Contents

Acknowledgements — V

Introduction —— 1	
	Writing on Games and Art —— 5
	Video Games: Play versus Narrative — 7
	What Art is (Not)? —— 9
	Communication-Oriented Analysis: The Entanglement of Player and Character —— 12
	Some Remarks on Other Terminology —— 16
	Bibliography — 16
	bibliography — 10
1	Artists and Developers: The Utilitarian-Inspirational Domain — 20
	Game Art —— 28
	Art Games —— 31
	Game Art Revised —— 34
	Bibliography —— 40
2	Curators and Visitors: The Practical-Consensual Domain —— 44
	To the Museums —— 47
	Exhibiting Interactive Performances —— 51
	Preserving Video Gaming —— 57
	Bibliography —— 59
3	Legislators and Politicians: The Juridical-Political Domain —— 62
	Forbidden Games —— 64
	Degenerate Video Games — 70
	Bibliography — 73
4	Thinkers and Doubters: The Theoretical-Conceptual Domain — 76
	Artist Theory Versus Intentional Fallacy — 77
	Interactivity and Player Agency versus Narrativity — 79
	Conveying Existential Notions —— 82
	More Ludus than Narratio —— 84
	Commercialism or L'art pour l'art — 90
	Children's Toys and Moral Panic —— 93
	Bibliography —— 96

Conclusions —— 100

Communicating Games — 100
(Dis)qualifying Art — 103
(Re)defining Art — 105
(Re)playing Art — 106
Bibliography — 108

Index of Video Games --- 111

Index of Authors ---- 113