

**ARTD 2103**  
**Introduction to Visual Culture**  
**- Portfolio**

**Enemies of Parents Worldwide: The Game**

**Fig. 1 A board game named Senet**



Source: <https://th-thumbnailer.cdn-si-edu.com>

Many ancient games have been passed down to the present day. As can be seen in Fig. 1 below, this game named Senet was played in 3100 BC. With the development of archaeology, people have found more paintings, written records, and sculptures that can show previous games to modern people. For example, this is a wall painting from the 3300-year-old tomb (see Fig. 2). It shows an ancient Egyptian queen playing Senet. It proves Senet is a typical game that has a long history. Senet was composed of a gameboard of 30 grids and two sets of pawns. The players in this game move their pieces on the board in a way that exists a probability to move forward or hinder their opponent (British Museum, 2021). This is actually a kind of virtual war without artillery fire in Senet. So now, when people play the old game, they feel the

same joy as the ancients.

Fig. 2 A wall painting shows a person is playing Senet



Source: <https://www.science.org>

Fig. 3 A video game named My Child Lebensborn



Source: <https://www.mychildlebensborn.com/>

Games can be meaningful by including commemorative and historical elements. As can be seen in Fig. 3 below, this is a game named My Child Lebensborn. It is a game about raising a lebensborn child after World War 2. Lebensborn was a plan for the development of a superior race believed Nazi

initiated by Germany, during World War II, to further rule Europe. Its purpose was to provide an elite generation to Nazi Germany. The Nazis would imprison women they thought were pureblood who are blonde and impregnate them (see Fig. 4). But when Germany was defeated, these innocent children suffered hatred from the people of invaded countries (Historylearningsite, 2015). This is the background of the game. The players need to solve not only the problems in children's growth but also problems because of their identities (see Fig. 5). In the game setting, the time of day is limited. So the players need to balance the various cares for the children, such as eating, bathing, repairing wounds, and so on. As single parents within the game, players also need to balance working and taking care of their children (Campbell, 2018). The game doesn't seem complicated. But when it comes to operation, balance is difficult for players to master. As the Creative producer of the game, Elin Festøy (see Fig. 6) said, the gameplay of this game is not like ordinary simulation games, as long as you are a good parent, you can win. The special background of this game makes this game dark. So not being able to take good care of lebensborn children does not mean their parents are incompetent (Purchase, 2021). So My Child Lebensborn is a meaningful game with a high depth. It is also an emotional game full of simulated reality elements. This type of game that reflects social and historical issues allows players to better experience historical events of profound significance.

Fig. 4 An old photo of people in Lebensborn



Source: <https://www.google.com.hk>

Fig. 5 The tasks that players need to solve while playing My Child Lebensborn



Source: <https://steemhunt.com>

Fig. 6 The game designer Elin Festøy



Source: <https://www.esodoc.eu>

**Fig. 7 The Nintendo game named Ring Fit Adventure**



Source: <https://www.buzzfeednews.com>

In some special types of games, people can learn the corresponding special skills. As can be seen in Fig. 7 below, this is a Nintendo game named Ring Fit Adventure by Hope Corrigan, released on October 18, 2019. Players need to use the ring and the leg band to do actions to complete tasks (see Fig. 8). About actions, players can learn a lot of actions of exercising different parts of the body and yoga (see Fig. 9). These actions will help players to strengthen muscles, adjust posture, and exercise body coordination (Peter, 2020). Players can exercise while completing the game by doing these fit skills in the game. In addition, Ring Fit Adventure replaces the boredom of people's usual exercise with the pleasure of playing the game. Moreover, when the player is in the game's movement, they are guided by the game to interact. This is also no substitute for ordinary exercise (Jenae,2020). It means this game changes

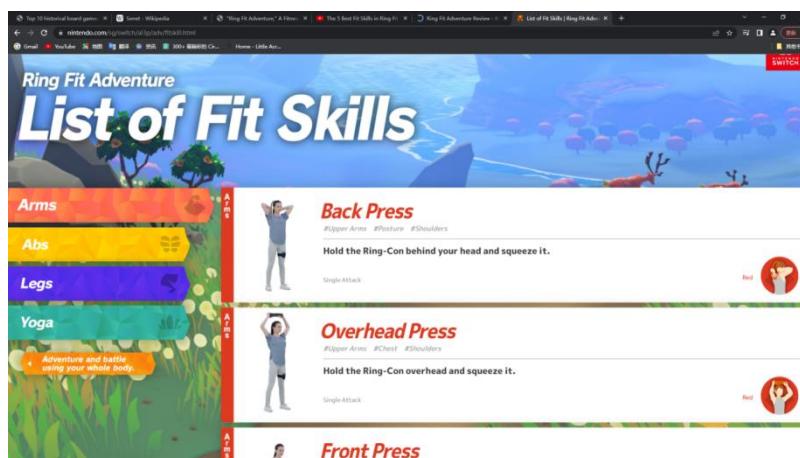
the way of exercising by people. Therefore, it is a typical example that games bring joy and skills to people.

