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## **Art in Face: The Role of a Game and Digital Art in Arts Education**

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The role of new media is an essential element which innovates existing artistic tendencies and creates a platform for perception and reflection of both public and virtual space. The representative signs of the living reality are transformed into digital form which is defined by a conceptual idea. This boundary allows free, yet clearly defined activity which employs the game principles. The boundary between a game and digital art is very thin and the inspiration is playful, not in players', tendencies seems to be a motivating element refreshing the fading conception of arts education which stressed classical artistic means of expression. The use of smartphone applications changes the shape of arts education into the arts education preferring the use of new media of this century.