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**

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**

Bibliografische Informationen
https://d-nb.info/1256712914

digitalisiert durch DEUTSCHE NATIONAL BIBLIOTHEK

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