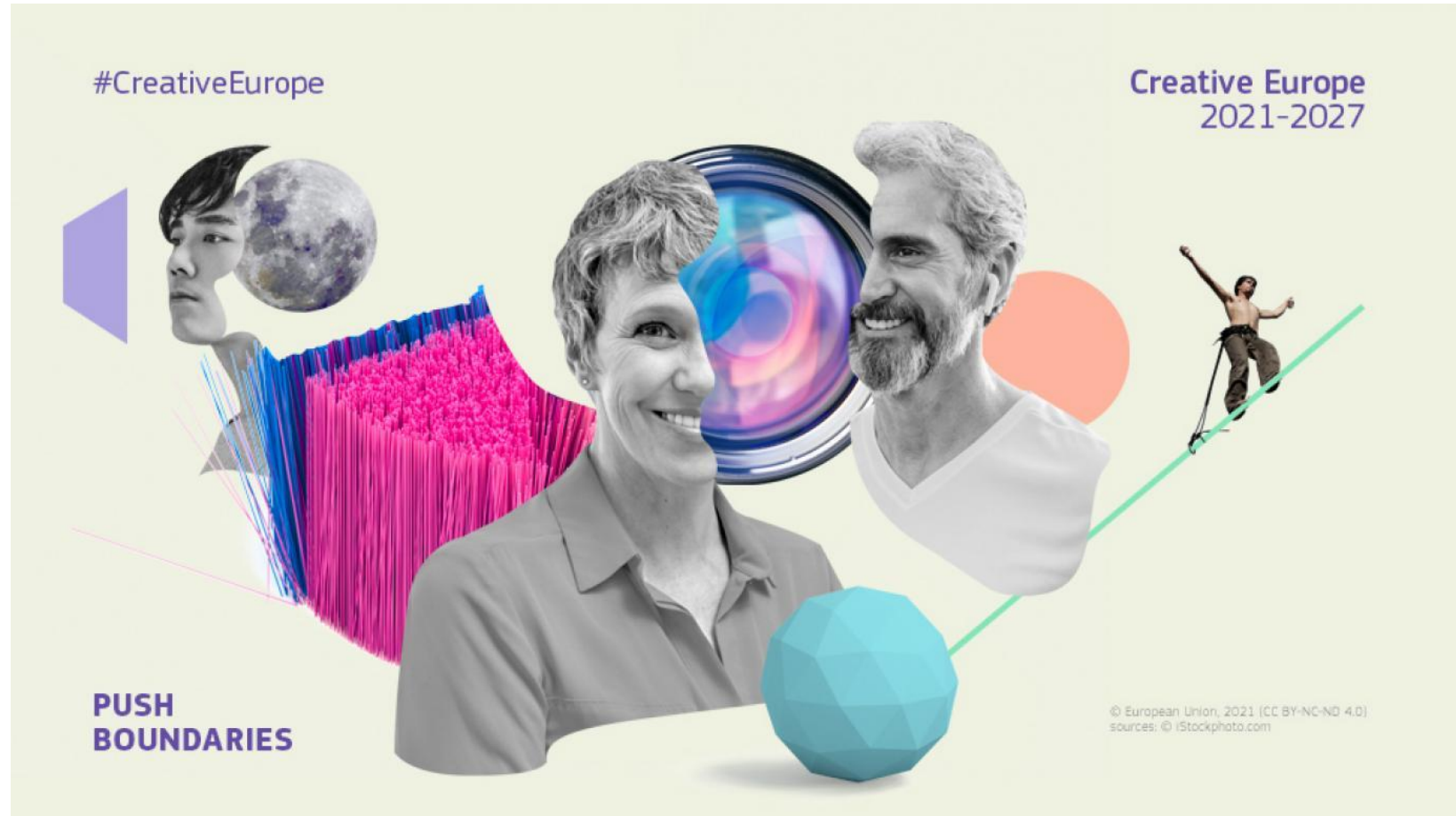




VIDZEME UNIVERSITY
OF APPLIED SCIENCES

ImGame
2022-2025



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Ministry of Culture
Republic of Latvia

ImGame – An Innovative Digital Environment Based on Research with
Elements of Immersive Aesthetics and Serious Gaming No. 101054570

Partners:

Ionian University (Greece, Corfu)

Moholy-Nagy University of Art and Design (MOME, Hungary, Budapest)

ImGame

Digitāla vide ar spēles elementiem
par iegremdēšanās sajūtu VR pieredzē

Filosofisks konteksts
21. gs. māksla



Rogier Jupijn, RISEBA
Mediju māksla un
radošās tehnoloģijas



Alvis Misjuns
Latvijas Mākslas akadēmija
Jaņa Rozentāla Rīgas mākslas skola



Mērķi:

- Attīstīt nopietno mākslas spēlošanu (serious art gaming)
- Ieskats ideju vēsturē
- Atbalstīt jaunos māksliniekus
- Sadarboties ar jaunajiem radošajiem inženieriem
- Zināšanu pārnesums: izplatīt zināšanas par 21. gs. kultūras matricu

Kants un citi – kā mācīt filosofiju un kultūras teoriju šodien?

