

# VIDEOGAMES AND ART



EDITED BY ANDY CLARKE  
AND GRETHE MITCHELL

intellectbooks | **Art & Design**



intellectbooks



# Videogames and Art

Edited by Andy Clarke & Grethe Mitchell

Videogame art is a rapidly emerging genre of digital art and a flourishing area of both critical attention and academic study. A growing number of artists are appropriating the technology and iconography of videogames and their work is being shown in – and collected by – major art institutions worldwide.

This book features interviews with many leading videogame artists, as well as with emerging figures in the field. A thorough, yet accessible, introduction to videogame art and will be of interest to all of those interested in the field of videogames.

**£29.95 / \$55, ISBN 9781841501420 / hardback, 230 x 174mm**

To order this  
book online...



---

#### Step One

Go to the intellect website:  
[www.intellectbooks.com](http://www.intellectbooks.com)

---

#### Step Two

Type in the name of this  
book in the search box to  
the right of your screen

---

#### Step Three

Click on the link when  
the title is revealed

---

#### Step Four

Click on 'add to basket'

---

[www.intellectbooks.com](http://www.intellectbooks.com) / publishers of original thinking