

Serious Art Game Projects: ArtSpace, ImGame and CineGame
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Serious art game is a term describing an educational platform with gaming elements that embodies artistic information. It teaches ideas of contemporary culture and demonstrates its forms of sound and image. Serious art game is not a consumer or fun game (although it can also undertake these roles at times), but rather a bearer of modern cultural capital with the aim of audience development. ArtSpace, CineGame and ImGame are examples of this genre, created at ViA during 2018-2024 under its research direction of creative industries with participation of new media artists. The games are being used in several educational institutions in Latvia. ArtSpace is the first experimental demo used as a theoretical model for its successors, ImGame and CineGame. ArtSpace teaches about contemporary styles and their antecedents in a humorous and slightly psychedelic way. It is a building of nine floors, each representing a distinct stylistic trend. CineGame is a platform to teach storytelling and contemporary aesthetics for young cinematographers. ImGame is focused on the feeling of immersiveness and demonstrates subtle new media artworks devoted to different forms of immersion. The three platforms also offer a creative digital studio for the user to be able to take part in stylistic adventures. The three games and related publications by the ViA team have significantly enriched serious gaming and its research discourse where contemporary new media art is underrepresented to date.

Research projects

- 2023-2025 CineGame Ukraine: a contemporary Ukrainian research-based digital art game for developing narrative skills and cinema literacy No. 1233058 in collaboration with Kharkiv State Academy of Culture in the program MSCA4Ukraine as a part of the European Commission's Marie Skłodowska-Curie Actions (MSCA)
- 2022-2025 ImGame – An Innovative Digital Environment Based on Research with Elements of Immersive Aesthetics and Serious Gaming No. 101054570, European Commission, Creative Europe
- 2018-2021 ArtSpace, postdoctoral research project “Leveraging ICT product innovations by enhancing codes of modern art”, grant from the European Regional Development Fund No. 1.1.1.2/VIAA/1/16/106

Research papers

1. Gintere, I., Rovithis, E., Bakk, Á. K., & Misjuns, A. (2024). ImGame Project: A Comprehensive Theory of Immersive Aesthetics and Innovation in Serious Gaming. *International Journal of Game-Based Learning (Q1)*, 14(1), 1-18. <http://doi.org/10.4018/IJGBL.338218>
2. Gintere, I. (2021). An Educational Digital Environment of Contemporary Aesthetics Focused on Slow Gaming. *Proceedings of the 13th International Conference on Computer Supported Education*, Prague, 23-25 April, 2021 (CSEDU-2021). Institute for Systems and Technologies of Information, Control and Communication, Prague, SciTePress library, vol. 2, pp. 163-168.
3. Gintere, I. (2020). Developing the Noise Music Trend in Digital Edugaming. *Proceedings of the 4th European Conference on Electrical Engineering and Computer Science*, ELECS-2020, International Journal of Circuits, Systems and Signal Processing, vol. 14, pp. 1176-1180.
4. Gintere, I. (2020). A Perspective on a New Digital Art Game: The Approach of Research and Knowledge Transfer. *Proceedings of the 12th International Conference on Computer Supported Education (CSEDU-2020)*. Institute for Systems and Technologies of Information, Control and Communication, Prague, May 2nd, vol. 1, pp. 311-318.

Conference presentations

Gintere, I., Misjuns, A. (2022). The ImGame project: Refinements to the Theory of Immersive Aesthetics and Innovation in Serious Art Gaming. UNLOCKING CREATIVE & INNOVATIVE TEACHING IN HIGHER EDUCATION, November 28th-29th 2022.

Gintere, I., Biters, K., Vīksne, I. (2021). An Innovative New Media Environment as a Tool for Education of Contemporary Stylistic Heritage. *15th International Technology, Education and Development Conference (INTED-2021)*, Valencia.