Ieva Gintere, PhD
Alvis Misjuns, mag.art.

LATVIA

UNLOCKing Creative & Innovative Teaching in Higher Education, International online conference

November 28th-29th, 2022

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OF APPLIED SCIENCES

Conference paper
The ImGame project: Refinements to the Theory of Immersive Aesthetics and Innovation in Serious Art Gaming

To strengthen the modern curricula, to merge fields:
History of culture, contemporary art, musicology, philosophy = modern mind, current history of ideas, contemporary thought

Ministry of Culture
Republic of Latvia

#CreativeEurope
Creative Europe
2021-2027

PUSH
BOUNDARIES

ImGame's team

Partners of the project:
Vidzeme University of Applied Sciences (Latvia, coordinator)
Pro Progressione (Hungary)
Municipality of Tripolis (Greece)

Latvia
Researcher, PhD Ieva Gintere (Vidzeme University of Applied Sciences - ViA)
Leading artist, mag.art. Alvis Misjuns (Latvian Academy of Art, ViA) – young artist and teacher of arts
Hungary
Researcher, PhD Ágnes Bakk (Moholy-Nagy University of Art and Design)
Assistant to digital artist Kristóf Szabó
Greece
Researcher, PhD Emmanouel Rovithis (Ionian University)
Sound artist Vasilis Georgakopoulos

ImGame

Educational art game (*creation in process*)

Represents the currently **underdeveloped** field of **serious gaming**

There are only a few games to date **to teach contemporary art**

Not yet represented in edugaming:
- new artworks
- historical antecedents
- intertextual context
- classification of the aesthetical trends

Exception: **Art Space** (first serious art game on digital art) https://artspace.va.lv/

A playful digital ground to **learn about art of the 21st century**

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ImGame's idea

- Teaches about the **contemporary phenomenon of immersion** & its antecedents
- Experiential way of knowledge acquirement

Explores immersiveness in the phychological meaning:

Feeling of *flow:* being fully integrated in environment + concentration, transformation of time

Loss of self-consciousness for a moment

Oh! - feeling of wonder

ImGame

Contemporary phenomenon of immersion & its antecedents

The ancient Myth of Medusa
A close looking, attraction
Loss of ability for a moment

Myth of Narcissus
Being involved, engaged in a dream-like state

The game will represent recent artworks

- **Contemporary witnesses of immersion**

Focus on environmental issues

Rasa Šmite, Raitis Šmits. Atmospheric Forest (2020): https://vimeo.com/419593578

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Recent artworks

Focus on meditative aspect
Silence, "deep thinking", spiritual experiences in the most general sense

Alvis Misjuns. Peace on Web (2022): https://mierstikla.100procenti.lv/

Recent artworks

Paula Ostupe-Dejus. Imagination (2022): https://tribeimmersive.com/gallery/imagination/imagination.html

