



Tanya Krzywinska (Falmouth University)
Description (Date)

With a background in the computer industry, as well in literature, film and art, **Professor Tanya Krzywinska** has developed new methods and concepts designed to further our understanding of the formal uniqueness and potential of games. She is author of a range of papers and books that sought to distinguish the formal and aesthetic differences of games from other media. As well as an interest in indie, art and long-form games, she has written extensively on the Gothic and Horror in games. Tanya was an early member of DiGRA and was a board member from 2006 until 2010. Since 2012, she has been Editor-in-Chief of the peer-reviewed journal *Games and Culture* (Sage). Tanya has designed and convened a range of games courses in the UK working closely with game developers, such as Lionhead Studios and Supermassive Games. Tanya holds the chair in Digital Economy at Falmouth University, Cornwall and is Director of the Games Academy which provides incubation-based and innovation-led game development courses (www.falmouth.ac.uk/games). Given time, Tanya continues to practice as a fine artist.

Description

Videogames are often described in terms of folk art. Sensationalized as fairy tale monsters, seducers that steal people from their families, from health and creativity, away from social mores into an all-encompassing nether world at once violent and unreal. Equally, videogames have also been tagged as heroes of the digital age - heralded as changing the way we learn and engage with each other, and offering renewed material for creating new art forms.

In this paper, I will look at the relationship of games with other art forms and converse with ideas around art-based approaches to game making and the materials used to make games. Games also provide a lens through which to examine other, more established art practices and I examine the potential for games to take up the mantle of other art forms in the process of expressing the cultural knots of our time, critiquing society and creating change.