

Using Serious Art Games to Promote the Circulation of Ideas Embodied in Contemporary Aesthetics

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“*CineGame Ukraine*: A contemporary Ukrainian research-based digital art game for developing narrative skills and cinema literacy”

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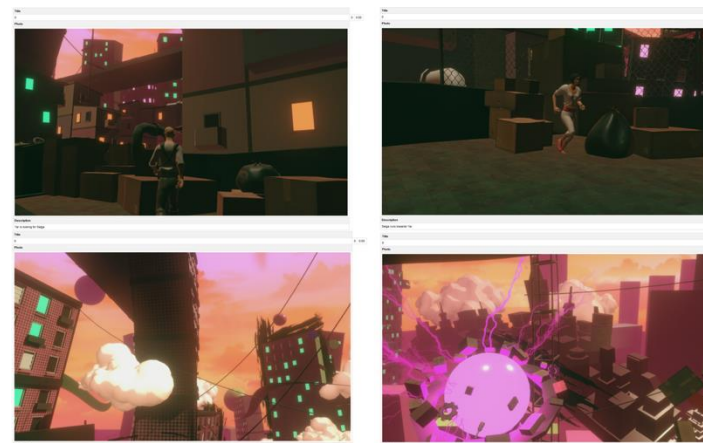
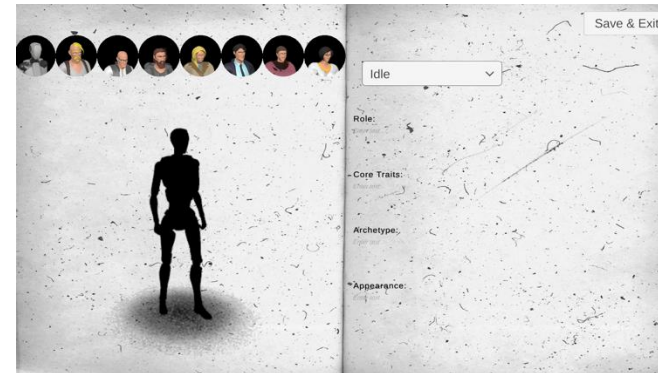
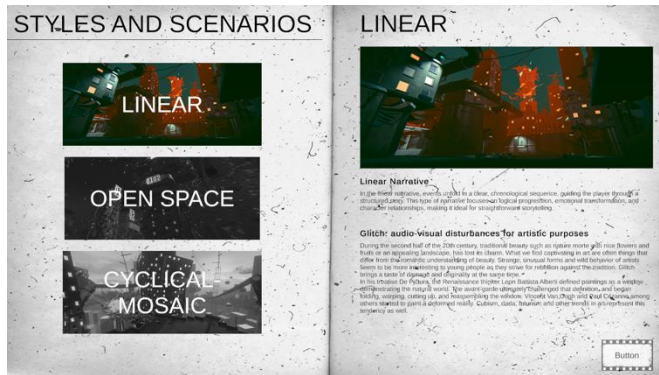


- ✓ Digital integration and interactivity in education demand innovative tools
- ✓ *CineGame Ukraine*: a virtual film school using serious art gaming
- ✓ Foundations: Machinima + Visual Novel genres
- ✓ Goal: cultivate cinematic literacy, visual thinking, and storytelling competence

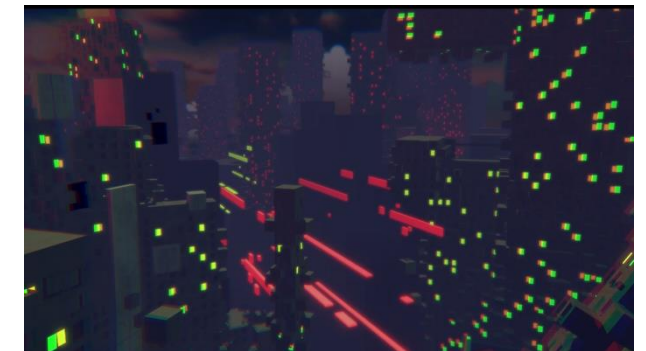


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The Need for a Virtual Film School



- ✓ Traditional film education faces resource constraints: equipment, space, and logistics.
- ✓ *CineGame* offers a virtual environment for filmmaking practice.
- ✓ Accessible via game engine and computer only.
- ✓ Simulates mise-en-scène, shot composition, lighting, editing, and directing.