Wandering in beautiful environment
Calm and rest, liberty from commercials and politics
The artist promotes neurodiversity – acceptance of mental illnesses in the society, their integration
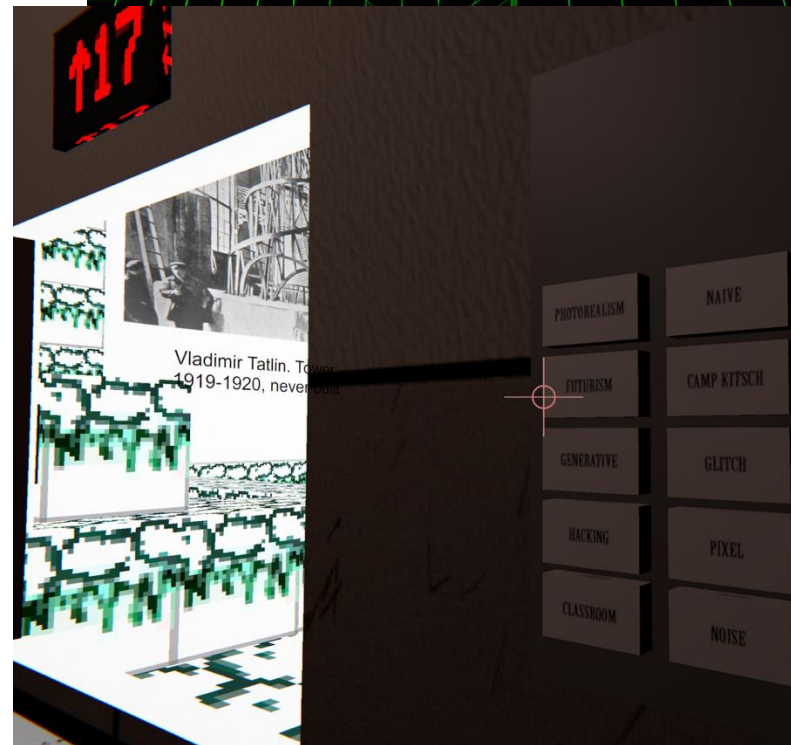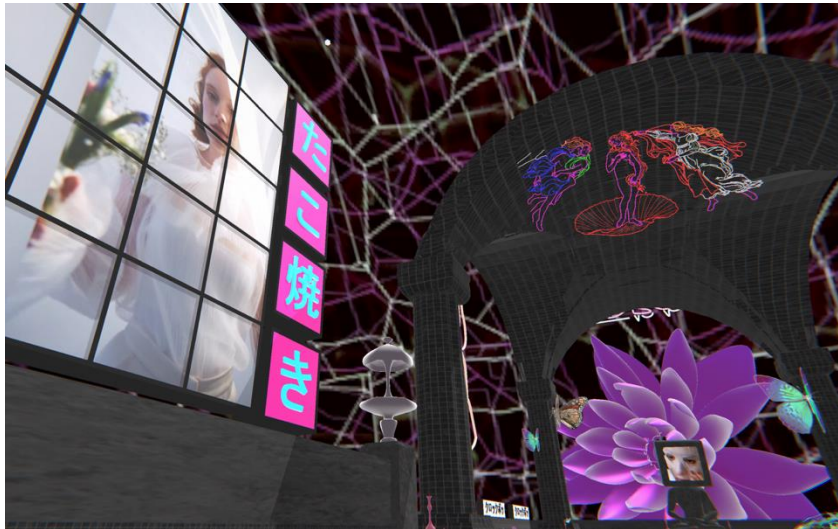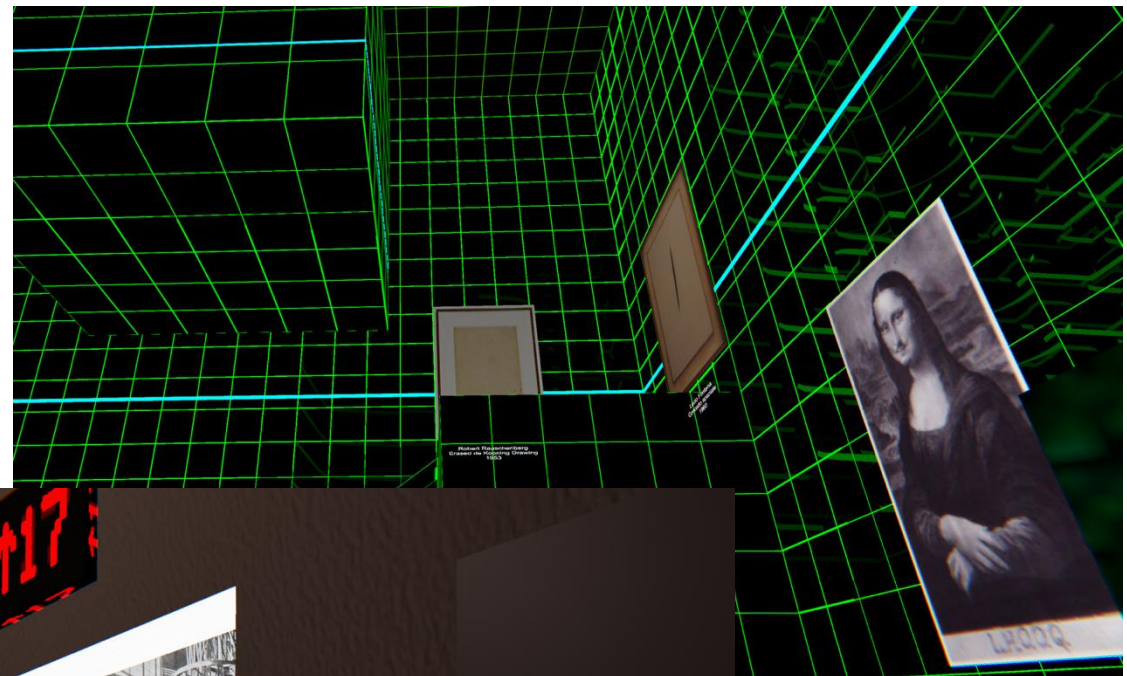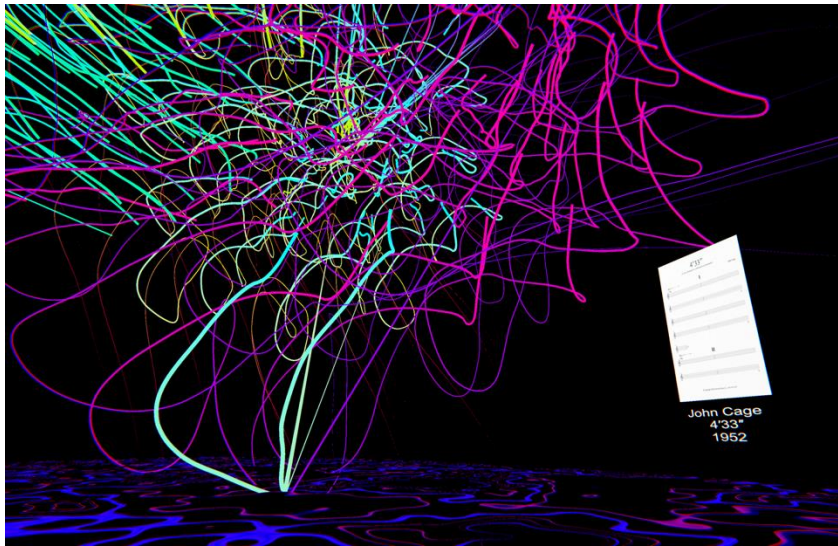

