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### **VIDEO GAME AS A MODERN KIND OF ART**

The issue of games as a kind of art has been analyzed since 2010 when the film critic Roger Ebert made a few thousand internet enemies by declaring that games can never be art. He was supported by the Guardian art critic Jonathan Jones who reacted with disdain when The Museum of modern art Moma's exhibition included 14 classic video games. In a piece entitled "Sorry Moma but games are not art," he claimed that games could never qualify as artistic expression. "No one 'owns' the game," he suggested, "so there is no artist, and therefore no work of art" [1].

So, the **aim** of our investigation is to analyze some works and publications on the issue of games as a kind of art.

Most works that now we consider as masterpieces were not art to many of the professional artists in the past because they were incomplete. Now we can add video games. In his work Jonathan Jones insisted that games are not art because there is no individual ownership. The modern debate is supported by Keith Stuart: "There is a key difference here though... For me, games transcend the question because they are so wonderfully complex: they are emergent and system-led, but also narrative and directed; they amalgamate electronics, audio and visuals, but also often rely on text; they need user input, and yet are authorial" [2].

Another professional Green has chosen games as his medium of expression. He also sees in games an accessible way of telling people about cancer, and about hope and faith. Because, as he says, games speak to people, especially young people, in ways that films and books and TV don't [1].

Jones' piece also overlooks the artists already using video games, both as a primary source of inspiration, and an artistic medium. "Among them is game artist Jason Rohrer, a number of whose works have already been shown in NYC MOMA," says Richard Lemarchand a veteran game

designer who now lectures at USC [3]. The international community of artists like Anna Anthropy, Daniel Benmergui, Jenova Chen, Dan Pinchbeck and Tale of Tales took an important step to stake out territory for games as art.

The central question of whether interactivity cedes too much responsibility to the spectator was risen by several artists [1]. Umberto Eco developed a literary theory whereby texts are not static, in part because of their 'intertextuality', but most importantly, because of the interpretive role of the reader". It is possible to argue, they say, that all art is interactive; it is there in the very act of interpretation [2].

Because video games are now a language and language is a tool of expression and change, video games are also the only form of media that allows for personalizing the artistic experience while still retaining the authority of the artist. In video games we find three distinct voices: the creator, the game, and the player. If you can observe the work of another and find in it personal connection, then art has been achieved. The greatest artists want to communicate in the most popular media of the time, they want to be heard. So, much contemporary visual art is made by teams of technicians and assistants, even before we start on a heritage of amazing collaborators ranging from Gilbert and George to Heather and Ivan Morison. Most games are, in any case, strongly driven by the vision of a single designer [2].

So, as we have discovered, some researchers believe that video games will prove to be one of the most important mediums of art that humanity has ever had at its disposal. Technology has expanded the canvas upon which artists are able to paint and tell their stories. As an art form that has only existed in the digital space, video games are truly a collision of art and science. They include many forms of traditional artistic expression. Video games are a natural evolution of what we have always done, play in order to discover our world, discover each other, and discover ourselves. Are games art or aren't they? Nobody needs answer. Games are beautiful and important; we can leave it there and know that we are right.

### ***References:***

1. Are video games art: the debate that shouldn't be [Electronic resource]. – Access mode: <https://www.theguardian.com/technology/gamesblog/2012/dec/06/video-games-as-art>

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## **QUATUM COMPUTERS**

Google, IBM and a handful of startups are racing to create the next generation of supercomputers. Quantum computers, if they ever get started, will help us solve problems, like modeling complex chemical processes that our existing computers cannot even scratch the surface of. At the moment, companies and researchers are using a handful of different approaches to try and build the most powerful computers the world has ever seen.

So, the **aim** of our research is to present the notion of a quantum computer and the perspectives of its functioning.

As the researchers predict the quantum future isn't going to come easily, and there's no one knowing what it'll look like when it does arrive [1].

Quantum computing takes advantage of the strange ability of subatomic particles to exist in more than one state at any time. Due to the way the tiniest of particles behave, operations can be done much more quickly and use less energy than classical computers.

In classical computing, a bit is a single piece of information that can exist in two states – 1 or 0. Quantum computing uses quantum bits, or 'qubits' instead. These are quantum systems with two states. However, unlike a usual bit, they can store much more information than just 1 or 0, because they can exist in any superposition of these values. This means a computer using these bits can store a huge amount more information using less energy than a classical computer.