**Video Games**

Your Name (First M. Last)

School or Institution Name (University at Place or Town, State)

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**How might the notion of interactivity contribute to the Video Game as an art form?**

Like other forms of visual arts, we can consider games a form of art due to the visuals and storytelling telling techniques that are becoming part of the modern game design culture. Game interactivity can be described as the human interaction with the players and the scenes that are depicted on screen. In order to increase the interactive experience of the user, the gaming companies are trying to introduce the concept of storytelling in video games, to allow the player to relate to the story.

Interactive visuals and stories regarding the characters of the game have taken an artistic form to increase the user interactive experience while playing(Matt, 2003). This association of interactivity with art is difficult to portray on screen, this is the reason that many famous games have a disconnection between the storylines and the game design. In an ideal case, the storytelling should be able to increase the interactivity of the user with the game but in reality lack of connection exists between the story and the physical interactive experiences of the player. Despite the fact that storytelling is becoming part of the modern game culture but still game makers are focusing more of the user game experience than on the creating strong connection between the artistic visuals, gaming experience, and storytelling.

 A famous game ‘Last of us’ that has a strong storyline and amazing visuals seem like a work of art, but still, it has failed to build the connection between the story and actual gaming interactions. The game pauses in the middle to tell the story. This disconnection between the gaming interactions and story compromises the artistry of the game. But the gap between the artistry and interactive gaming experience is minimizing and the example of it is game ‘Journey'. This game depicts the perfect union of artistry and interactive gaming experience. Player feels all the emotional roller coaster that a player goes through in journey to reach the destination. This game tells all the story through scenes and visuals without verbally saying anything. It can be said that interactivity and artistry are interlinked in the games. Adding artistry and storytelling to support it increases the player’s interaction with the game(Brandon M. Jacobs, n.d.).

**References**

Brandon M. Jacobs. (n.d.). *Journey - The Artistry of Game Design (Review/Analysis)*. Retrieved from https://www.youtube.com/watch?v=RJyGpVmkewU

Matt, G. (2003). *The Ideology of Interactivity (or Video Games and Taylorization of Leisure)*. Retrieved from http://www.digra.org/wp-content/uploads/digital-library/05150.15436.pdf