Abstract

This text is the result of an international research project entitled "artistic and aesthetic perceptions among communication students from the Universities of Medellin and Colima, in regards to visual images of video games". The objective of the project is to provide an analysis of the historical and social contexts in which images are perceived as a means to express and characterize the artistic and aesthetic values of the videogames, and to support a new interpretation and significance of such values. The text entails an overview of previous research about video games and their relation to art and aesthetics, and the work of contemporaneous artists who have embraced video games as a mean to express ideas, thoughts and feelings, particularly by intervening or recreating commercial video games or by developing their own creations. Similarly, starting from aesthetic theories, it covers the concept of visual image in commercial video games as an evidence of artistic and aesthetic expressions. Among its main conclusions, the text suggests the necessity of including in academic programs spaces for the discussion and analysis of video games as a new cultural product. Furthermore, it stands for the necessity to increase research about video games in the fields of art, communication and education, and their understanding as an instrument for the generation of aesthetic experiences.

Keywords

Video Games, Art, Aesthetics