

## Abstract

Playing is a universal human need. From the simplest children's games to more challenging games or competitions, people take part in varying games throughout their lives. This ranges from silly acts as children do to complex games as played by the elderly. Video games are viewed as one of the most popular forms of playing and it is possible to find video games that suit all ages and tastes. Within this limitless range, there are video games that appeal to certain purposes. In addition to the games that only relieve stress, there are also games that aim to give certain messages to the player and attempt to tell certain stories similar to theater and cinema. Nevertheless, although its counterparts theater or cinema are considered as art, whether or not video games are works of art is a controversial issue. Considering that artists or philosophers haven't found a common definition for art yet, the answer to this question is a subjective one. Although the features that make video games works of art could be their graphics, music or scenario, it should be noted that video games differ from other genres in terms of their interactivity. Designing a game that uses the interactive characteristic of video games can demonstrate that video games can be works of art. In this respect, while playing games could be an antidote to boredom, building a game related to boredom could be an interesting match. In this thesis, I built a video game that causes boredom according to Sartrean notion of boredom in order to demonstrate the reason why a video game could be regarded as a work of art and to show how a video game can convey a philosophical thought with its interactive feature.