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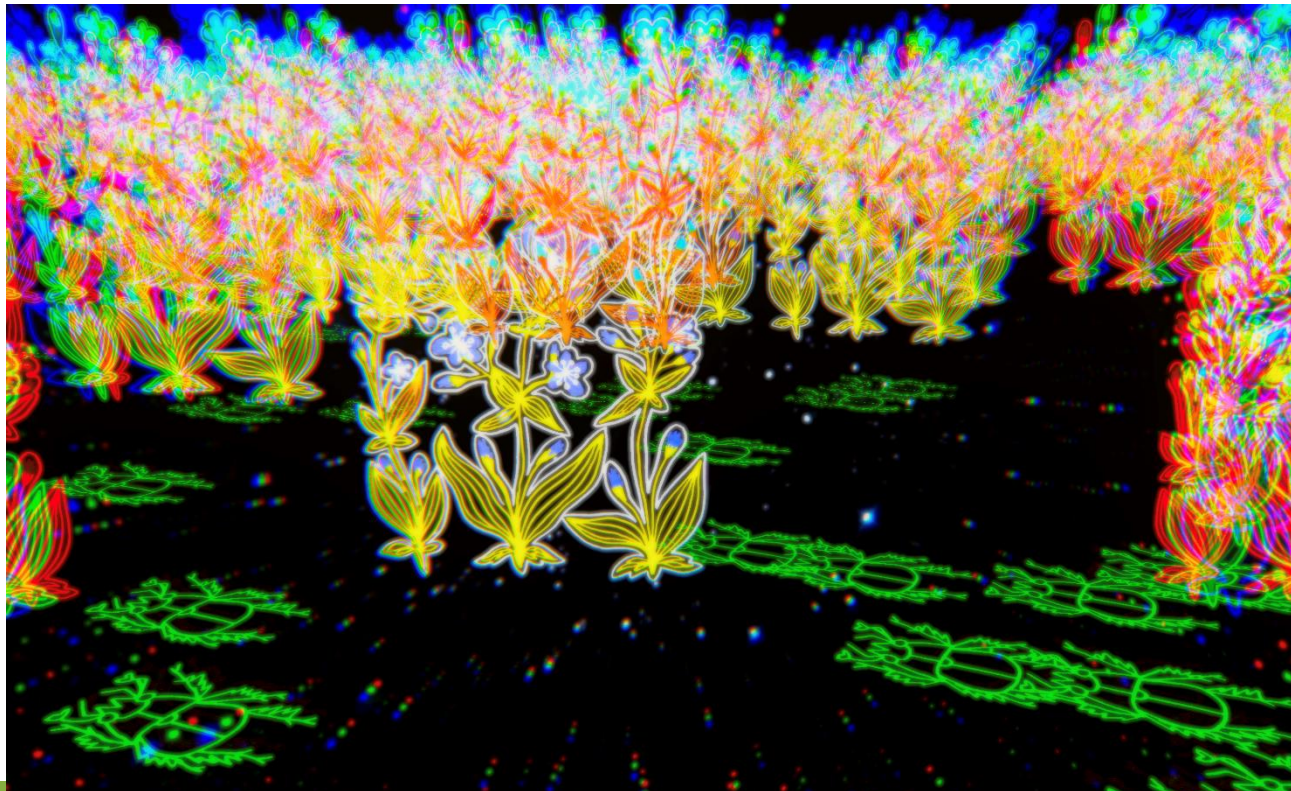
Technical issues

