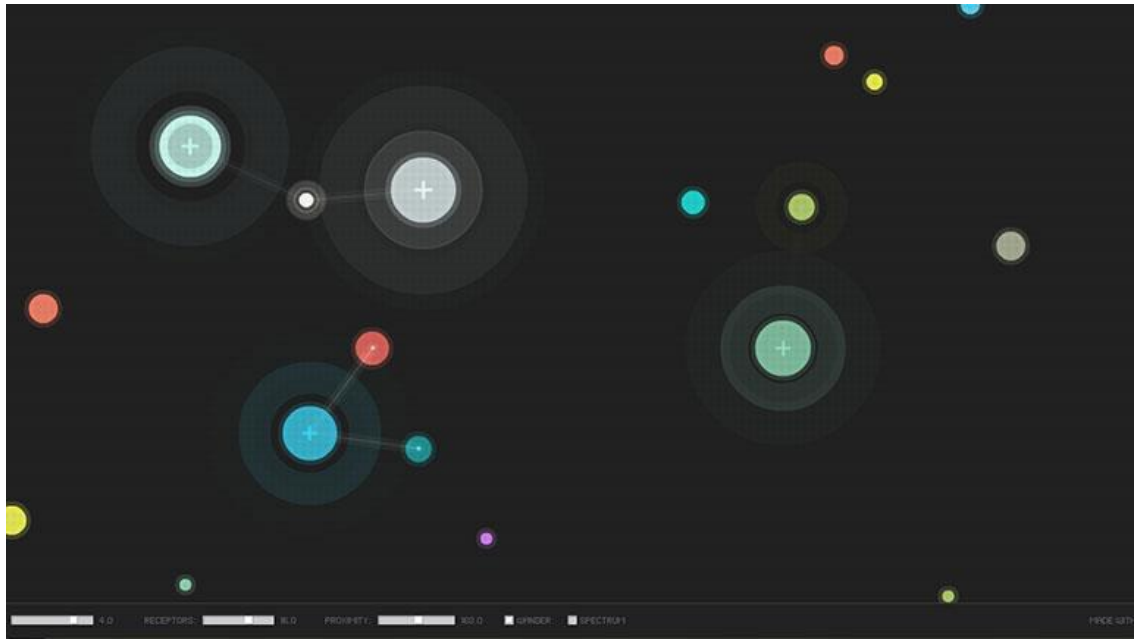
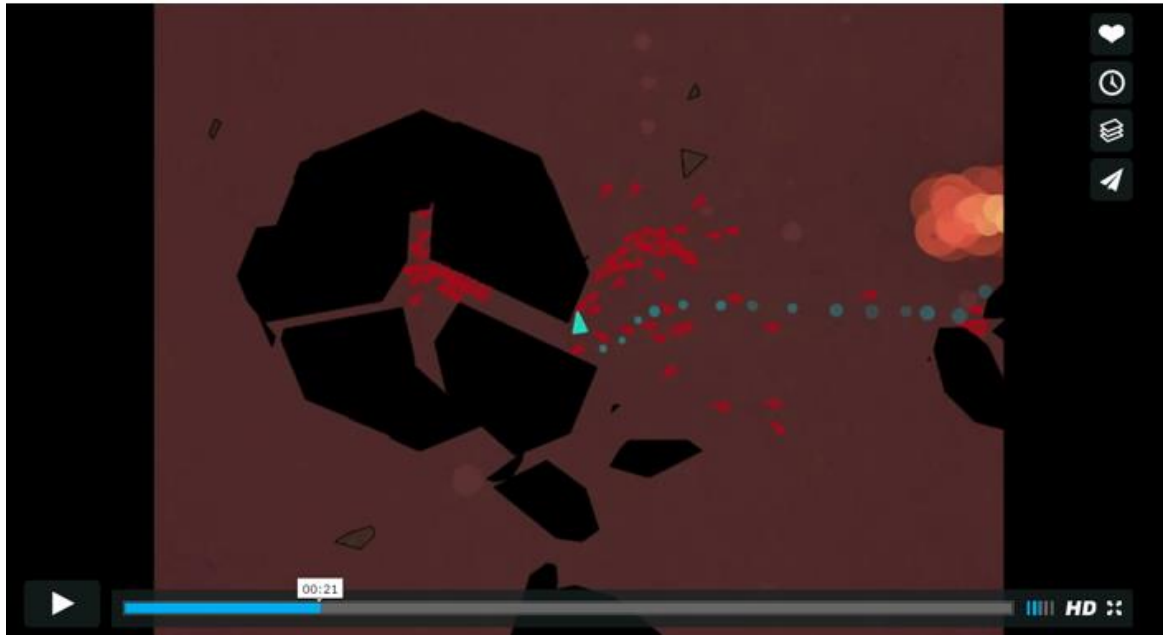
Clean Sea: Process

