



VIDZEME UNIVERSITY
OF APPLIED SCIENCES

Project “ImGame – An
Innovative Digital
Environment Based on
Research with Elements of
Immersive Aesthetics and
Serious Gaming”
No. 101054570

Latvia, Baltic States

ImGame: An Immersive Educational Environment to Teach Contemporary Art

Ieva Gintere, PhD

16th International Conference on Computer Supported Education

3rd May, 2024



Low-budget experimental project

Serious art gaming

New media art

Authors: researchers & university/college professors

Research-based VR environment

Support of education about the conceptual issues in contemporary culture

Empirical research: qualitative interviews with students to measure the impact



Co-funded by
the European Union

Views and opinions expressed are those of the authors only and do not necessarily reflect those of the European Union or European Commission. Neither the European Union nor the granting authority can be held responsible for them.

ImGame

VR environment with gaming elements

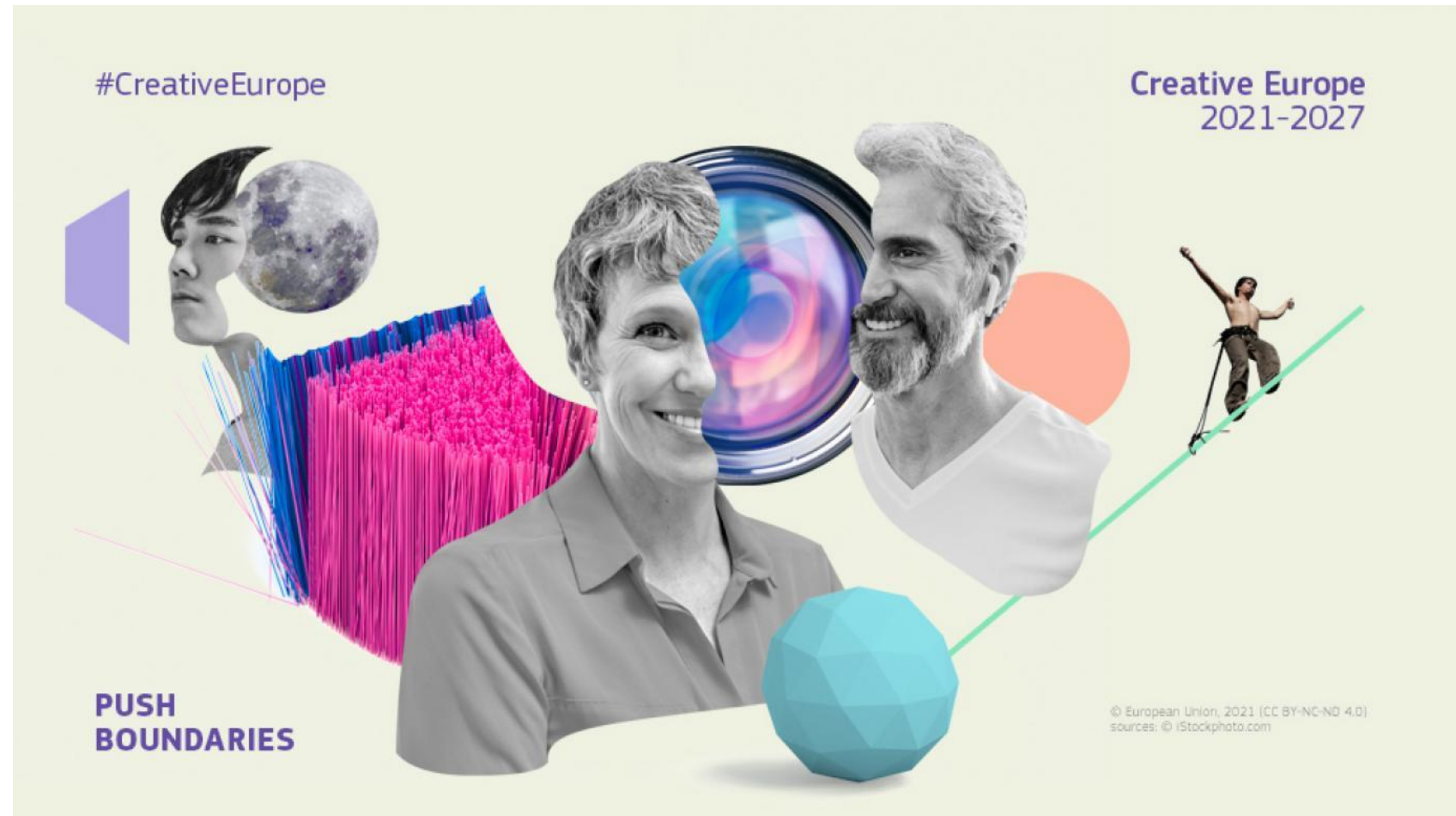
a WebXR game, built using A-Frame

Devoted to immersiveness (*in the psychological meaning*)

Goals

- To demonstrate the historical backgrounds of modern ideas
- To promote art of the 21st century
- To involve students of new media art in the game's creation
- To stimulate creative thought
 - to develop intellectual abilities, to deal with problems such as intercultural differences, etc.





