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### **Common places and imaginary places. Reception of art in computer games**

The subject of occurrence are computer games in relation to other artistic media, mainly to paintings and architecture. Computer games are new area for the history of art, previously studied by different disciplines. Nevertheless can be an object of research for an art historian and it's worth pointing out an impact of art field on numerous games.

Firstly need to consider of ludology(game studies) and discuss contemporary disciplines exploring games, especially problem of game aesthetic. The present state of research brings to a conclusion that a majority of researchers forgot about the visual aspects of games, which offer imagining complexity. The history of art can bring something new to game studies, owing to experience and methodological tools with analyzing many visual artifacts.

However, in this case the most important thing is to compare two fields, because we can see many references to famous historical monuments as well as historical and modern paintings in games. Purpose is to find citations and allusions to historical objects, paintings and buildings in games. This is not just mention these examples, but also examine how these references exist in virtual word of the game and what meaning they generate. As a result, it is really important that games create form of “commonplaces”. So, famous places in our cultural memory, where there is no difference between virtual space and reality since everything is a representation.

Selected examples come from both historical and fantasy games, which indicates that references to art could be found in many types of games. At the beginning will be discussed games in historical context, where are clear quotes from historical architecture and from paintings of great masters. However, even more fascinating examples can be noticed in games set in fantastic reality, which indeed refer to monuments from many ages, where we can see medieval architecture, but also citations from other epochs and cultures. Many quotes have symbolic potential and these meanings co-create the story in the game.

At the end, should consider category of “Independent game” being productions created by a small group of people with low budget but distinctive graphic style. These simple and usually two dimensions games are in many cases stylized as painting or show strong reference to paintings. In conclusion, we can treat games as the mirror for the history of art and art education.