Gabriela Araiza | Des 157 | Winter 2016

Comparative Analysis



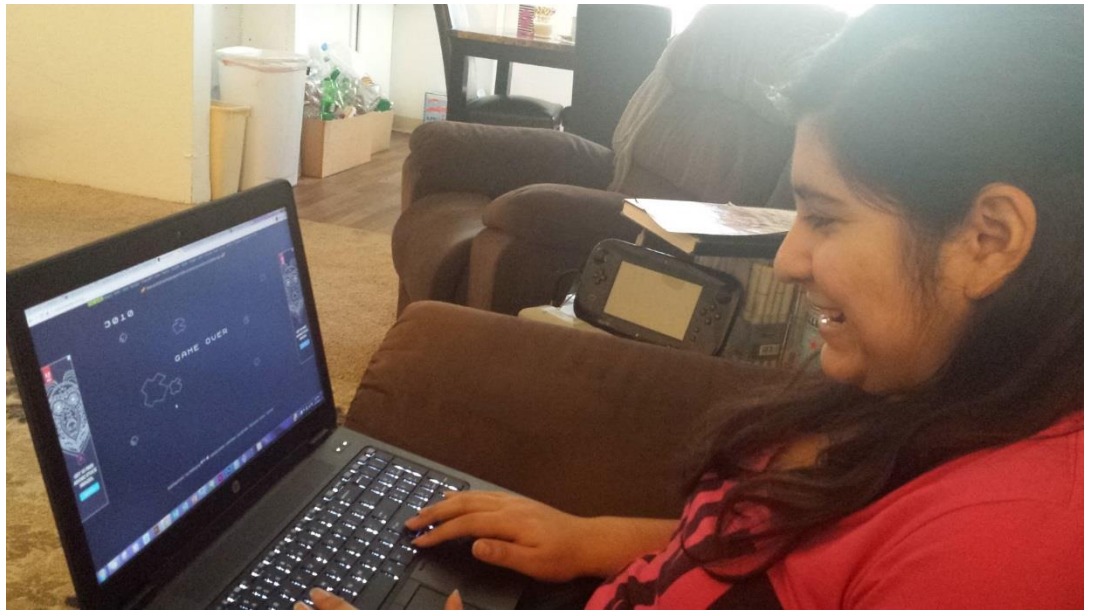


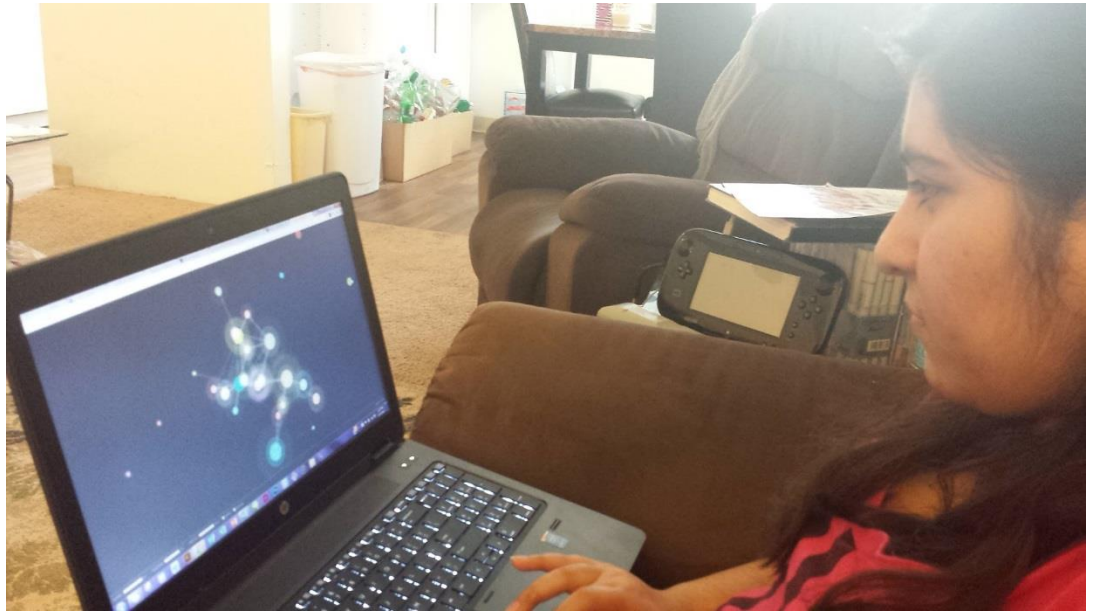
Topic

Prove that games can be art.

Need Finding

- Needs a story line to make people reflect
- Needs to let user pause and start
- Needs a main menu
- Needs instructions to play
- Needs to have a goal
- Needs a sense of challenge or competition
- Needs to have options visible, but not distracting
- Needs to have clean code
- Needs visuals that are engaging but not overwhelming
- Needs to be intuitive





ISEA Application + Research

Basically, how games can be considered art, because art is all about interpretation and interaction with the piece. The only difference with games is that you choose and experience them in so many different ways that it is giving the power of the interaction to the player. By invading art spaces, museums, you can also prove that it is just a more engaging way to interact.

Games: Invading "Art Spaces"

Gabriela Araiza
University of California, Davis
https://www.behance.net/gabriela_araiza

Abstract

The appeal to playability in games often lowers the artistic value in the mind of critics. The backgrounds and screenshots of the game are not demoted of artistic value, but when play is added that art is usually cast aside. This interactivity is what makes the game less artistic in value, but the notion of art itself revolves around interaction and interpretation. Game interaction, in turn, is just another way of experiencing art.

Interaction as Art?

The legitimization of video games as a form of art reveals two opposing side that do and do not consider them as a piece of artwork. Although some critics agree that video game graphics are a form of art of it in themselves they do not believe that the video game as a whole is a form of art. [1] The act of going through the game and playing takes away the artistic aspect of it. In a way though, art is supposed to be experienced and is supposed to be taken in through the eyes of different experiences and interpretations. [2] The argument that players are only playing for the action or gameplay, overgeneralizes the situation in it of itself. Some people do play games solely for competition, however, there is also the immersion that is created through the graphics, writing and programming.

If a person looks at something, takes a picture of it or takes an already man-made object and calls it art, is it really so? The man-made object as itself is not called art, until the artist puts it through an artistic lens and interprets it as art. It is that interpretation that makes it an art piece not, necessarily the mere existence of it. The playability and interaction is what makes moves the person through all the writing, the plot lines, and the different animation frames, the renderings and makes it into an experience, but an experience that is controlled by the player. [3] Games like Okami, which is inspired by Japanese brush strokes, requires the user to fully complete the entire aesthetic. [4] The game maker provides the game, but it is then the player who has to open it up and immerse themselves in it.

Fig 1. *Okami*, 2006, Clover Studio, Game, Okami Wiki. NA, February 11, 2016.
http://okami.wikia.com/wiki/Celestial_Brush

Invading "Art Spaces"

My proposal to close this gap, is by creating an interactive game that doubles as an art piece. The game would have still have an interesting interface that attracts the player, but it will also have a social message that makes them reflect. The second component would be to place it in a museum. By invading the space of those that don't consider games to be a "true art," it becomes an aggressive statement in itself.

Conclusion

Without gameplay there is no game and without a game there is no gameplay. Art is supposed to provide an experience and the fact that the user can control their experience does not take away from its legitimacy as an art form.

References

1. Moriarty, Brian. "It's Becoming Harder to Deny Video Games 'Art' Status." *Time*. Time, 22 Sept. 2015, accessed January 20, 2016, http://time.com/4038821/brian-moriarty-are-video-games-art/
2. Gee, James P. "Why Game Studies Now? Video Games: A New Art Form." *Games and Culture*, Vol. 1, No. 01 (2006): 58-61.
3. Mellenos, Chris. "Video Games Are the Most Important Art Form in History." *Time*. Time, 22 Sept. 2015, accessed January 20, 2016, http://time.com/4038820/chris-melissinos-are-video-games-art/
4. Ochalla, Bryan. "Are Games Art? (Here We Go Again...)." *Gamasutra*. N/A, 16 Mar. 2007, accessed January 20, 2016, http://www.gamasutra.com/view/feature/130113/are_games_art_here_we_go_.php?print=1

ISEA Submission

ISEA2016 Hong Kong

OpenConf Peer Review & Conference Management System

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Submission

Thank you for your submission. Your submission ID number is 642. Please write this number down and include it in any communications with us.

Below is the information submitted. We have also emailed a copy to the submission contact. If you notice any problems or do *not* receive the email within 24 hours, please contact us.