Grieķu mīts par Narcisu

Pieredzes «baseins»

Aizmiršanās sajūta kino

Laiktelpiskā formveide

Fascinētības pieredze





Grieķu mīts par Medūzu

Bailīga pieredze

Hipnotizējošs un paralizējošs efekts

Atceļ refleksīvo domāšanu

Pārvērš akmenī (uz brīdi)

Baumbach, S. (2010). Medusa's gaze and the aesthetics of fascination. *Anglia – Zeitschrift für Englische Philologie*, 128(2), 225–245.



Imanuels Kants, cildenuma estētika. Spriestspējas kritika (1790)

Latvija

Meditācija un ekosistēmas: savienotas tēmas

Daba kā ekosistēma

Prāta tīrība, miers, psiholoģiska ekoloģija

Paula Dejus. Solution, 2018

Rasa Šmite, Raitis Šmits. Atmospheric Forest, 2020

Paula Ostupe. Solution (2018)

Futūristisks risinājums gaisa piesārņojuma problēmai



Rasa Šmite, Raitis Šmits. Atmospheric forest (2020)



Prāta ekosistēma

Rute Marta Jansone. Insight, 2020 & Zemdegas, 2023

Paula Ostupe-Dejus. Imagination, 2022

Zane Zelmene. A Guide to Invisible Landscapes, 2022

Jurgis Peters. Images of Divine, 2022

Alvis Misjuns. Peace on Web, 2022

Rute Marta Jansone. Insight, 2020

Psihoanalītiska pieeja

Galda spēle “Cirks”

Kā atrast situācijas nozīmi, personīga lietu interpretācija



Projekti

2025-2028 EcoMind: Development of Serious Art Games and the Ecology of Mind in the 21st Century No. 1.1.1.9/LZP/1/24/009
European Research Development Fund

2023-2025 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 in the program MSCA4Ukraine as a part of the European Commission's Marie Skłodowska-Curie Actions (MSCA), scientific leader of the research project

2022-2025 ImGame – An Innovative Digital Environment Based on Research with Elements of Immersive Aesthetics and Serious Gaming No. 101054570, European Commission, Creative Europe

2018-2021 Postdoctoral research project “Leveraging ICT product innovations by enhancing codes of modern art”, grant from the European Regional Development Fund No. 1.1.1.2/VIAA/1/16/106

OPEN SPACE



OPEN SPACE NARRATIVE

The open space narrative encourages exploration and discovery. Players craft stories by immersing themselves in the environment and using visual, auditory, and symbolic cues to shape their narrative. This approach fosters creativity and free interpretation.

WHIMSICAL STYLE

Whimsical style, closely related to naïve, sometimes looks awkward because of its simplicity as if these works were created especially for children. The idea became topical in the era of modernism, with its connection to psychoanalysis and the savage mind that lets the inner child express an untamed spirit. Hand drawn characters, bright colours, a lack of perspective and simple expression are some of the typical features of the style. It is playful, brings joy to its beholders, and never takes itself too seriously.

The lack of dialogue or subtitles in a closed school environment forces the viewer to interpret the story through gestures and context.

PRMACHENKO, MARIA. TWO PIGEONS DRANK WATER BY A WINDMILL AND FORD (1970)



LĪGA SPUNDE. HOW FAR ARE YOU (2024)



Matīss Stepiņš. Dizains VR videi CineGame (2025)

Rezultāti

Gintere, I., Rovithis, E., Bakk, Á. K., & Misjuns, A. (2024). ImGame Project: A Comprehensive Theory of Immersive Aesthetics and Innovation in Serious Gaming. *International Journal of Game-Based Learning* (Q1), 14(1), 1-18.

Gintere, I., Rovithis, E., Bakk, Á. K., and Misjuns, A. (2024). ImGame: An Immersive Educational Environment to Teach Contemporary Art. In *Proceedings of the 16th International Conference on Computer Supported Education*, Angers (France), May 2nd-4th, 2024.

Misjuns, A., Cīrulis, A. (2024). Creation of virtual reality experiences for the web: shader programming for artists. *The 11th IEEE Workshop on Advances in Information, Electronic and Electrical Engineering (AIEEE)*, Valmiera, June 14th.