

Art 25

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Society of the Spectacle

- Games are considered to be separate from life, that is an illusion.
Games are a part of life, and their ability to impact us is only possible because the relationship goes two ways.
- Wartime propaganda
 - He is talking about SS soldiers being depicted as a evil baboon, I think it is actually supposed to be a Japanese soldier.
 - I think he mixed up the anti-Nazi and ant-Japanese propaganda.
- Post War Propaganda
 - Family Unit
 - Christianity
 - Whiteness
 - Informationals, the way society is, is how society was, and how society will be. Society is formulaic.
- Firefighters
 - Most firefighters are prisoners
 - Many are POC
 - FPS but you save people
- Cops
 - Thin blue line
 - Masculinity
 - White
 - Violence
 - FPS cops are always presented as correct
 - Don't think about it
 - It's usually men
- My reality is built from my experience, it is experience weighted by history, and it is worth it to critically examine both my history and my experience.

OMG I hate how often he uses "Operating System" as a phrase. Like it doesn't make sense, just use anything else, please I beg.

- The goal of "Spectacle" as a theoretical framework:

To Reinforce, using representational modeling and behavioral modeling, the subconscious ways that the powerful want you to do, make, say, think to uphold their power.

I kinda disagree with the prof
 He is asserting that games are not aware of their artistic or political abilities. I think he is imagining games as only the triple A or other art as only the indie or fine.

Students recreate what they know as a gateway into what they do not know. The more money behind a project the safer and less pointed it is. Its true in movies, paintings, music, etc.

Some examples of politically thoughtful games include, Umurangi Generation, Star Fetchers, and even missile command all the way back in the 1980s.

Artful games range from Manifold Garden to Return of the Obra Dinn, Cosmo D, Hyperbolica, 4D Golf, Fractal Racer, Fractal Block World, etc.

Value Capture

- Games: Agency as Art
- C. Thi Nguyen
- Worry about gamefication etc.
- Value Capture
 - Values are rich and subtle
 - Environment presents simplified and quantized versions of these values
 - Simplified values begin to dominate the agent's reasoning.

An example is money. My desires are rich and subtle, I want good food, I want good company, security, etc. Money is required for almost all of these, and it can be easy to start thinking in terms of money rather than in terms of what I want money for.

- Games
 - Achievement vs Striving Play

Achievements are about winning, and winning only.
 Striving play is about the process of victory.

Climbing is striving, speedrunning is striving, grinding is achievement, etc.

- We can easily adopt temporary value systems
- We gain value clarity

We get a space where choices are easier than real life and we can simply enjoy the process of acting towards a goal.

- Non-Games

It makes it difficult to put down the temporary value systems.