Submission ID: 642

Title: Games: Invading Art Spaces

Submission type: Artist talk / work-in-progress presentation

Topic(s): Game Over - Play Again Y/N

Author 1:
First Name: Gabriela
Last Name: Araiza
Organization: University of California, Davis
Department/Division: Department of Design
Country: United States
Email: gaby.araiza2012@gmail.com

Contact Author: Author 1

Alternate Contact: garaiza@ucdavis.edu

Unaffiliated or student author: Full-time student

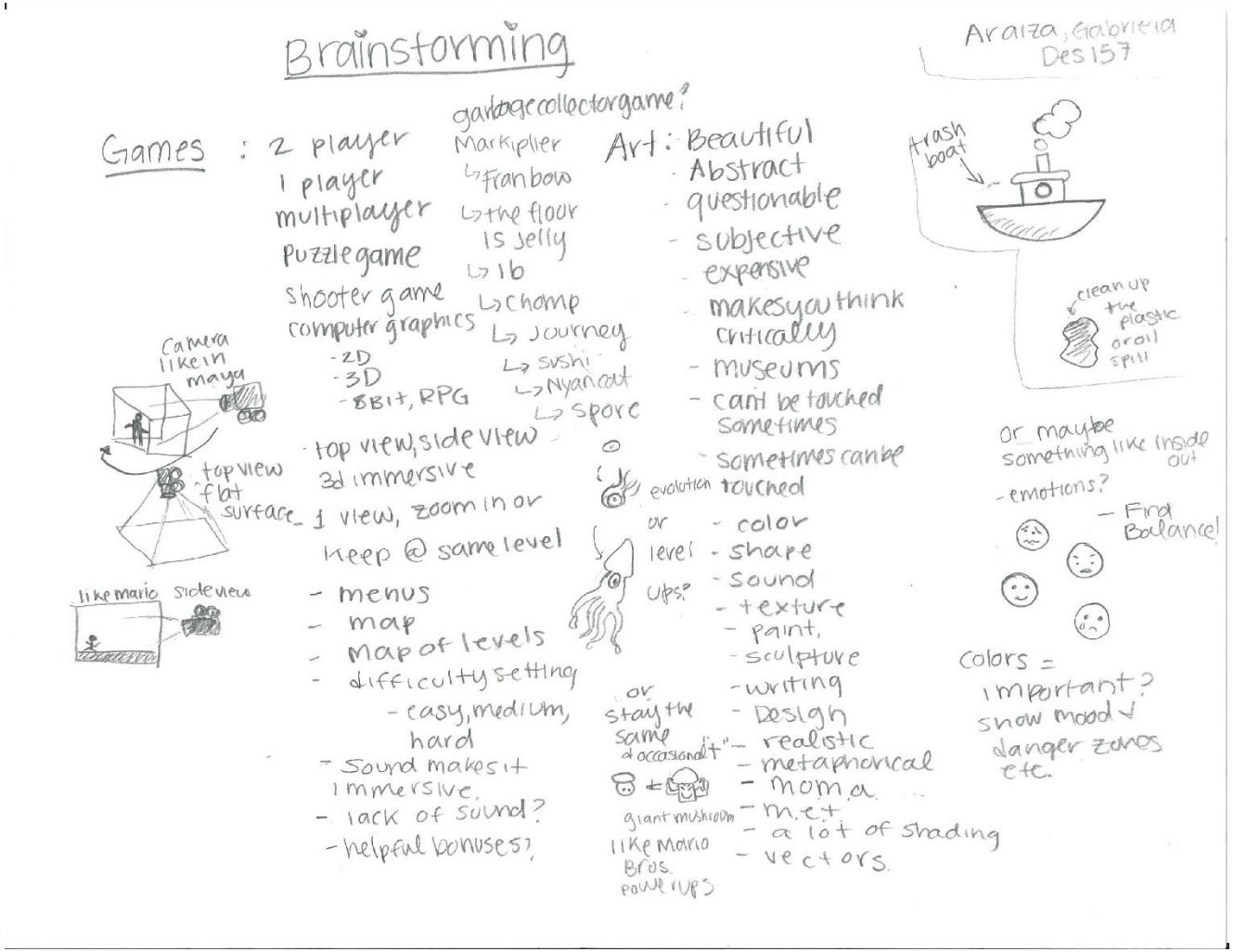
Keywords: games art interaction

Submission checklist:
- This submission has been formatted according to <a href="https://isea2016.scm.cityu.edu.hk/doc/ISEA2016HK_template.docx">ISEA2016HK submission template</a>
- The citation style in this submission is in line with <a href="https://isea2016.scm.cityu.edu.hk/doc/ISEA2016HK_editorial_standards.docx">ISEA2016HK Editorial Standards</a>
- The length of this submission is appropriate to the selected submission type.
- This submission has / has not been anonymised, according to the submission type

Comments: This is a W.I.P. project.