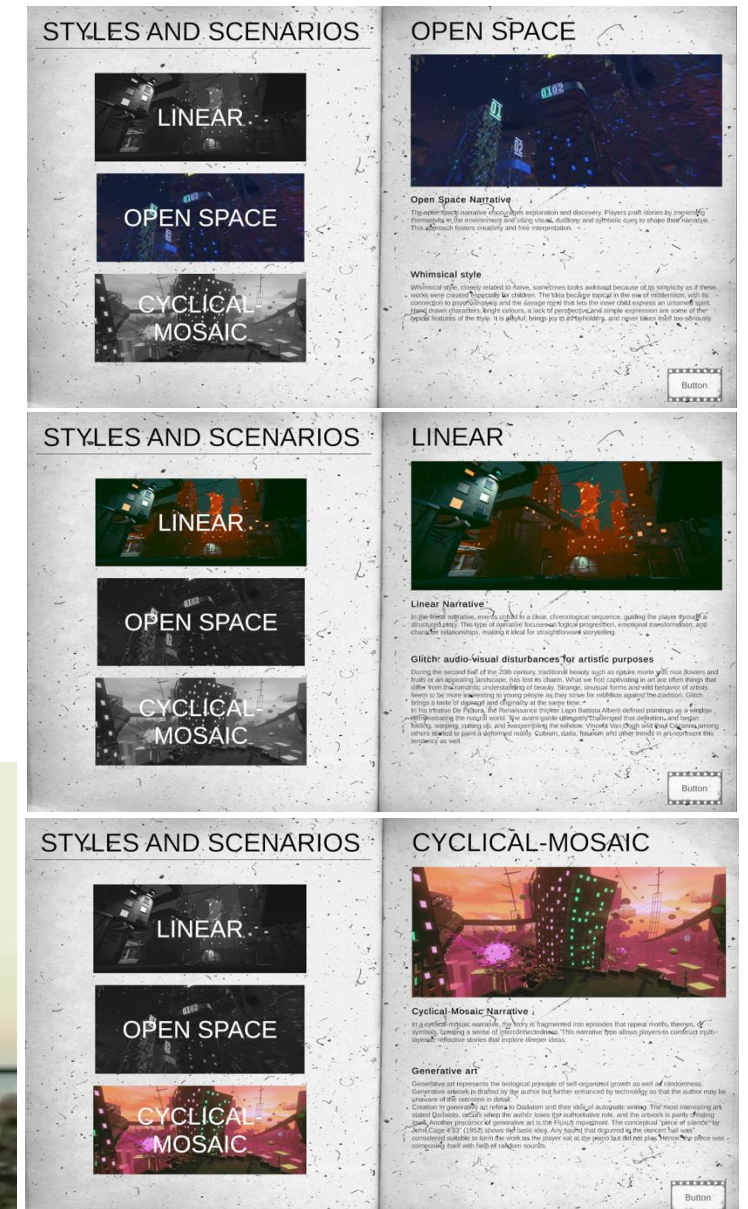
Machinima as Technological Foundation

- Machinima = storytelling via real-time game graphics.
- Originated in gaming; now used for art and education.
- *CineGame* enables scene manipulation, camera simulation, and storyboard creation.
- Promotes creative autonomy and narrative agency.



Visual Novel as Narrative Model

- Visual novels: interactive storytelling with choices.
- *CineGame* offers 3 narrative structures:
Linear (structured progression)
Non-linear (exploratory, open space)
Cyclic (looping, outcome-dependent)
- Inspired by Ukrainian films: *Donbas*, *Homeward*, *Atlantis*.



