

# Video game Art

I start to play the video game since I am 7, at that time, we could not offer Nintendo Famicom or PlayStation. My friend had a knock-off product called "Little King". Little King is the best family PlayStation in China at that time. We could play a lot of game on it, like Contra, Mario. Now it is my 15th year of playing the game. I get a lot of resonances when I read the article. I still remember what Jarish's word in the article, he says "you feel sort of cut off. When I play the game, I start getting into it, and you start taking the role of the person . . . And then the game ends. And you have just put all of your energy into it. It doesn't make me angry, more like depressed." This is what I feel when I play the game. I enjoy that feeling; I put myself in an unreal world. And I always feel lost when I clearance. I was hiding in my quilt to play The Legend of Zelda: The Minish Cap I feel like I am the main character and I must to explore this unknown world and save my princess, it always surprises me when I go to a new place or get a new weapon. Zelda's world is a fancy dream for children.

Before this reading, I already start to think why this game is so attractive, what is the art in the video, and why people want to stay longer in a fake world. In my opinion, the soul of the video game is empathy like all the artwork, such as novel, drama, and soap opera. It creates a world for us, and we can put our mind in that world or some character in that world. When we are facing the pressure in real life, we need this mental world to relax. And video game can give you a stronger empathy to strength the reality of the unreal world. It can explain why some people get lost in that world. The video game art is in evolution, these game companies develop more realistic game effect, and better AI to strengthen this empathy. Maybe in the future, we will have the life in the film "ready player one".