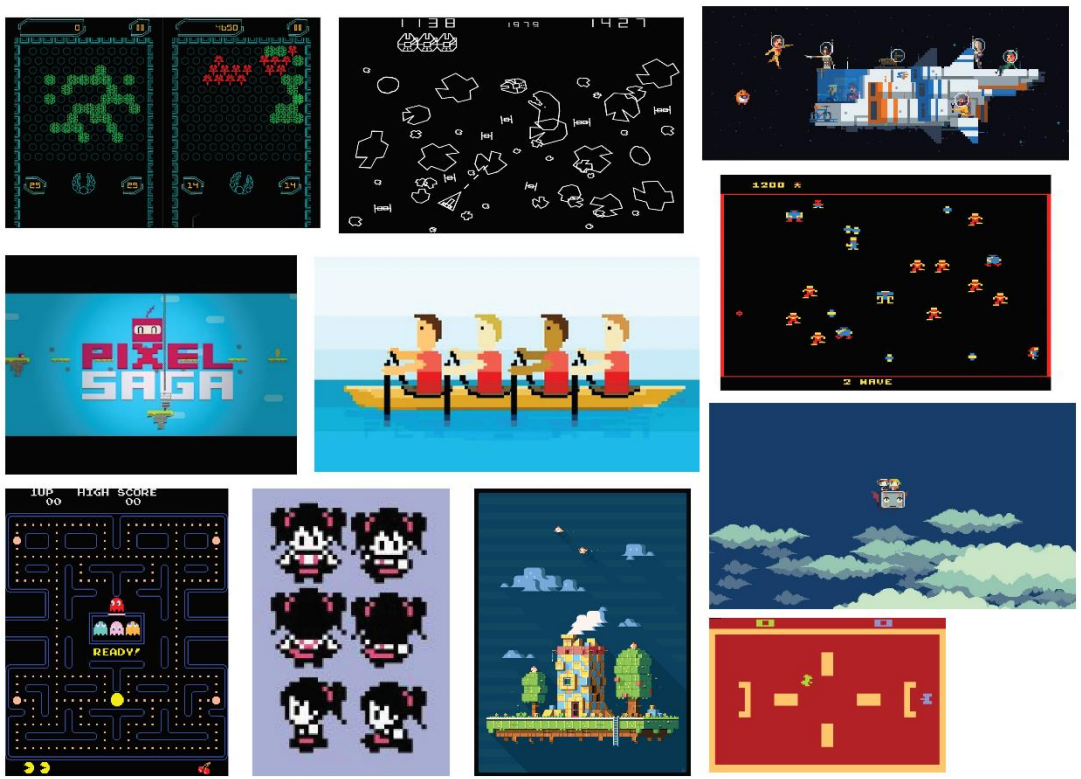
File: uploaded

Brainstorming

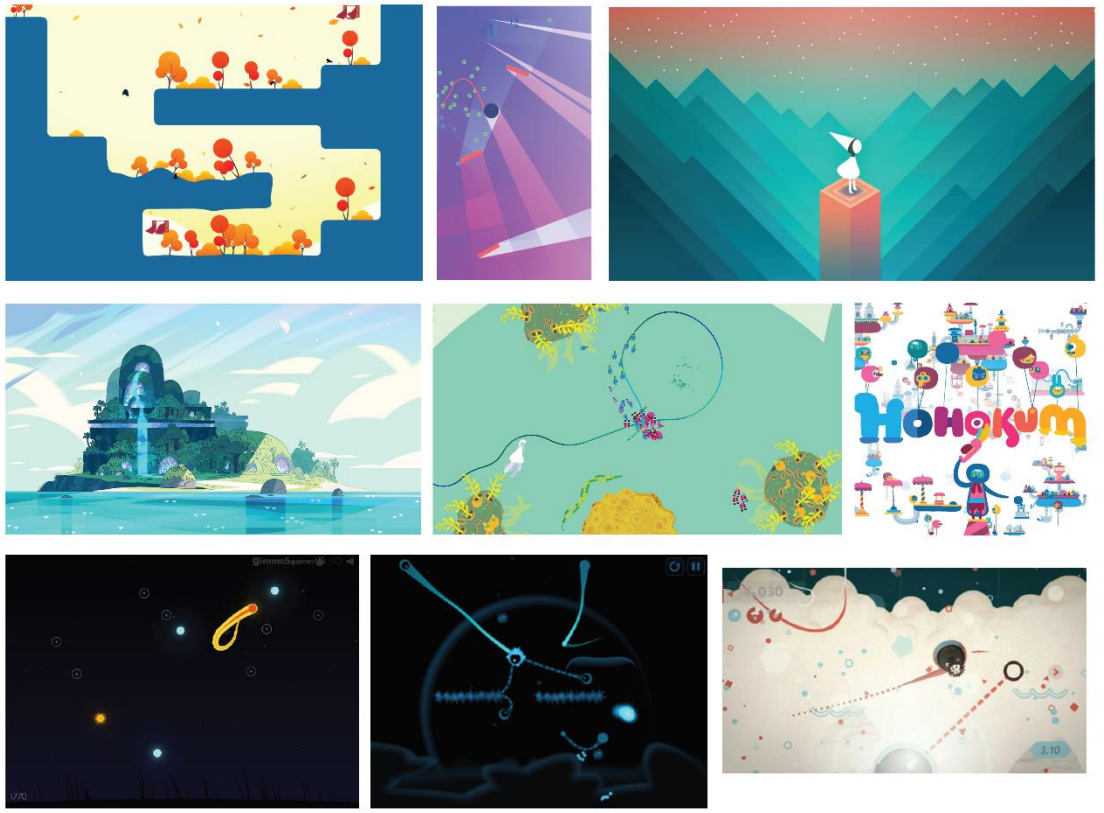


Visual Research

Pixel



Smooth



User Goals

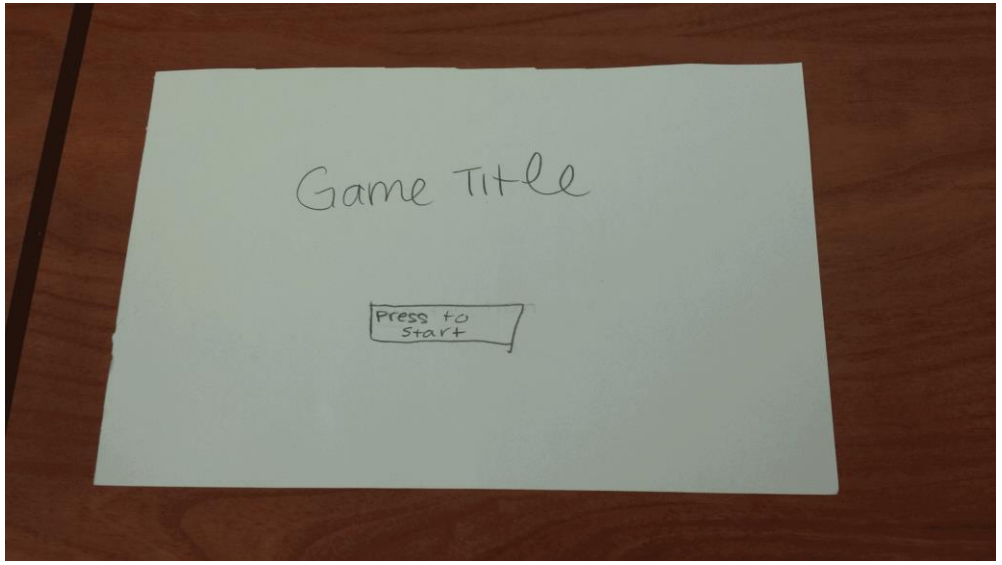
- The audience will understand the content of the game having an introduction or title screen (a “press to start” button). The content will be explained at the beginning and the images/visuals should give enough information so that they can get a basic understanding of what it is even about. Maybe having some slight adjustment in opacity (or a shininess) to aspects so that people want to press on things.

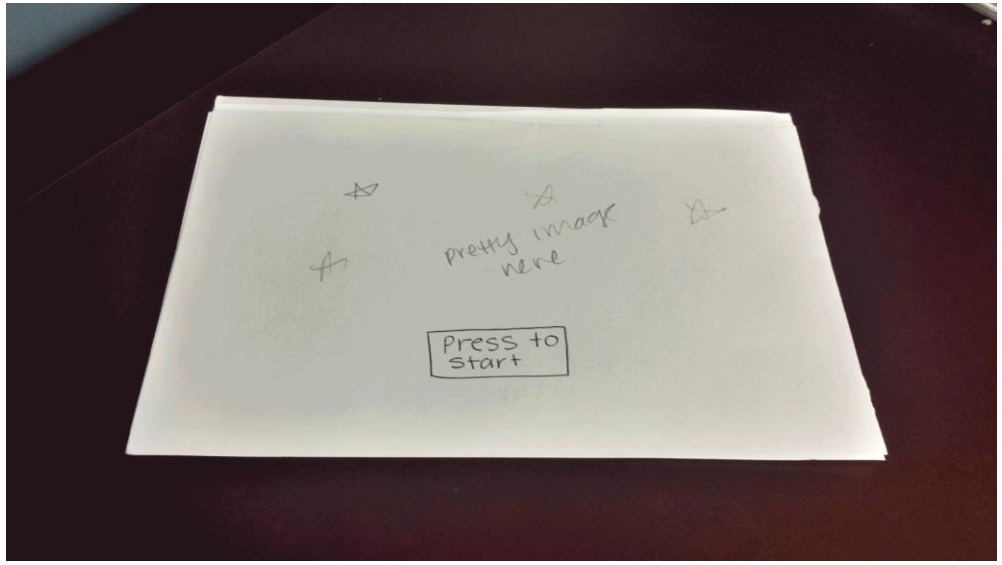
- The primary objectives will be shown through a walkthrough image or example that is optional that allows the player to not get overwhelmed and confused. The enemy can be represented in harsh colors that contrast and makes them seem avoidable. Rewards could also look pleasing and shiny so that they know to try and get them.