- Work on the basis of **Art Space** (first serious art game on digital art) https://artspace.va.lv/

A **downloadable** game executable on a Windows-based gaming computer
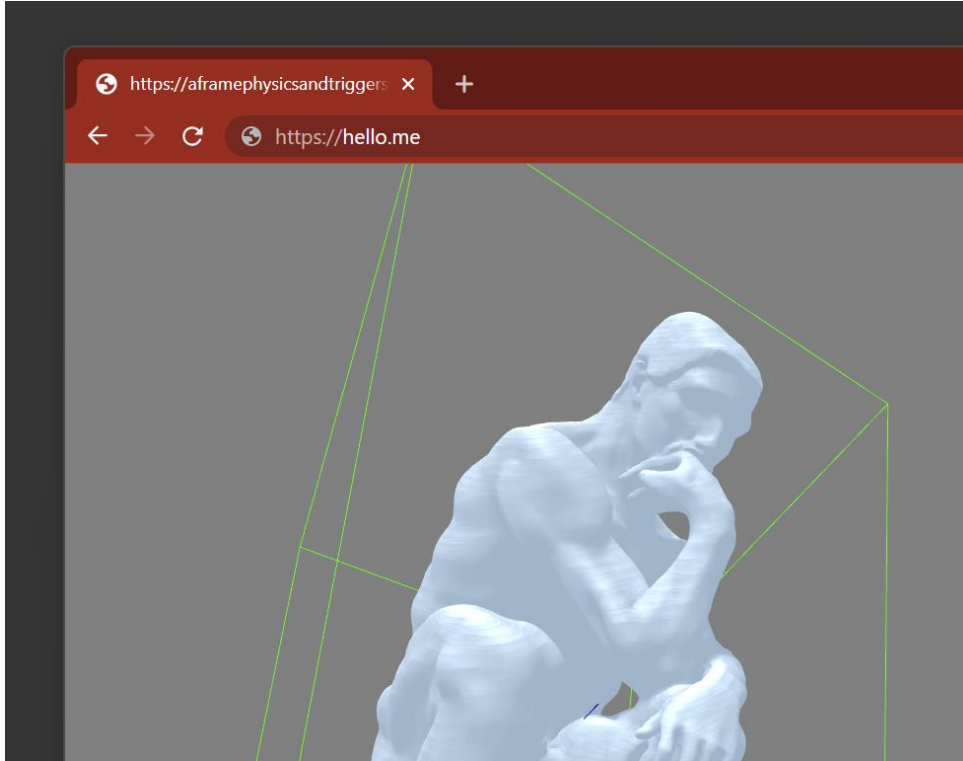

ArtSpace

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ArtSpace

Technical issues

- **ImGame** –

A **web browser-based Virtual Reality** experience that is easily accessible via virtual reality headsets, smart devices and computers with different operating systems.

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Technical issues

The Challenge –
Developing WebXR *(Extended reality through the web)*
is hard:

