

## LIFEPLAY MAGAZINE. Vol. 3

### ARTISTIC STATUTE OF VIDEO GAME Art and Aesthetics Around the Game.

#### EDITOR (Issue)

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#### ISSUE BRIEF

This monograph lays its foundations in one of the fundamental pillars on which all audiovisual creation built: art and aesthetics. The game, practically since its inception, depends on its formal aspect and the own narrative linked to said appearance, to get in an effective manner, to a certain audience under the umbrella of a particular sociocultural setting. From that perspective, this issue supports the presentation of research involving a reflection from a broad spectrum of views on the relationship between art and games. Among them we could highlight the link with other artistic manifestations, its status as art object, its own creation systems versus traditional methods, the comparison between styles and aesthetic formulas, etc.

Thus, this issue seeks to reveal some significant aspects of the imaginary video game that, somehow, affects many of the behaviors, values and meanings in our society and the use, handling and utility derived from them. This first approach from LifePlay Journal to the concomitants between art and games will be conducted around three fundamental questions that define, ultimately, the nature of the descriptors that set the guidelines for sending originals.

The questions are:

- 1.- What is the status that holds the video game as an art object? Documents focused to resolve the artistic nature of the game and its position in relation to other visual manifestations with a well-defined sociocultural status.
- 2.- What have been the stylistic developments of the game and the cutting edge features that show the great masters and their works in this field? Contributions concerning the aesthetic history of the game and its main representative figures from the artistic perspective.
- 3.- What systems on artistic creation are own from the video game and what are their benefits, difficulties, limitations, etc.? Analysis of the media employed for artistic creation in video games, its ability to generate new aesthetic experiences, the study of materials and their involvement in the processes of design, gameplay, etc.

## FOCUS AND SCOPE (Issue)

Consequently, *LifePlay* accepts research linking the game with the questions exposed and the following descriptors:

- 1.- Art and video games from a theoretical perspective. Positioning, relationships and comparisons with other visual media of artistic character.
- 2.- History and evolution of video game aesthetics.
- 3.- Creative arts systems around video games. Idiosyncrasies, problems and singular characteristics compared to other media.

## SUBMITTING THE MANUSCRIPT FOR REVIEW

You may **send your inquiries** to the monographic dossier **until May 15, 2014**, start date of the construction of the No. 3 *LifePlay* to be published in August.

- 1.- Counting from that date, you will receive over the next 30 days an email stating that your work has been accepted by *LifePlay*, so will start the evaluation process. If the work does not meet publication standards required by the magazine, the paper will be refunded.
- 2.- After receiving our approval, the evaluation process begins. Your paper will be sent to two external referees to assess their relevance for publication in *LifePlay*. The review period is 21 days.
- 3.- Once received peer review, the magazine will proceed to send the document to the author to rush the corrections indicated by the external referees, in case any. The deadline to return the paper corrected will be 7 days. In the absence of such corrections, the author will receive an email indicating the imminent publication of his/her academic paper.

Research for DOSSIER be sent to the address below.

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