ImGame

2022-2025

Lead partner: Vidzeme University of Applied Sciences (Latvia)

With: Ionian University (Greece) and Moholy-Nagy University of Art and Design (Hungary)

Serious art gaming

History of ideas

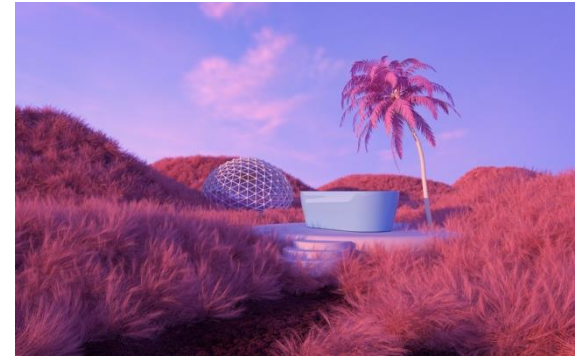
Cultural background

Semiotics of culture

Educative, informative

Communication of concepts

Not any more *Art for art's sake / L'art pour l'art*



Historical and intertextual links

Three rooms: introductory space, exhibition hall, a studio



In order to enter the exhibition room, the player has to choose the right keyword
Greek myth of Narcissus / Medusa / Kantian sublime

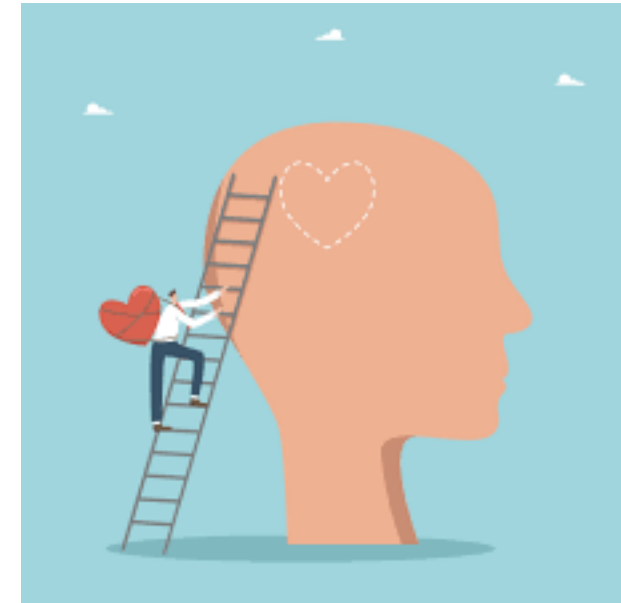
Kantian sublime: a subjective conflict

Experience of sublimity caused by a scene of nature, for instance

Inability for formulate it (God, metaphysics, etc.)

Description is insufficient, clumsy

One feels and understands the sublime



Kant, I. Critique of Judgment (1790)

Examples: edgy rocks, sea in a storm

The physical reality (scenery) is a media
Platform for the mind to take off

Leads to great ideas, high feelings



Another angle

“Gaze”: Jacques LACAN

without a reflective mind

Staring

Lacan, J. (2014). Le Séminaire, tome 11: Les quatre concepts fondamentaux de la psychanalyse, 1964. Paris: Editions du Seuil (originally published 1973).



Medusa



Medusa

Turns one into stone

Hypnotising / paralysing effect: cancels reflective thought

An astonishing feeling (at least for a moment)

Baumbach, S. (2010). Medusa's gaze and the aesthetics of fascination. *Anglia – Zeitschrift für Englische Philologie*, 128(2), 225-245. <https://doi.org/10.1515/angl.2010.029>

Latvia

Meditation and ecosystems: intertwined trends

Artists deal with ecosystemic problems speaking about nature

Also topical: pureness of mind, peace, slowing down, escapism, psychological ecology

Paula Ostupe. Solution (2018)

Futuristic solution of the problem of air pollution



Rasa Šmite, Raitis Šmits. Atmospheric forest (2020)

Trees breathe,
produce **emissions**
that we experience
as a scent of forest

Can negatively affect
the atmosphere?



Rute Marta Jansone. Insight, 2020

<https://insight.rutemartajansone.com/>

Psychoanalytic approach

Created as a board game Circus

Interpretation of situations

Read in depth – find a true / subjective meaning



Jurgis Peters. Images of Divine, 2024

<https://drive.google.com/file/d/1rpLrOstoz81LI53r3qCw0gJAKTOuRAo9/view>

Gods created by the Artificial Intelligence

Revisits the interpretation of spirituality

Ecology of sacred symbolism



Alvis Misjuns. Peace on Web, 2022

A place to rest in peace and skip influencers, adverts and all the other “noise” characteristic to modern web