User Experience & Game Mechanics

- 3D environment with interactive scenes and characters.
- Players control lighting, camera angles, and composition.
- Features:

Shot capture & annotation

Storyboard export as PDF

Self-paced learning mechanics

- Built on Unity 3D platform.

yDemo

Character Design & Cultural Archetypes



- ✓ 8 customizable characters inspired by Ukrainian folklore and history:

Male: *Rusyn, Varangian, Jesuit, Turk*

Female: *Mavka, Kaidashykha, Solokha, Pannochka*

- ✓ Modular system for unique narratives.
- ✓ Includes moe-elements for non-linear combinations and flexibility.

Visual Aesthetics in the Game



- ✓ Incorporates glitch art, naïve art, generative art.
- ✓ Aesthetic choices enhance visual literacy and emotional engagement.
- ✓ Students explore how style influences narrative perception.
- ✓ Introduces emergent creativity via generative visuals.





Scene 2

2222

Educational Impact

- Aligned with STEAM education: arts + technology.
- Learning goals:

Visual storytelling & composition

Narrative design & cultural context

Application of Contemporary Aesthetics

- Supports collaborative, cross-cultural learning.
- Planned integration into film education assessment.

INFO

HOME



Conclusion & Future Directions

- *CineGame* = gamified, inclusive film education tool.
- Combines machinima, visual novel, and serious gaming.
- Next steps:

Expand character/environment database

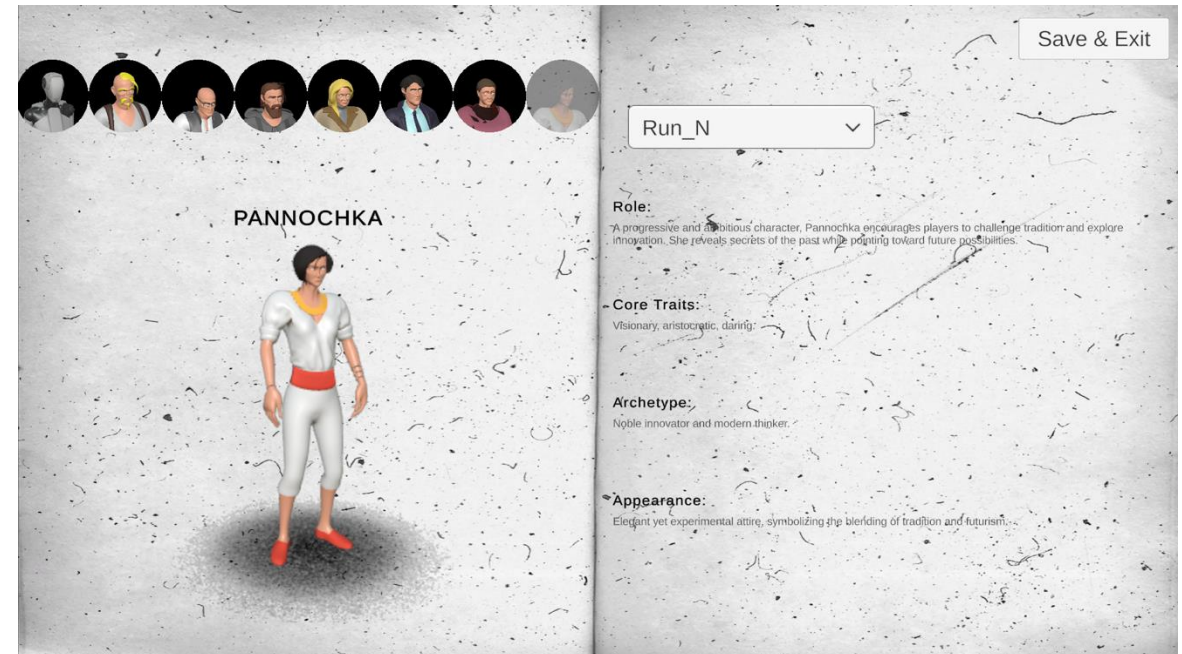
Refine mechanics & interface

Empirical research on learning outcomes

Explore camp, weirdness, whimsy, aesthetics

Thank You!

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