- The game should be fun yet provide thought-provoking information that allows the user to learn from the game. There should be a sense of competition so that it does not seem like a waste of time. Having a point system where multiple scores of all the people that have played would add to this. There could also be a time limit and multiple levels. Adding a sense of competition will keep people engaged.

- It should be easy to navigate and intuitive. So not having to press many buttons to get information will be give the use a sense of instant gratification.

Paper Prototypes

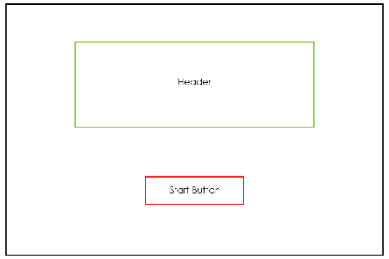




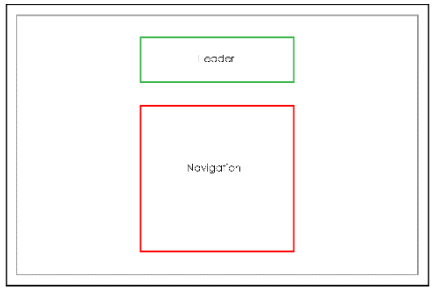
Create a presentation (Keynote, Powerpoint, PDF, etc) that showcases the highlights of your entire process at key learning moments. Choose at least three of the following process materials to present as critical / pivotal points in your process: **topic**, research , **comparative analysis**, needfinding, ISEA submission, brainstorm, visual research, audience research, storyboards, user goals, paper prototypes, wireframe, sitemap, comps, style tile, preliminary prototypes, target audience test

Early Wireframes

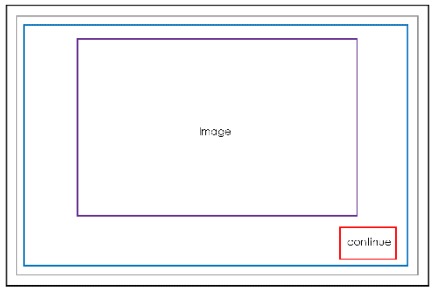
Start Screen



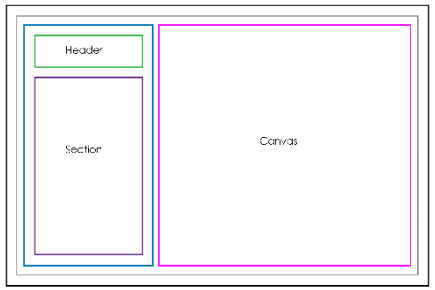
Main Menu



Story Screens

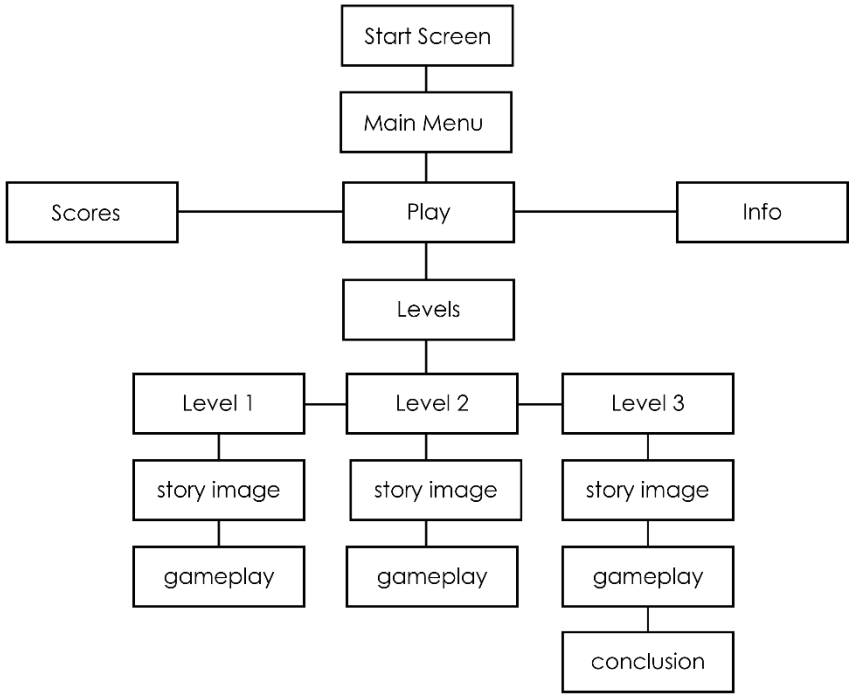


Play Screen



Early Sitemap

Site Map



DANG

ISEA2016HK <isea2016@cityu.edu.hk> 6:13 AM (2 hours ago)

to me

Dear Gabriela Araiza,

On behalf of the ISEA2016 Hong Kong, I am pleased to inform you that your proposal (ID 642), titled

Games: Invading Art Spaces

has been accepted for presentation as an Artist Talk / Work-in-Progress Presentation.

This acceptance means that you will be assigned a presentation slot on one of the days of ISEA2016HK conference (from Wednesday May 18th to Saturday May 21st). For more information about this presentation type, please refer to the Symposium website http://www.isea2016.info ("Submission Types" section, under "For Authors & Artists"). We will finalise the Conference schedule in April, and let you know of the exact date and time of your presentation.

We request all presenters to be physically present at the conference. Symposium registration is now open at http://www.isea2016.info. Note: we have extended the early bird registration deadline til March 20th to allow everyone accepted to make use of the early bird rate.

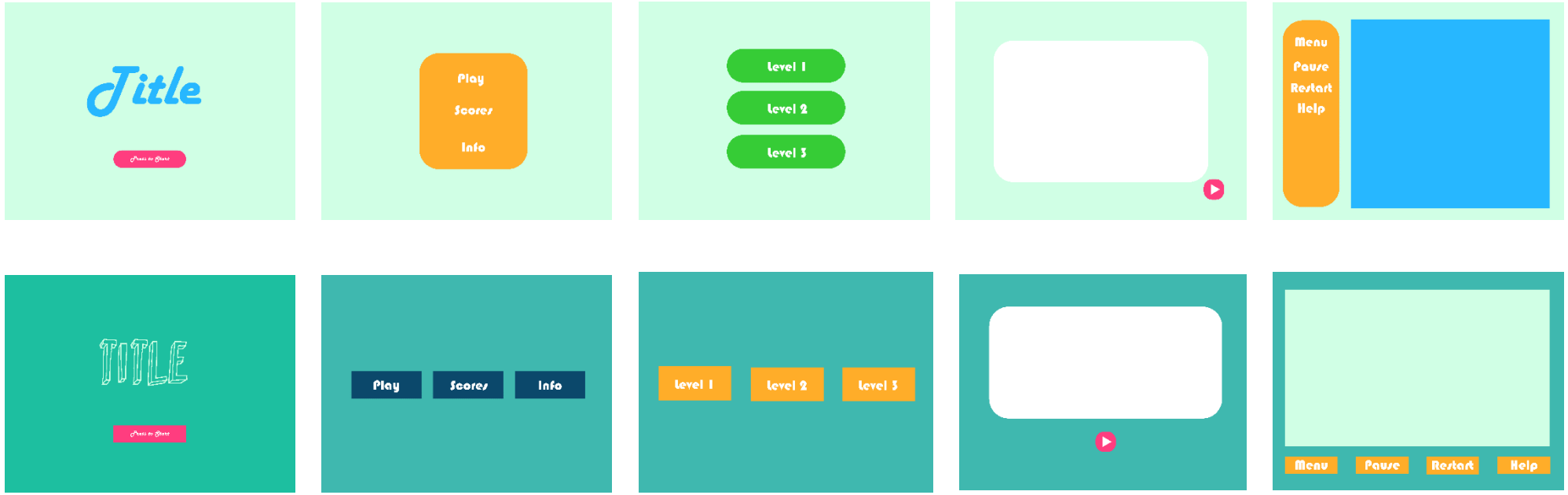
If you have questions, contact us via the symposium email address isea2016@cityu.edu.hk.

