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**Visual short presentation (6,4 min)**

*Topics:* Digital and new materialist artistic and art educational practices and theories

*Keywords:* computer game, art education, teacher, art expression, research

### **Art education at Czech schools and computer games**

#### **Jakub Konecny**

Palacky University, Czech Republic; [jakub.konecny.mgr@gmail.com](mailto:jakub.konecny.mgr@gmail.com)

Thanks to the development of personal computers, cell phones, tablets and others kinds of electronic devices, computer games are almost omnipresent. They are not played just by young men and fans of fantasy or sci-fi; because of the wide array of „casual games“ they are now played also by former players and even by people who have never played any computer game in their life. It is not surprising that children of any age are using motives from computer games as topics for their own work of art and they are influenced by the visual language (level and style of stylization, colour harmony) of computer games. The contribution will be about presenting results of research between art teachers and students at Czech schools. Research`s objectives are to find what is the target groups` relationship to computer games and find answers to some questions about theirs opinion on videogames, art education and using computer games in art education. Results of this research will be part of my PhD thesis Aesthetics of computer games and its influence on student`s art expression.