Fig. 8 When players is playing Ring Fit Adventure



Source: <https://www.buzzfeednews.com>

Fig. 9 The list of actions in Ring Fit Adventure



Source: <https://www.nintendo.com>

Fig. 10 The VR game



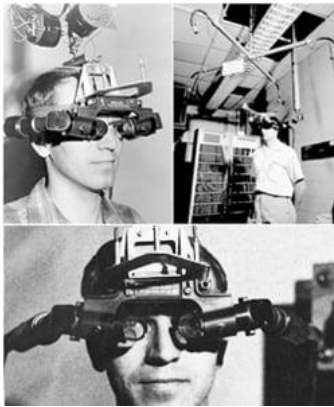
Source: <https://www.mobileworldlive.com>

With the development of technology, some games have other uses. As can be seen in Fig. 10 below, this is a VR game, which means a virtual reality game. Players can bring VR glasses and gamepads to play in the virtual world. The earliest VR games were invented by Ivan Sutherland as early as 1968 (see Fig. 11). The technology at the time wasn't enough to support him in inventing the full-fledged VR technology. By now, VR technology has matured and become a boom. Some scientists have found VR games to be a great way to treat PTSD patients, which means post-traumatic stress disorder. It is a mental illness that produces a stress response as a result of experiencing it. This disease needs to be cured by exposure therapy. But most of the causes of these patients are special circumstances, such as veterans, people who have been raped, and people who have been subjected to domestic violence. So recreating these scenes, in reality, is dangerous and impossible. But VR games solve this



problem. Because the patient's treatment will not be actually harmed (Tull, 2020). So VR games can not only be used to play, but also to solve the problems of special groups of people. To sum up, the game can brings new lives to people.

Fig. 11 Ivan Sutherland and the earliest VR glasses he invented



Source: <https://www.bakkerelkhuizen.com>

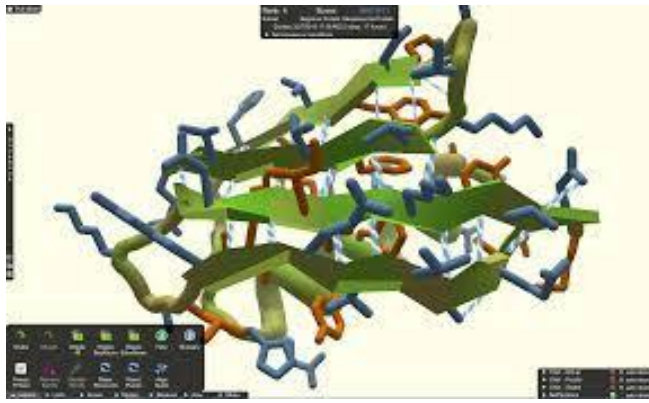
Fig. 12 A video game named Foldit



Source: <https://michalisnicolaides.com>

Games are not just for entertainment, some games have special value. As can be seen in Fig. 12 below, this is a game named Foldit. And it is representative of games that are used for doing scientific research. This game visualizes substances such as proteins, amino acids, etc. Proteins are the workhorse of biological cells. They build the framework as a foundational element in the game (Foldit, n.d). The game designers have successfully transformed complex biological theories into visual structural games (see Fig. 13). And the players win by arranging and dismantling 3d elements (Cooper, 2018). So the playability of this game is very high. In addition, as one of Foldit's founders, a university professor at the University of Washington, Zoran Popovic says, the game combines computers with people to solve a scientific problem (Greene, 2010). In fact, this game was developed by scientists at the University of Washington in 2008. At the time, scientists were trying to unravel a protein involved in the development of AIDS. But they tried for ten years with no results. By the third week of the game's release, gamers had deciphered the structure of a key protein. This has spurred research into HIV (Moskvitch, 2011). This means that the achievements of Foldit are not limited to the game industry. It also played a role in advancing biology. This game may have turned into a simulation lab. Therefore, this game has become an important milestone in the development of human biology.

Fig. 13 The game interface of Foldit



Source: <https://fold.it/>

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