Congratulations again, and, hope to see you in Hong Kong in May!

On behalf of Program Committee,
Dr. Olli Tapio Leino
Symposium Director, ISEA2016HK

Comments from anonymous reviewers (not applicable for Artist Talk / Work-in-Progress Presentation submissions):

Early Compositions



Audience Persona

Amy Santiago

Age: 12 years old

Occupation: 7th Grader

Family: Youngest of 2 siblings, lives with both parents

Location: San Francisco, CA

Income: Family makes around $80,000

Politics: She has no strong political preference, but her parents are Democratic

Hobbies: Playing Games, drawing and swimming

About Amy: During her free time she likes to go swimming and goes to her swim meetups after school. She is also really interested in playing computer mystery games. She just started playing the violin at school.She loves to play apps on her iPad that her parents gave her for Christmas. Her favorite game apps are Angry Birds and Neko Atsune. Her favorite field trip was when she got to whale watching. Her brother, who is 8 years older than her, left her with all of his old gaming equipment and she thinks they are really big and a hassle, however, she still likes to play on the consoles, because the games bring up nostalgia.She likes to watch Cartoons on the weekend and tries to draw her favorite characters. She loves to go on field trips, because she gets to explore new places and meet new people.

Skills: She is good at math and science and hopes to become a computer engineer when she grows up. She also really likes her art class, even though she is not all that good. Although she likes to meet new people, she is not very talkative and likes to have moments on her own

Encounter with Project:

Amy will most likely encounter the proposed game, when she has a bit of free time when wandering around a museum. The exhibitions are nice, but she feels she needs to interact with something.

"I like it when games are beautiful yet a challenge. Don't fool yourself with me being a girl. I can beat anyone and anything."

Style Tile

CLEANSEA
Heading
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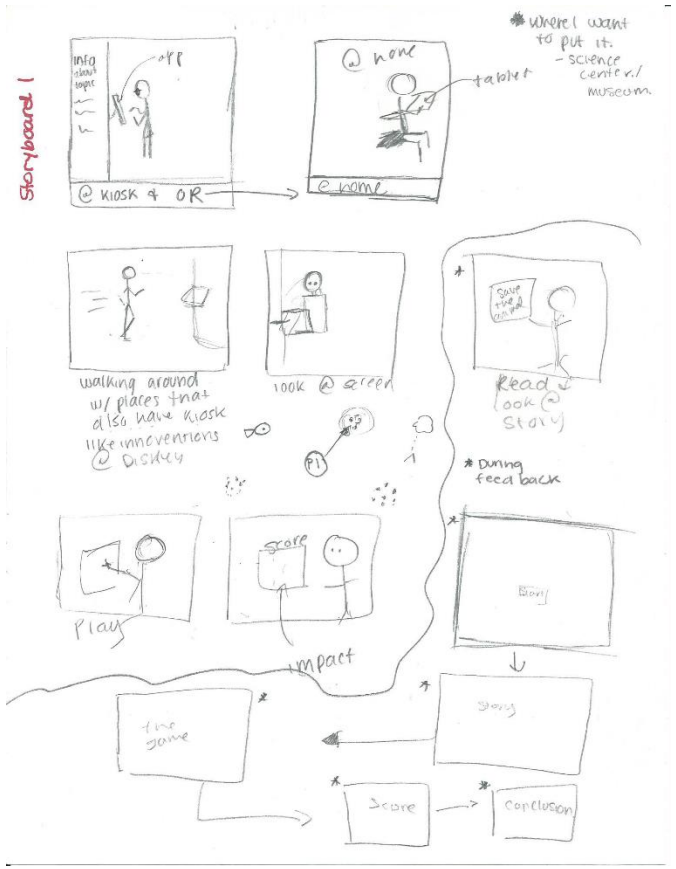
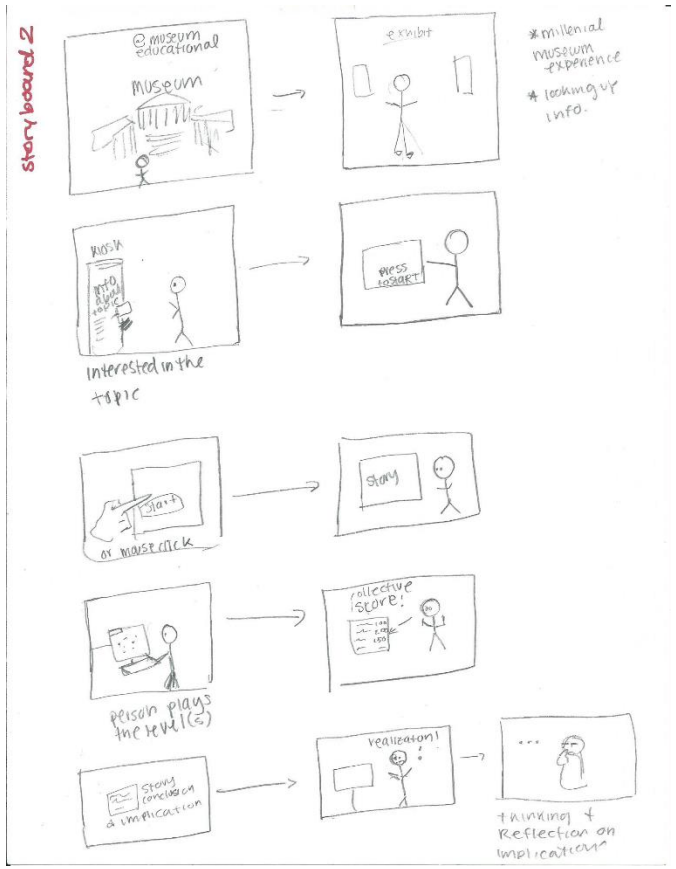
ff7471
ff3d7f
e46c16
81ad34
cff09e
a8dba8
79bd9a
3b8686
1e0d1b
6869b0
Game Title
NOSIFER
Fascinate Inline
Buttons
Comfortaa Bold
Paragraghs
Century Gothic

Audience Test & Results

- ADD MORE TO THE GAME! They need some visual feedback when done.
- Images and characters are very important
- Have links for more information
- Take away the scores page
- They said it reminded them of Agrario
- The most important parts were pressed
- Interactive Background on the front page

