

Hungarian University of Fine Arts
Doctoral School

**DLA THESIS
ABSTRACT**

IMRE NAGY

Model, Game, Evolution
Game Paradigm and Artistic Aspects

2006

ABSTRACT

I have tried to connect information about game, model making and ideas of evolution in an illustrative form and so to make the interrelation among game, modelling and the view of evolution visible.

The general interpretation of game

On a newer level of organisations game appears again as well. I have interpreted game within the frame of an evolutionary model, in which game generally lays the foundation of and penetrates the world, and it is a culture-making factor in it as well. It is on this basis the theory of memes approaches the evolution of culture.

The general interpretation of the process of evolution

After the general approach to game and evolution I demonstrated some aspects that play a role in our everyday view as well and directly influence our view.

Economic processes, mental processes and the permanent and variable constituents of cultural paradigm have mutual effect on each other.

The process of creation

Then I presented the tendencies of game and evolution to be found in the process of creation.

Artistic examples

I have illustrated some special aspects of game and the problem of evolution with some examples from the area of fine arts. The works shown as examples are models, reflections that can be interpreted in the above demonstrated context, several of them reply exactly to it.

Value

Finally, I tried to find approaches to the interrelation among game, evolution and the view of value.