

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=BeaBbxrVMzM&feature=related>

Smithsonian Exhibition Trailer

- The output of passion love and art ... Chris Melissinos
<http://www.youtube.com/watch?v=7gXrCEzuAis&feature=relmfu>
- Video games: Beginnings from exhibition video With Nolan Bushnell
http://www.youtube.com/watch?v=LHF-jzPL_mg&feature=relmfu
- Video Games and the Narrative
<http://www.youtube.com/watch?v=uywbLpzyyP8&feature=relmfu>
- The art of Video Games: Inspiration
<http://www.youtube.com/watch?v=5Ib8QFeQJ00&feature=relmfu>
- the art of video games as featured on CBS
<http://www.youtube.com/watch?v=gUR1X9WksFQ&feature=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://blog.ted.com/finding-the-meaning-in-video-games-yes-they-have-value-beyond-entertainment-and-self-improvement/>

http://www.ted.com/talks/lang/en/gabe_zichermann_how_games_make_kids_smarter.html Can playing video games make you more productive? **Gabe Zichermann** shows how games are making kids better problem-solvers, and will make us better at everything from driving to multi-tasking.

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=RTJUJ44kew>

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