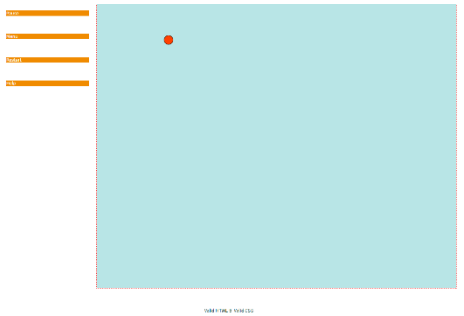
Story Boards



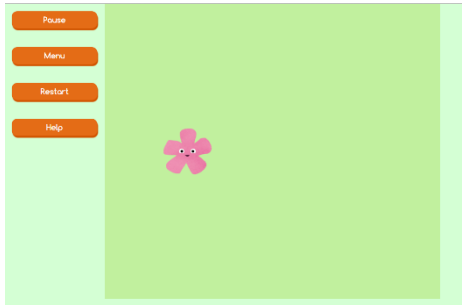


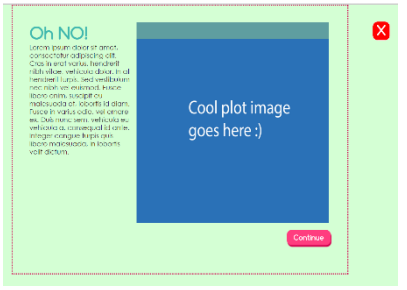
Prototype 1.0

GAME TITLE

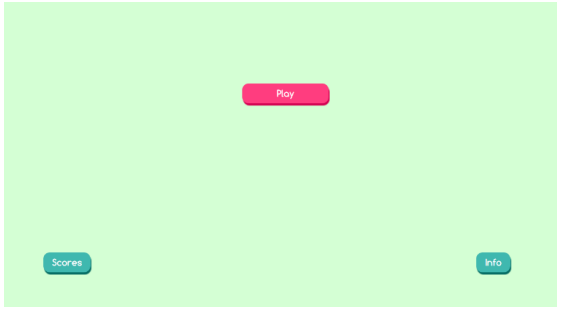


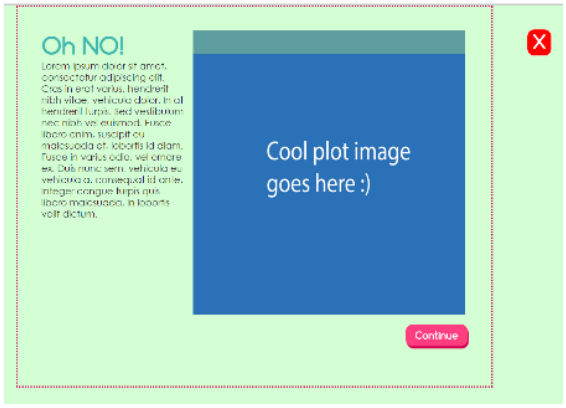
Prototype 2.0

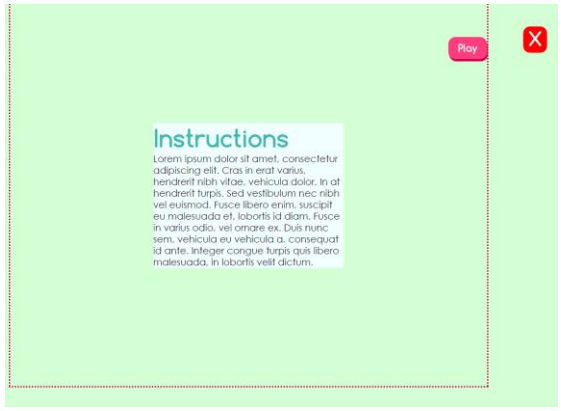




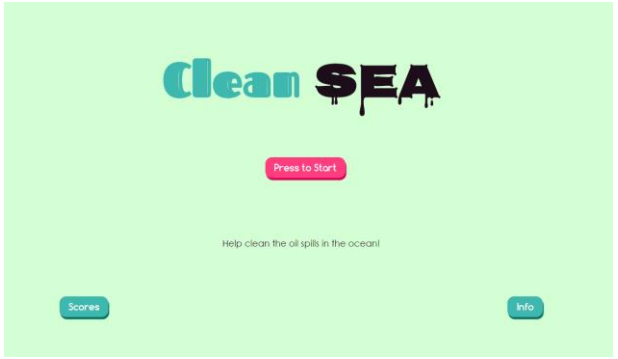
Prototype 3.0

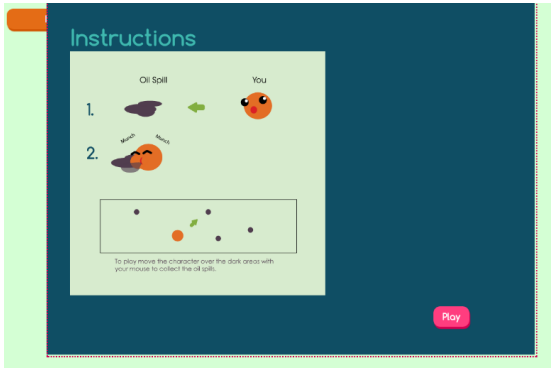


