

Why video games are art

Art is something that has been with humanity since its very inception. It has fundamentally been the same, something that makes you feel lost in its depth and beauty.

From cave paintings to the works of Ravi Varma, from Thyagaraja to the green day, art has always been an escape. However new forms of art are never welcome in society. The older ones have always feared the new forms of art...

Of let me give you an example

In the 4th century BC Aristotle wrote that the younger generation was incredibly lazy, and think that they know everything and was quite sure about it.

On march 21st 1862 Henry Shrimpton gave a lecture in 35 schools about the dangers of novels, in it he said that these novels were ok if they reinforced some morals, but the circulation of novels was doing "most serious harm to the moral feeling of people".

On April 1st 1913, The Evening Telegraph and Post published "In this strenuous times, when everybody is in a mania to attain wealth and possession, we no longer have time to reflect with deliberation and develop our skills of conversation". The article also said "There is no longer a need to convey thought by spoken word as there was formally".

You see the trend here.....

Every generation hates whatever the next generation does. And nearly everyone has latched onto one thing to hate about our generation. VIDEO GAMES

Video games are a true form of art they are an amalgamation of music, visual art, architecture, storytelling and the pure ingenuity of designing something truly immersive. Every tree, every character, every speck of grass that you see in a video game was meticulously designed by people. The