

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”

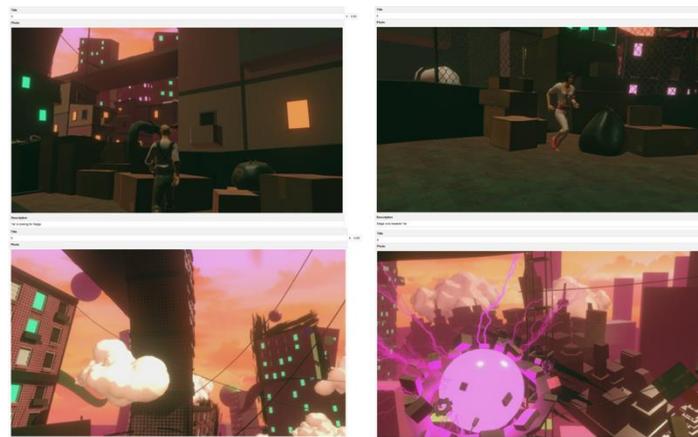
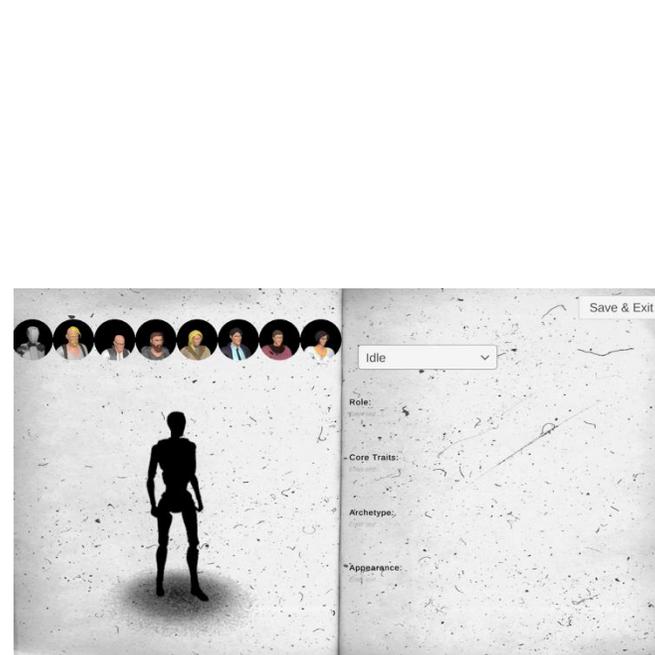
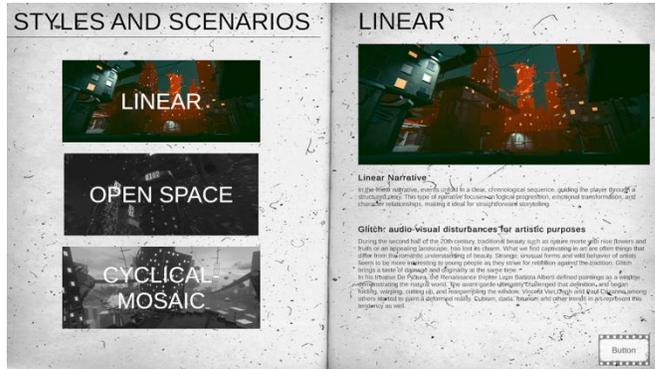
no. 1233058 in collaboration with Kharkiv State Academy of Culture and Vidzeme University of Applied Sciences in the program MSCA4Ukraine as a part of the European Commission’s Marie Skłodowska-Curie actions



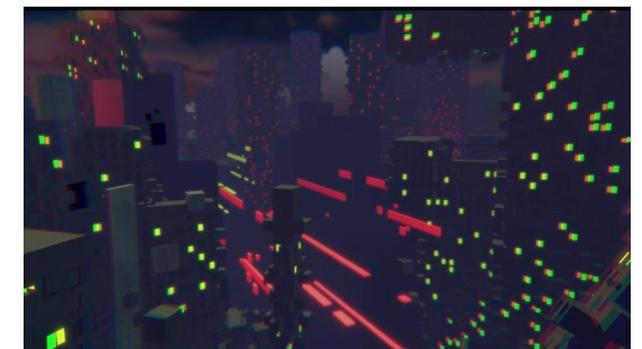
- ✓ **Digital integration and interactivity in education demand innovative tools**
- ✓ ***CineGame Ukraine*: a virtual film school using serious art gaming**
- ✓ **Foundations: Machinima + Visual Novel genres**
- ✓ **Goal: cultivate cinematic literacy, visual thinking, and storytelling competence**



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.



