Ethan Barnard

Rhetorical Precis #1

Chicago *Sun Times* Film Critic, Roger Ebert in his article, “Video Games Can Never Be An Art”, argues that “no video gamer now living will survive long enough to experience the medium as an art form.” He supports his claim by first referencing a TED talk made by Kellee Santiago who stated video games already are an art, then compared cave drawings to video games, then he referenced several definitions of what art is, then he referenced several video games that he did not consider art, and finally he referenced several famous athletes that the games they played were art. Ebert’s purpose is to criticize in order to refute that videogames are not an art. He creates an opposing tone for people who would consider video games an art.

Rhetorical Precis #2

*New York Times* Magazine Writer, Kyle Chayka, in his article “Why Video Games Are Works Of Art.” He argues that being a sword-wielding teenage adventurer, a ghostbuster, and a short Italian plumber in search of his kidnapped love, where are experiences that are not meaningful because they happen through video games. He develops his claim by first providing his own definition of art as “any sensory aesthetic experience that provokes an emotional response in its audience, be it wonder, anger, love, frustration or joy,” then tells us how video games give us experiences not reachable in the real world, then he refutes Ebert’s article because of the fact that he has never even played a videogame, and finally he states that the question is how to find a new language that speaks of videogames as art. Chayka’s purpose is to persuade in order to discredit Ebert’s opinion. He creates a thoughtful tone for critics of video games.

Rhetorical Precis #3

*Stanford Daily* Columnist, Joel Gottsegen, in his article Video games, entertainment and the point of art, suggests that videogames are as expressive as any other form of art and should not be excluded. He supports his claim by first defining his distinction between medium and content, then references a videogame that is an example of artistry that is achieved through interactive media, and finally references several games that are his favorite works of art. Gottsegen’s purpose is to convince the reader in his opinion how videogames can be a work of art. He establishes an emotional tone for the reader to understand his opinion.

Thesis 1: video games are works of art because of the astonishing amount of time and money put into making beautiful and breathtaking masterpieces.

Thesis 2: What makes video gaming a piece of art is the fact that you can be fighting zombies in 2075, or slaying spartans in 400 B.C., and then racing some of the most iconic cars on some of the most famous race tracks in the world all in the same day without leaving the comfort of your home.

Thesis 3: Virtual reality is a new form of video gaming art that gives you the ability to insert yourself in a 360 degree experience flying an F-18 off an aircraft carrier in the middle of the Pacific Ocean.