Limited device performance

There are helpful tools emerging but they are still in an early phase

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Technical issues

The Gains –

Accessibility

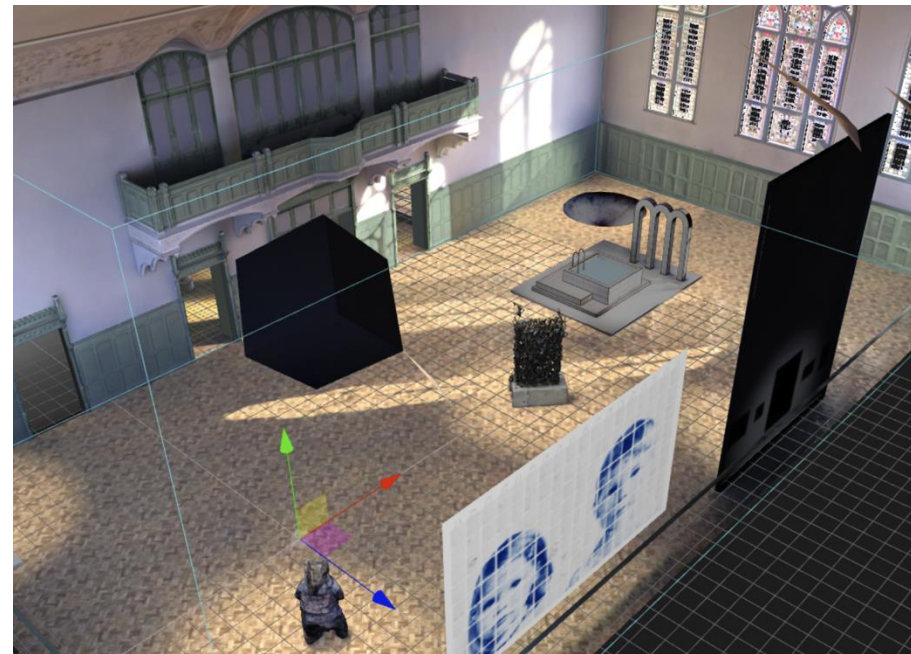**Possibility to create new tools and workflows**

Works across multiple devices

Could be a future proof and metaverse ready educational game in VR
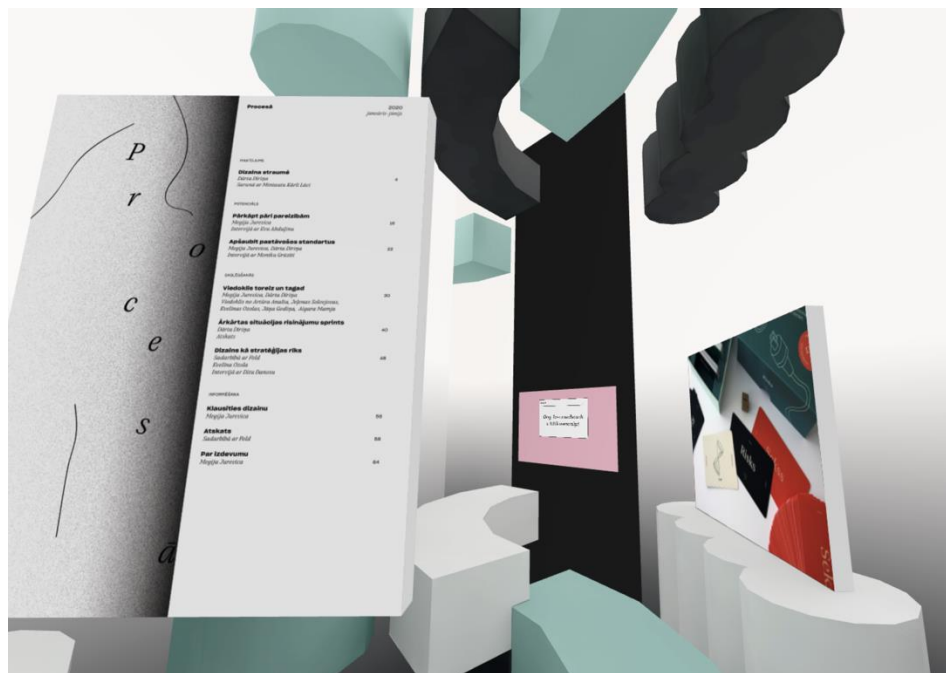
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Technical issues

Experience –

Art Academy of Latvia virtual exhibition:

