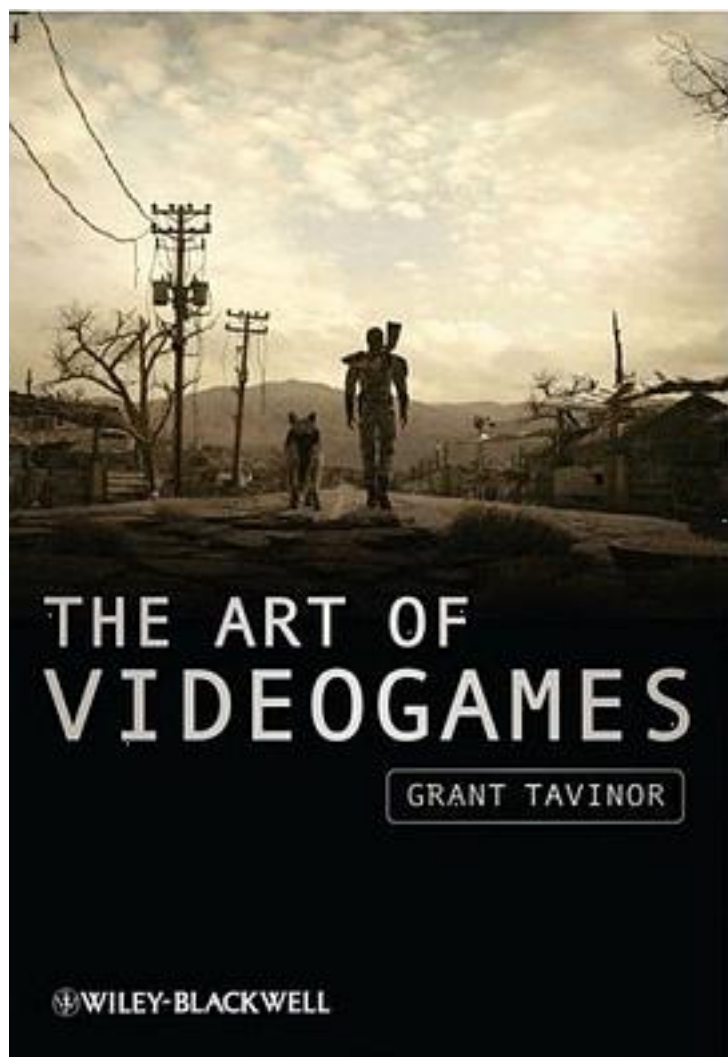


# The Art of Videogames



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著者:Grant Tavinor

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The Art of Videogames explores how philosophy of the arts theories developed to address traditional art works can also be applied to videogames.

Presents a unique philosophical approach to the art of videogaming, situating videogames in the framework of analytic philosophy of the arts

Explores how philosophical theories developed to address traditional art works can also be applied to videogames

Written for a broad audience of both philosophers and videogame enthusiasts by a philosopher who is also an avid gamer

Discusses the relationship between games and earlier artistic and entertainment media, how videogames allow for interactive fiction, the role of game narrative, and the moral status of violent events depicted in videogame worlds

Argues that videogames do indeed qualify as a new and exciting form of representational art

作者介绍:

Grant Tavinor is a Lecturer in Philosophy at Lincoln University, Canterbury, New Zealand. He has published articles on videogames in the journal Philosophy and Literature and has been playing videogames for as long as he can remember.

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