„Gamer" – project

Petra Petileta

Pedagogical faculty Charles University, Czech Republic

Abstract

This project corresponds with the theme day/night in the way, that for gamers, it doesn't matter what time is. Day and night no longer belong to time. This project is about the issue, that many children/people are looking for substitution for their real life. In virtual reality, andwith virtual identity, anyone can achieve so many unique things and develop some extraordinary skills. Learning is different than in real life (for example by repeating the same mistakes until the result is right. In real life doesn't work this way.) Digital media are pure simulation. One of the effects of gambling is: asense of real time is denied. In games there is only one's own perception of time. Night can exist during the day, and the opposite is also true. Symbolically, the project "Gamer" has two sides: " dark/night "which istime spent playing violent games and "bright/day" consisting of just a boy in his personal purity. In fact, he is practising his skills of how to effectively destroy (kill) a bunch of enemies with his online partners under a different identity. His mind doesn't care if something is happening on a computer. Manfred Spitzer's "Digital Dementia or "Cyber Krank" scientific research, Zimbardo's "Man Disconnected" study confirms, that thebrain takes any simulation as a reality thought experiences. Any expe-

riences are always real.I want to a point out with this project the fact about violence in digital world, which is great business. What if We bring these "killers" outside from their playstation? This project is an installation in the digital frame, including projection. There is a nice personal picture of the boy. His portrait has glimpses of "another truth", it's the transition of his persona in his virtual life to the real one, also with playful strategy changing various backgrounds. Photoframe should be placed next to flowers, nice lamp or some other domestic decoration with the warm or very personal feeling.