

THEORY AND HISTORY OF CULTURE

(specialty 24.00.01)

Kutlaliyev T.Kh. The use of props in the computer games: the problem of the aesthetic properties of virtuality

In addition to the audiovisual means of depicting a virtual world, computer and video games allow the use of props, which serve to increase the players' immersion into the game's reality and enhance specific parts of the narration. Known cases of systematic prop use are limited to the games, that offer a detailed simulation of flying an aircraft, and the interactive fiction games of the 80's. Even though limited in number, those examples demonstrate the possible applications of the props as artistic means.

Key words: computer video game, props, interactive fiction, simulation, control, smell.

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July, 17, 2013
