



Neoludica Art and Videogames 1966-2011

Luca Traini, Debora Ferrari

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The first analysis of the relationship between art and video games, from the sixties until today. Video games have emerged as an art forum in the twenty-first century. Games like Portal and Machinarium have redefined the medium, blurring the boundaries between art and entertainment. In recent years they have had a crucial influence on other arts: cinema, literature, music, and visual arts. They stand at the crossroads between very diverse forms of culture and industry, and it is precisely the anomaly inherent in this encounter/clash that makes them so terribly fascinating. Neoludica is an in-depth exploration of the relationship between art and video games, and it underlines how the video game is an art form that has yet to be understood by the world of culture. Readers will find much to learn and explore in this beautiful collection of images from thirty-three artists, as well as brief biographies, compelling stories about the game designer's work, and historical details that contextualize the interactive media.

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