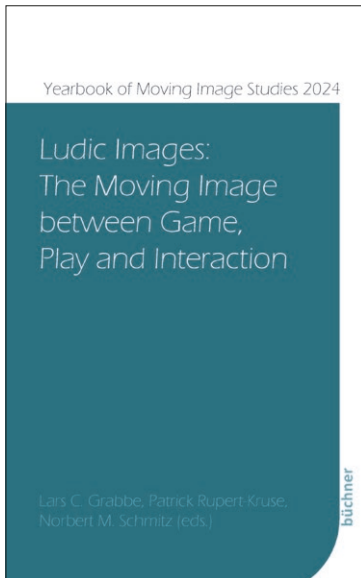




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Lars C. Grabbe, Patrick Rupert-Kruse,
Norbert M. Schmitz (Hg.)

Ludic Images

The Moving Image between Game, Play
and Interaction

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Ludic Images explores the dynamic interplay of moving images, games, and interactive media. In the wake of the digital turn, playful and game-related aesthetics have emerged as central forces in shaping contemporary image cultures—from cinematic cut scenes and augmented reality games to virtual reality environments and mobile interfaces.

This volume investigates the technological, aesthetic, and narrative dimensions of ludic images,

connecting game design, digital scenography, and interactive media practices with approaches from media theory, philosophy, art and design, perceptual studies, semiotics, computer graphics, and image science. By examining the sensory, cultural, and cognitive conditions of playful images, *Ludic Images* contributes to a deeper understanding of how games, interactivity, and digital imagery transform our modes of perception, narration, and participation in the postmodern image era.

Prof. Dr. Lars C. Grabbe, Professor of Theory of Perception, Communication and Media at the MSD – Münster School of Design in Münster at the University of Applied Sciences Münster. Research focus: phenosemiotics, media theory and media philosophy, image science, perception studies and psychology of perception, communication theory, aesthetics, semiotics, film studies and history of media as well as theory of embodiment and cognition.

Prof. Dr. Patrick Rupert-Kruse, Professor of Media Theory and Immersion Research at the Department of Media at Fachhochschule Kiel. Main research and work interests: Theory of immersive media, media theory and philosophy, media effects research, moving image studies.

Prof. Dr. Norbert M. Schmitz, Professor of Aesthetics at the Muthesius Kunsthochschule in Kiel.

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