

# L'umano videoludico e la ricerca del senso

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*Abstract*

*The Videoludic Human and the Search for Meaning*

*Looking at our society both from an individual and a collective perspective, it is easy to sketch a growing inconsistency: the polarization between forms of control and forms of loss of control. It is possible to find one answer to this dynamic in the multiform entity that is called "art", an exemplary (in Kantian terms) place to disentangle and analyze that polarization thanks to the opportunity to re-think the background of the experience (the experience in general) through determined experiences. The videogame can be thought of as a valuable tool, in the attempt to reestablish a grasp on reality starting from the encounter with singular instantiations. This is possible because the videogame as a medium is characterized by peculiarities such as interaction, presence and immersion that are distinctive features of contemporaneity. In this article we will introduce the workings of the videogame as an attempt to achieve a reformulation of the experience of our reality.*

**Keywords:** Kantian aesthetics; videogames; art; experiences; sense.