INFORMATION

This is the abstract of my secondary graduation thesis
»Machinima – Medium and Technology«. The abstract and the thesis itself is freely
available at the author's website:

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MACHINIMA

Medium and Technology – Graduation Secondary Thesis 1 – Lutz Schmitt – Department AV-Media at Professor Björn Bartholdy – Köln International School of Design 2006

Machinima – Medium And Technology

Abstract In the mid 1990s the 3D gaming revolution started. Since then some of the gamers weren't satisfied with just gaming, they also created their own content and distributed it widely across the internet. This was made possible of the new games structure, dividing the game-engine and the content. With the internet avaible the evolving gaming and content-creation communities organised themselves and gre bigger and became crucial for the long-time success of a game, thus they were supported be the original game publishers.

But some of the gamers just pushed the border of doing other things than just gaming even further and started to use their beloved games to create movies. These movies got in 2000 a generic term to unify the many different approaches – Machinima. From this gaming origin Machinima has inherited alot. Not only being a different way and technolgy to create movies, but it brought film-making to the minds of many people that had nothing in common with usual suspects of media and film. One reason is that the step from playing a game to actually use it as filming-technology isn't that big. You already have everything you need to create a movie, if you can play the game. And you sit all the time in front of that technology and often enough you will try to explore the possibilities of a game. And even more since the up-coming of the internet and broadband connections, these independent Machinimators got the medium to promote and publish their works. Obviously the internet plays a crucial role in the evolution of Machinima.

But this grassroots movement of enthusiastic gamers has evolved a lot since. So far that even professional animation studios start to use game engines or the like to create their movies or at least integrate such technologies in their production process.

As this all maybe sounds like the next revolution in film-making, it has some immanent faults and problems. So the thesis doesn't only marks the social, cultural and technological aspects of Machinima and what's so woderful about it, but also the limits of this technology and medium. But nonetheless this is a movement that gets more and more attention, and will be a topic that need to be considered for future game development.

The written thesis is complimented by a set of three DVDs filled with a representative collection of Machinima-movies.

The full thesis is freely available at Lutz Schmitt's website <www.lutzschmitt.com>.

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