

Potential thesis ideas:

The future of games art- trends and predictions, emerging technologies, cultural shifts, new artistic movements.

Environmental aesthetics and player immersion- How environment design contributes to player immersion, balance between realism and stylisation in creating believable worlds that engage players.

The evolution of Game Art in Indie vs. AAA games- compare and contrast artistic approaches and styles in indie games versus AAA titles. Discussing how budget constraints and creative freedom influence visual design and innovation.

The impact of fan art on games aesthetics and culture- explore how fan art influences official game art and community culture, discuss the dialogue between creators and fans and how it shapes the evolution of game aesthetics.

The Aesthetic of horror: Art and Atmosphere in Horror games, explore artistic choices that create atmosphere in horror games, discuss how visual elements contribute to tension, fear, and player immersion.

Cultural Appropriation vs. Appreciation in Game Art: Examine the fine line between cultural appropriation and appreciation in game art, discuss case studies of games that engage with cultural elements and the controversies surrounding them. (Ubisoft's recent case with Starwars outlaws).