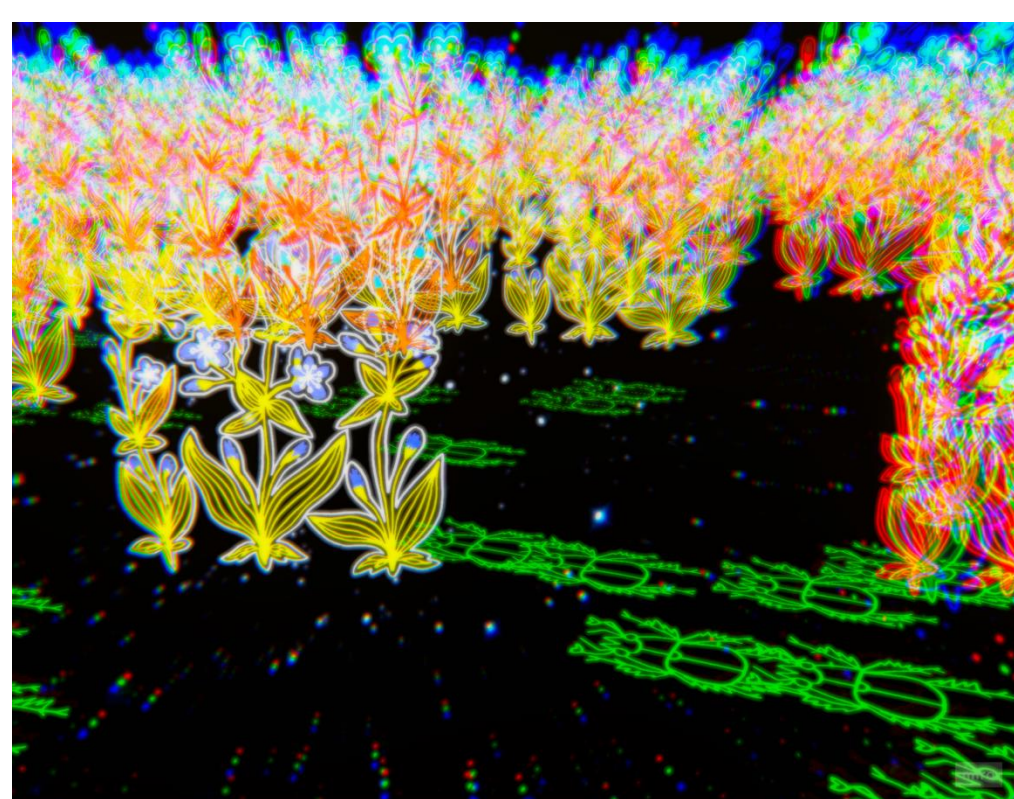


Paula Ostupe-Dejus. Imagination, 2022

<https://tribeimmersive.com/gallery/imagination/imagination.html>

Cascades of images created by the artist herself

Escapism – a peaceful and pleasant atmosphere in contrast to the harsh reality



Zane Zelmene. A Guide to Invisible Landscapes, 2022

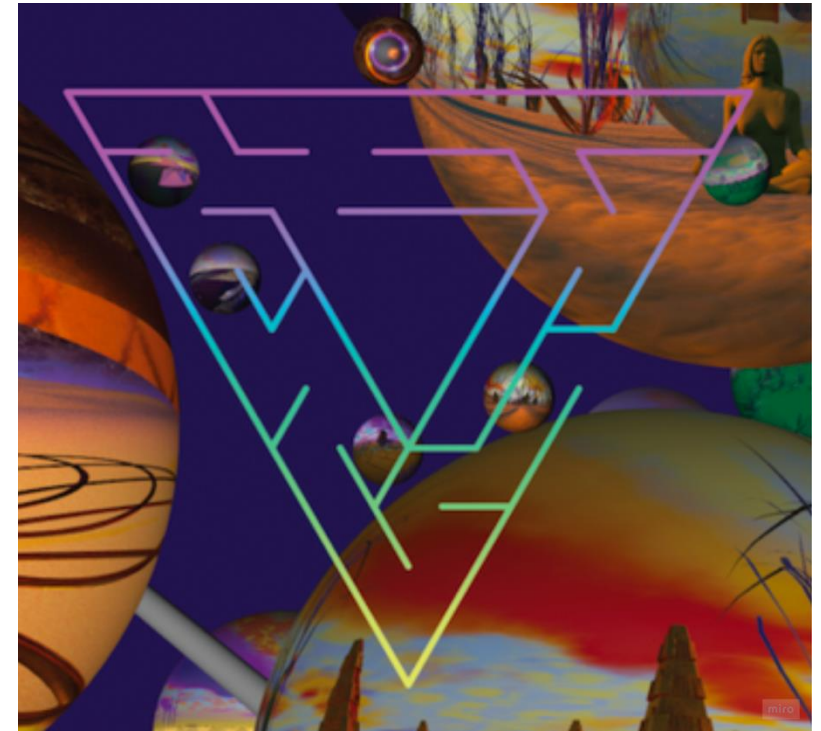
Magic orbs: various worlds of dreams

Made on the basis of the artist's own lucid **dreams**

The orbs are parallel realities

Each with its own, calm character

Meditation – psychological refinement



Studio (creative space)

Possibility to glitch the objects related to the artworks used in the game





Thank you for your attention!

Contacts:
ieva.gintere@va.lv