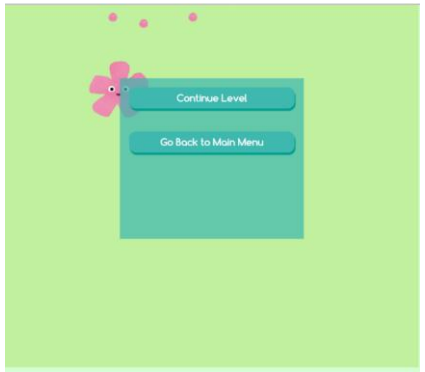




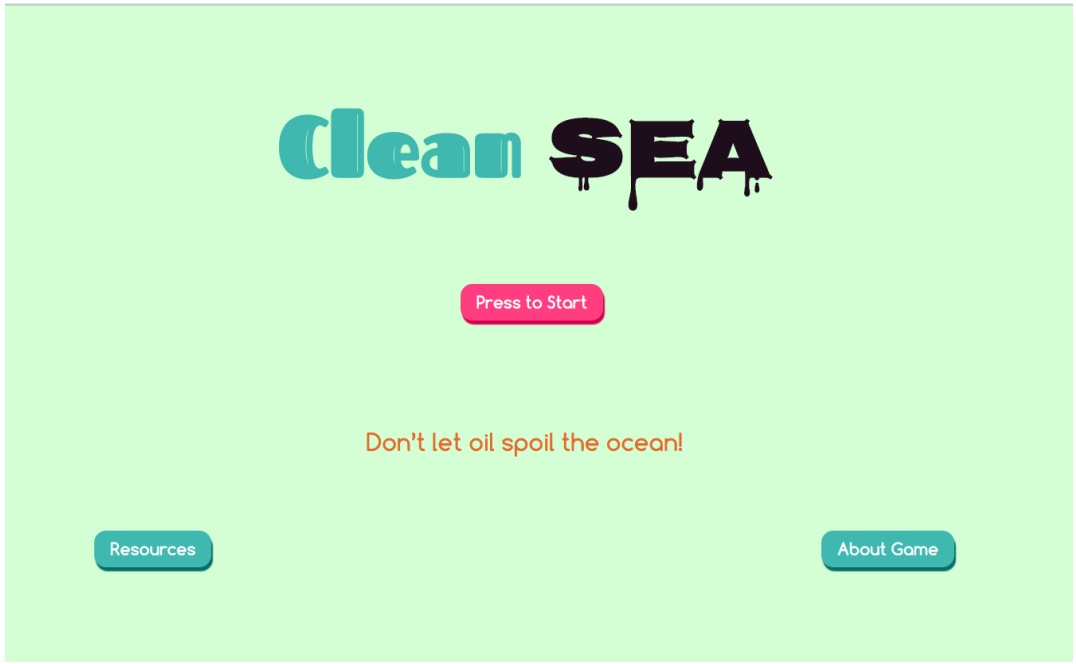
Prototype 4.0

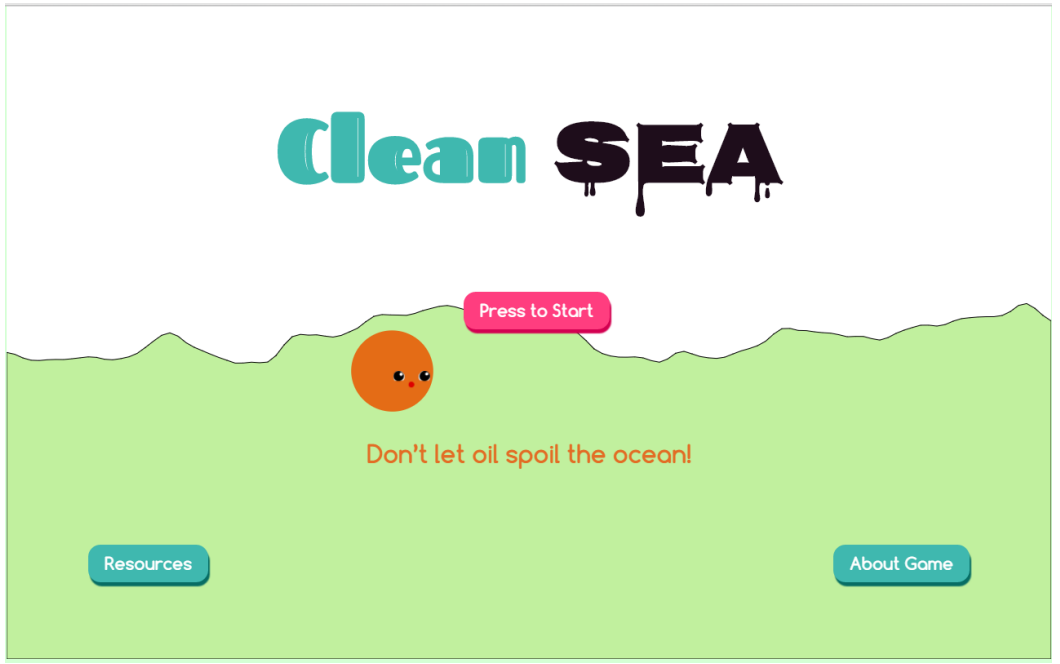
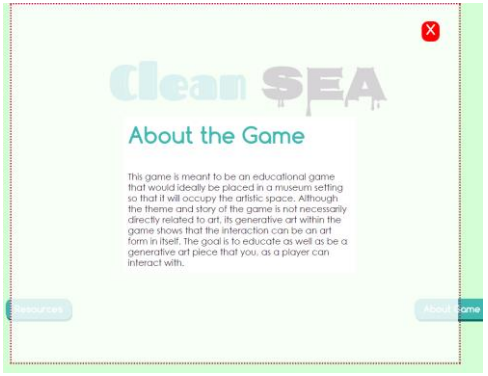
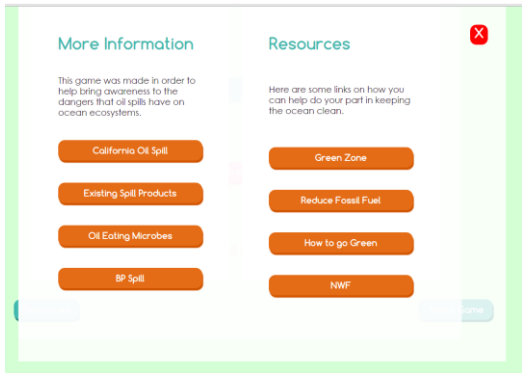
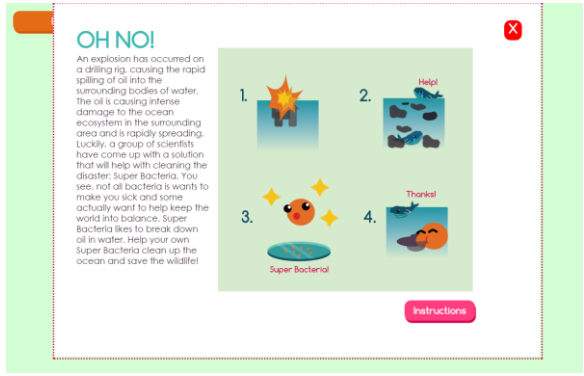
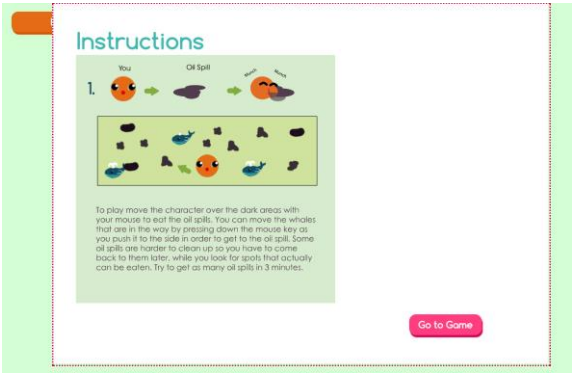
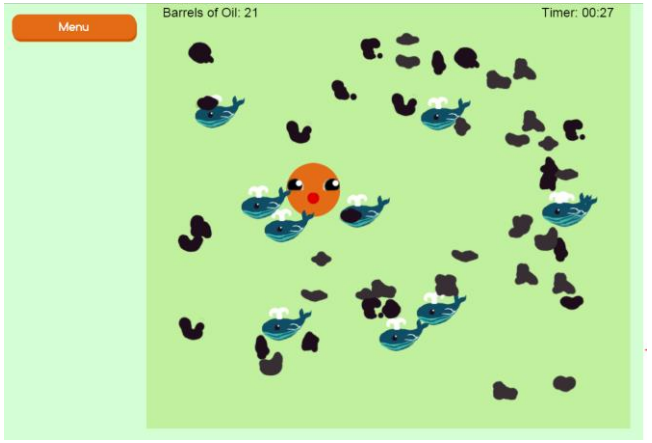






Final Prototype





Final Prototype