THE ART OF VIDEO GAMES

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Links and resources you may find helpful

Smithsonian Museum of Art Exhibition

http://americanart.si.edu/exhibitions/archive/2012/games/artists/

Videos for an Awesome start:

Video Games ARE Art

http://www.youtube.com/watch?v=BeaBbxrVMzMBfeature=related

Smithsonian Exhibition Trailer

• The output of passion love and art ... Chris Melissinos
  http://www.youtube.com/watch?v=7gXrCEzuAi5feature=relmfu

• Video games: Beginnings from exhibition video With Nolan Bushnell
  http://www.youtube.com/watch?v=lHF-jzPLmg&feature=relmfu

• Video Games and the Narrative
  http://www.youtube.com/watch?v=uywbLpzyyP8feature=relmfu

• The art of Video Games: Inspiration
  http://www.youtube.com/watch?v=5Ib8QFeQJ00feature=relmfu

• the art of video games as featured on CBS
  http://www.youtube.com/watch?v=gUR1X9WksFQfeature=related

• A Collection of videos form the Smithsonian exhibit:
  http://www.youtube.com/playlist?list=PLBC8C4A4ECCE64C9B&feature=view_all

FROM TED TALKS (here are just a few; the blogs have lists of videos)

http://blog.ted.com/9-great-talks-to-watch-for-video-games-day/


http://www.ted.com/talks/jane_mcgonigal_gaming_can_make_a_better_world.html Games like World of Warcraft give players the means to save worlds, and incentive to learn the habits of heroes. What if we could harness this gamer power to solve real-world problems? Jane McGonigal says we can, and explains how.

http://www.ted.com/talks/david_perry_on_videogames.html Game designer David Perry says tomorrow’s videogames will be more than mere fun to the next generation of gamers. They’ll be lush, complex, emotional experiences -- more involving and meaningful to some than real life.

http://www.ted.com/talks/paola_antonelli_why_i_brought_pacman_to_moma When the Museum of Modern Art’s senior curator of architecture and design announced the acquisition of 14 video games in 2012, “all hell broke loose.” In this far-ranging, entertaining, and deeply insightful talk, Paola Antonelli explains why she’s delighted to challenge preconceived ideas about art and galleries, and describes her burning wish to help establish a broader understanding of design.

https://www.youtube.com/watch?v=RTJUrJ44kew Andy Roberts make the case that we need to start talking and thinking differently about video games if we are to capitalize on their unique version of storytelling