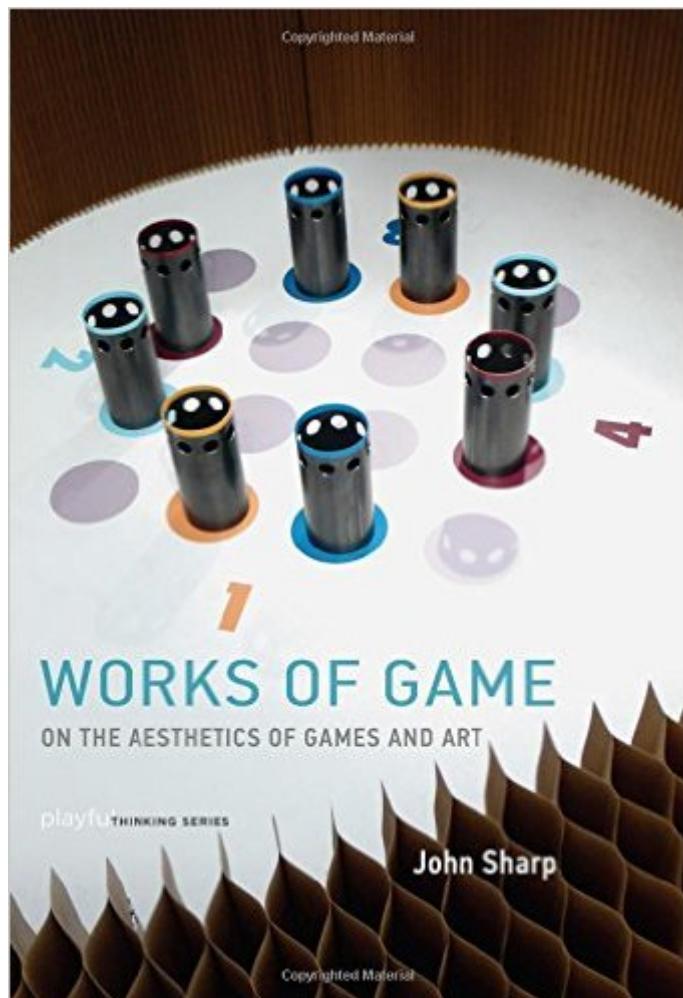


The book was found

Works Of Game: On The Aesthetics Of Games And Art (Playful Thinking)



Synopsis

Games and art have intersected at least since the early twentieth century, as can be seen in the Surrealists' use of *Exquisite Corpse* and other games, Duchamp's obsession with Chess, and Fluxus event scores and boxes -- to name just a few examples. Over the past fifteen years, the synthesis of art and games has clouded for both artists and gamemakers. Contemporary art has drawn on the tool set of videogames, but has not considered them a cultural form with its own conceptual, formal, and experiential affordances. For their part, game developers and players focus on the innate properties of games and the experiences they provide, giving little attention to what it means to create and evaluate fine art. In *Works of Game*, John Sharp bridges this gap, offering a formal aesthetics of games that encompasses the commonalities and the differences between games and art. Sharp describes three communities of practice and offers case studies for each. "Game Art," which includes such artists as Julian Oliver, Cory Arcangel, and JODI (Joan Heemskerk and Dirk Paesmans) treats videogames as a form of popular culture from which can be borrowed subject matter, tools, and processes. "Artgames," created by gamemakers including Jason Rohrer, Brenda Romero, and Jonathan Blow, explore territory usually occupied by poetry, painting, literature, or film. Finally, "Artists' Games" -- with artists including Blast Theory, Mary Flanagan, and the collaboration of Nathalie Pozzi and Eric Zimmerman -- represents a more synthetic conception of games as an artistic medium. The work of these gamemakers, Sharp suggests, shows that it is possible to create game-based artworks that satisfy the aesthetic and critical values of both the contemporary art and game communities.

Book Information

Series: Playful Thinking

Hardcover: 160 pages

Publisher: The MIT Press (March 6, 2015)

Language: English

ISBN-10: 0262029073

ISBN-13: 978-0262029070

Product Dimensions: 5.4 x 0.4 x 8 inches

Shipping Weight: 10.4 ounces (View shipping rates and policies)

Average Customer Review: 3.0 out of 5 starsÂ See all reviewsÂ (1 customer review)

Best Sellers Rank: #687,041 in Books (See Top 100 in Books) #165 inÂ Books > Arts & Photography > Other Media > Video Games #1992 inÂ Books > Humor & Entertainment > Puzzles

Customer Reviews

Not a lot of effort put into the overall intention of this book - reading through it feels like a pastiche of barely related blog posts. You are better off watching Jonathan Blow's lectures on games than reading this book which is clearly influenced by Blow's lectures while not openly crediting Blow (which I found to be slightly offensive). That being said, it does cover a range of strange contemporary art related game pieces that would be hard to find out about anywhere else, and for that I do have to lend some credit.

[Download to continue reading...](#)

Works of Game: On the Aesthetics of Games and Art (Playful Thinking) 101 Movement Games for Children: Fun and Learning with Playful Movement (SmartFun Books) Aesthetics, Method, and Epistemology (Essential Works of Foucault, 1954-1984, Vol. 2) Horse Games & Puzzles: 102 Brainteasers, Word Games, Jokes & Riddles, Picture Puzzlers, Matches & Logic Tests for Horse-Loving Kids (Storey's Games & Puzzles) Wee Sing Games, Games, Games Chinese Brushwork in Calligraphy and Painting: Its History, Aesthetics, and Techniques (Dover Fine Art, History of Art) An Illustrated History of 151 Video Games: A detailed guide to the most important games; explores five decades of game evolution The Aesthetics of Power: Essays in the Critical History of Art (Cambridge Studies in New Art History and Criticism) Art Lab for Little Kids: 52 Playful Projects for Preschoolers (Lab Series) Tangle Art and Drawing Games for Kids: A Silly Book for Creative and Visual Thinking Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design The Lighting Art: The Aesthetics of Stage Lighting Design (2nd Edition) Aesthetics: An Introduction to the Philosophy of Art (Oxford Paperbacks) Art in Motion, Revised Edition: Animation Aesthetics Aesthetics of Interaction in Digital Art (MIT Press) Puzzles about Art: An Aesthetics Casebook

[Dmca](#)