

## Why Games Will Be the Preeminent Art Form of the 21st Century

Chris Hecker

definition six

---

### Abstract

*Computer games share many artistic and technical characteristics with films of the early 1900s. Games' artistic evolution is hampered by the lack of artistic respect from society at large, and the lack of technical standards that would allow artistic innovation. The same problems affected cinema during its birth. During the early 20th century, film managed to find its way from popular diversion to highly respected art form. Will games follow the same course, or will they be stuck forever in the ghetto of pop culture? What technological and artistic changes need to occur in the medium for games to evolve beyond merely shooting aliens and into an art form worthy of association with painting, music, writing, and film? This talk will pose some of those questions, if not attempt to answer them.*

---