

## The Aesthetic Dimension of playing Videogames

### Abstract

The Thesis is divided into two main parts. The first part follows the beginning of the discussion which considers computer games as Art. Selected theories are analyzed and critically reviewed. Specifically, these are theories considering the emotional potential of games, their narativity, or their cluster definition. In the second part are computer games seen as aesthetic experiences. In a short diversion the similarities between computer games and sport are shown. Also the role of winning and rules is contemplated. Subsequently, John Dewey's theory is used to interpret the phenomenon. The text is interwoven with examples of old and current computer games.

Key words: Videogames, Aesthetics of Everyday life, New Media Art, an Experience, Pragmatism, John Dewey