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The question if computer games have certain aesthetic quality has been present in aesthetic discourse since the early nineties. Most of the current theories approach videogames through art. In the first part of this contribution, two problems which occur when we consider objective qualities of games through definitions of art will be presented. I believe that this approach does not provide a complete look at the true nature of videogames. One can better understand them if she or he takes into account the fact that they are games. In the second part of this paper will be shown that the possibility of victory and presence of rules are important components we have to deal with when we want to speak about the aesthetic relevance of games. In this respect, I will argue that they resemble sport. I will do that through Wolfgang Welsch's article *Sport – Viewed Aesthetically, and Even as Art?*