https://virtuaal.lma.lv/gallery/vr/1

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Technical issues

Experience –

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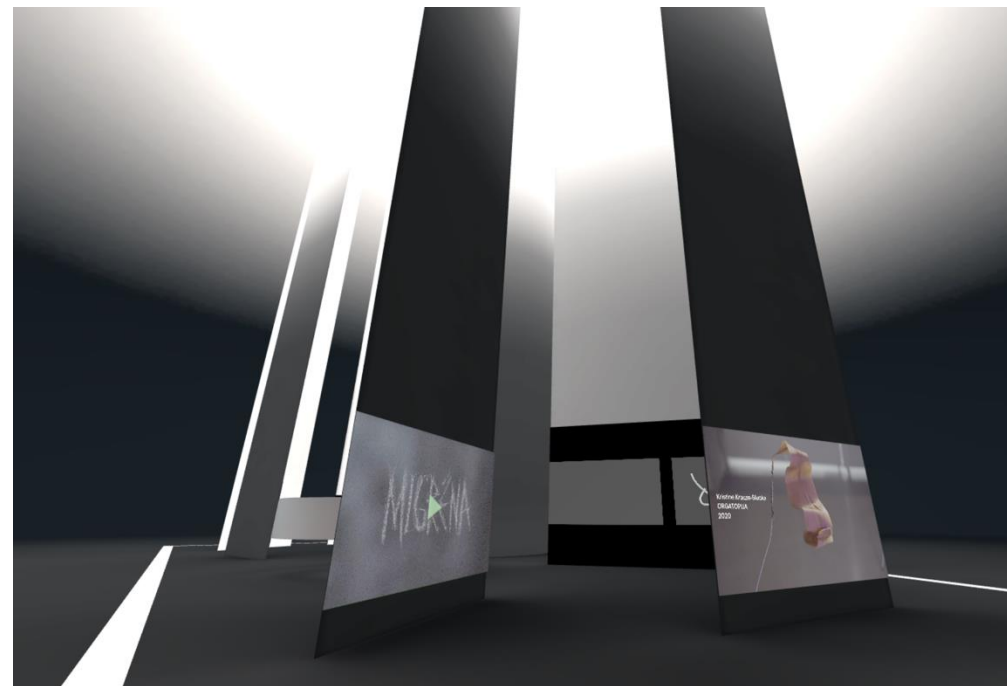
Technical issues

Experience –

WebXR multiplayer experience
"Peace on Web":

https://mierstikla.100procenti.lv/

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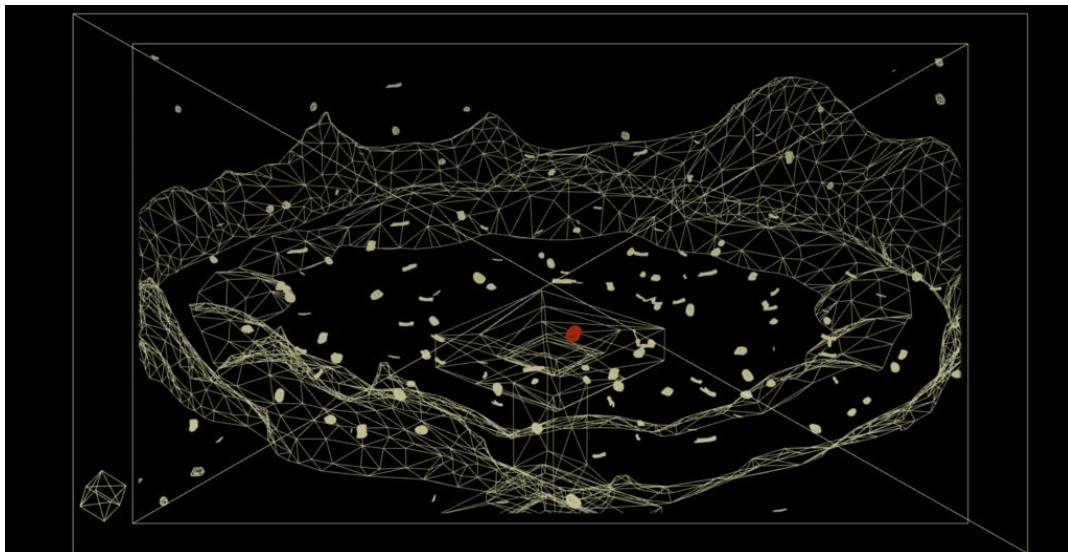OF APPLIED SCIENCES
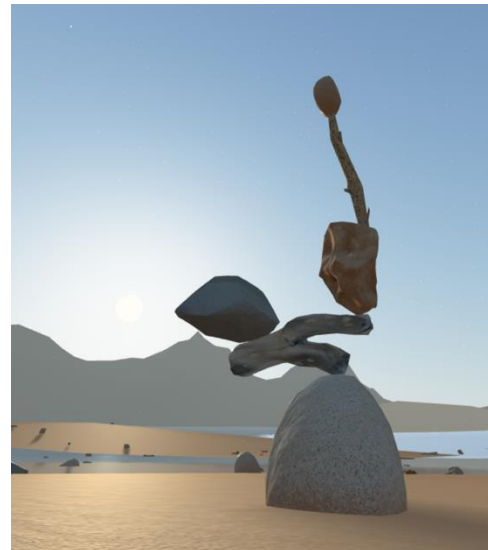
Technical issues

Technical goals –

Create tools and workflows for better WebXR development

Integrate WebXR content creation in Art Academy of Latvia study programmes

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