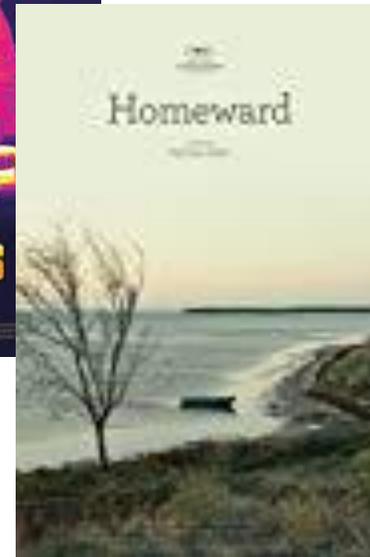
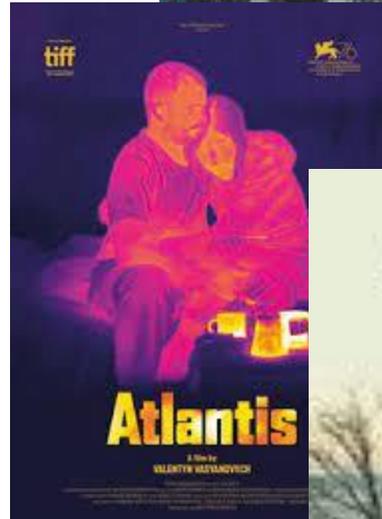
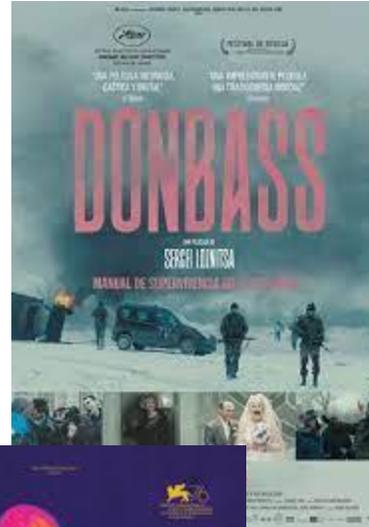
Machinima as Technological Foundation

- 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*.



| | |
|--|--|
| <p>STYLES AND SCENARIOS</p> <p>LINEAR</p> <p>OPEN SPACE</p> <p>CYCLICAL MOSAIC</p> | <p>OPEN SPACE</p> <p>Open Space Narrative</p> <p>Whimsical style</p> <p>Button</p> |
| <p>STYLES AND SCENARIOS</p> <p>LINEAR</p> <p>OPEN SPACE</p> <p>CYCLICAL MOSAIC</p> | <p>LINEAR</p> <p>Linear Narrative</p> <p>Glitch: audio-visual disturbances for artistic purposes</p> <p>Button</p> |
| <p>STYLES AND SCENARIOS</p> <p>LINEAR</p> <p>OPEN SPACE</p> <p>CYCLICAL MOSAIC</p> | <p>CYCLICAL-MOSAIC</p> <p>Cyclical-Mosaic Narrative</p> <p>Generative art</p> <p>Button</p> |

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.

Unity Demo

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

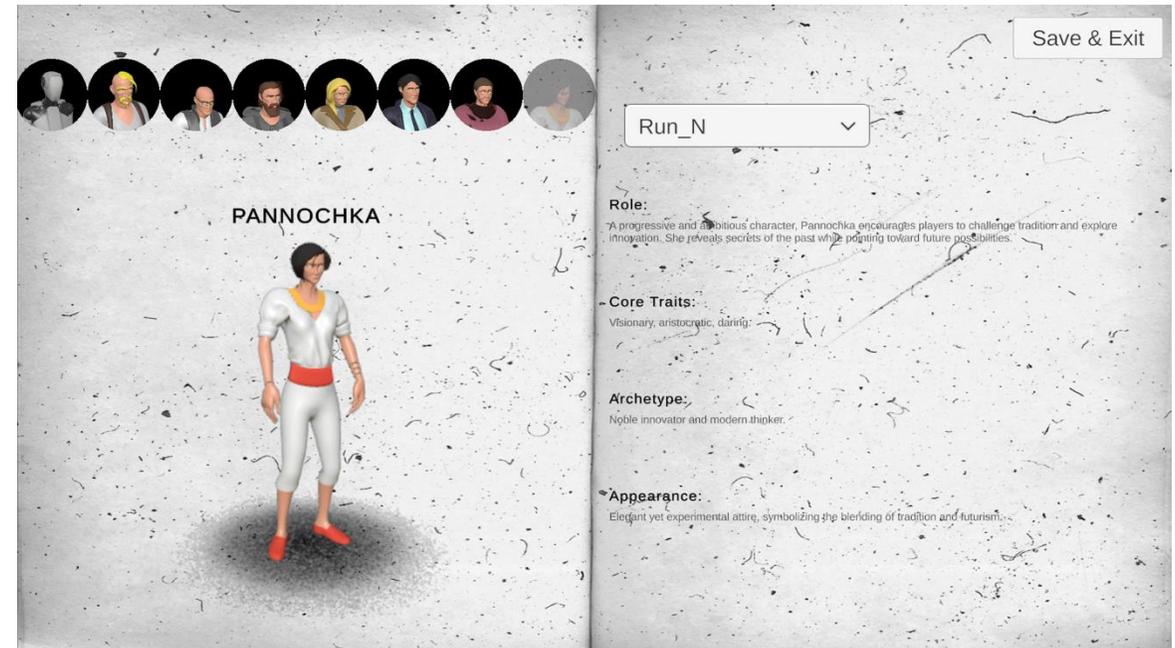
Refine mechanics & interface

Empirical research on learning outcomes

Explore camp, weirdness, whimsy, aesthetics

Thank You!

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