

# EDITORIAL

## GAMES AND CULTURE: NOTES ON DESIGN, ART AND EDUCATION

FILIPE LUZ

CONCEIÇÃO COSTA

The growing numbers of researchers in contemporary game studies from the fields of Design, Art, Media Studies, Computer Sciences, Psychology, Education and Business, IJFMA open up the discussion to different domains, enabling intertextuality and cross-fertilization in this rhizomatic borders of media and art genres. The present issue of IJFMA results from a peer-review selection of papers from the *MILT conference - Media Literacy for Living Together: the future of media and learning in participation*, and from a specific call addressing studies in visual culture and games, games and learning and pedagogies of play.

The MILT conference, hosted by Lusófona University in 2019 (June 26-28), was the culminating event for MILT-Media Literacy for Living Together project (July 2018-June 2019) co-financed by European Commission Directorate-General for Communications Networks, Content and Technology as part of the Pilot Project Media Literacy For All (Grant agreement no LC – 00865164). MILT project was designed having in mind youth active participation, meaning youth have a reason to believe that their involvement will make a difference and to participate *youth need a challenge, competence and to be connected*.

As a major strength of MILT project, growing youth engagement was observed. A multi-disciplinary learning approach to media literacy, guided by a civic purpose for all students and contextualized for each audience has in common to promote critical thinking. A multi-case study and research action project was conducted in Cyprus, Ireland, Portugal, Greece, and Denmark.

The present issue opens with the work of Marco Silva "Videogametism: Consolidating the recognition of video games as an art form". Using the neologism, videogames, this work remedies the Sergei Eisenstein's concept of cinematism with the goal to value the artistic qualities of video games by exploring its associations with other art forms. Art, cinematism, gamification, play, video games, or transmedia storytelling, are intrinsically artistic qualities of videogametism, and relevant characteristics that raised the maturity of the video game within the realm of arts. , In "The Relation Between Gamers Audiences and Gaming Industry Workforce", from Ivan Barroso, the industrial profile of triple-A studios has been designed and adapted according to the market needs, with the game fans actively challenging the industry, forcing the game developers in specific orientations, niches, that will please the audiences. This tight relationship between gaming audiences and the industry workforce has lead to an increase in budget size, thus reducing the game releases deadlines, and from an artistic point a view, it limits the creative development of the media. The marketing strategy has aversion to risk and prevails the sequels and serialization a preferred option, whereby Ivan Barroso underlines that games become "ordinary" products and the audience just "conservative" consumers. Pedro Neves, Leonel Morgado, and Nelson Zagalo present how the Contract-Agency Model can be used to expose literacy practices in videogames. "Uncovering Literacy Practices in the game Total War: Shogun 2 with a Contract-agency

Model" aims to discuss the model implications to media literacy and videogames, using the game Total War: Shogun 2 as a case study. This model proposes eight levels for game analysis: Controls, Tokens, Verbs, Power to Affect the Gamesstate (PAG), Current Gamesstate, Possibility Space, Rules, and Personal Play Narrative. From simple agency commands (controls) to the player's mental model and the personal play narrative, this is a detailed study for media literacy and games in how videogames can be discussed and analyzed. Following these complementary contributions in game art, game production, and game design, two works are oriented towards games and learning. In "Empowerment and ownership in intellectual disability gaming: review and reflections towards an able gaming perspective (2010-2020)", Carla Sousa explores the role of games for people with intellectual disabilities (ID), in a Systematic Literature Review (SLR) from 2010 to 2020 in the field of gaming and ID. This exhaustive SLR is a relevant contribution to the fields of education and media and audience studies, fostering the inclusion of people with intellectual disabilities through gaming activities, rather than studies of games with therapeutically aims. Adriana Baptista, Celda Morgado, José António Costa and João Azevedo, in "Augmented reality to enhance non-opposite reality awareness: lexical relations amongst Primary Teaching", discuss the results of an exploratory study with augmented reality for children with the aims to attest if primary school students are able to organize their mental lexicon in a dichotomous way.

As final remarks, the present issue being centered in game research perspectives, increases the intertextuality media studies of the International Journal of Film and Media arts, fostering the critique and diversity of cultural forms of expression and materialization.