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ART 007 - The Art of the Game

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Final Reflection

When I first signed up for ART 007, I don't think I really know what I was getting

myself into. I went into the class expecting the sort of video game branded courses I had tried

out in high school or extracurricularly. I expected an easy course that only examined video

games superficially and taught a little of the basic mechanics of creating one. Instead, I found

myself challenged by the course and I was forced to develop my creative and technical skills.

While I had had minimal computer science experience going into the class, I developed my

skills in html. The pages I created certainly require some more work, but I am proud to have

created them. ART 007 has inspired me to learn more about web design. I also developed my

Photoshop skills. Before this class, I had some experience in the software, but none with drawing

it. After this class, I feel like I developed a strong base in Photoshop and learned some

interesting skills, like creating gifs. Previously, out of the Adobe Suite, I had only some minimal

experience in Photoshop and InDesign. Now, I have a basic understanding of Premier and

Audition. I also learned about an entire new artform: audio-walks. I have always enjoyed

listening podcasts, both fictional and non-fictional, but I had never heard of immersive

audio-walks. I really enjoyed making mine and I am fascinated by the idea of layering a fictional

world over a real space.

My proudest accomplishment of the semester is my final project for ART 007, *Under Arc-Light*. In J. Huizinga's work, *Homo Ludens: A Study Of The Play-element In Culture,* he describes the importance of play to humans:

> "Such at least is the way in which play presents itself to us in the first instance: as an intermezzo, an interlude in our daily lives. As a regularly recurring relaxation, however, it becomes the accompaniment, the complement, in fact an integral part of life in general. It adorns life, amplifies it and ... belongs to the sphere of festival and ritual-the sacred sphere." (9)

I am not sure my game quite reaches the realm of sacred, but I am proud to enable a little bit of escapism for its players and I hope it will impact their perspectives on the world outside the game. I originally intended for *Under Arc-Light* to explore Yale's relationship to New Haven and to its students. Throughout the development process, I gradually realized I had to reign in my ambitions and build a smaller, more potent game. I hope that players of my game come to question their initial assumptions about the world, question authority, and feel comfortable exploring the world around them, even beyond the caution signs, just as Nate does when he descends into the Under-Arc. Based on my playtesting and the critique of my classmates, I think that *Under Arc-Light* is an enjoyable, humorous game. I think one area where it definitely has room to be improved is the quality and quantity of its graphics. More graphics would help engage players and allow them to better visualize the world I can imagine so vividly. I am really happy to have taken ART 007 and I hope I can continue to build on the skills I have developed in the class throughout my academic career and beyond.

Works Cited

Huizinga, Johan. *Homo Ludens: A Study of the Play-element in Culture*. N.p.: Angelico, 2016.

Print.