

GAMES AND POLITICS

Interactive exhibition 11.01 — 23.02.2019

After having toured more than fifteen countries (USA, Mexico, Greece, Russia, etc.), the GAMES AND POLITICS interactive exhibition, designed in cooperation with the Goethe-Institut and the ZKM/Zentrum für Kunst und Medien Karlsruhe, is visiting ISELP.

ISELP's next exhibition, GAMES AND POLITICS, brings together 18 computer games created in the last fifteen years and with explicitly political and social content. Visitors are invited to play all games on tablets, computers or smart phones incorporated into the exhibition. They are grouped around six themes: migration, media, war, public opinion, power and gender identity. Through them, the exhibition invites visitors to reconsider the thought-provoking potential of the video game.

Games are as old as society itself.. From board games to virtual worlds, they have undergone numerous changes. Many players have introduced games into everyday life and have used them as a new way to express their identity. At the same time, we are seeing the development of *serious games*, i.e. computer games with teaching or political objectives, which are used for education and even indoctrination.

By introducing GAMES AND POLITICS, ISELP removes the boundaries between art and fun video creation. Their audiences may be different, but the issues overlap. Some games address issues related to gender (*Perfect Woman*), the police state (*TouchTone* and *Orwell*) or the reception of refugees (*Escape from Woomera*, *Papers, Please*)... This range of computer games offers a politically engaged vision of the world, thrusting the player into scenarios where they are required to act the part of a customs official, a housekeeper, a leader of a state or even a war survivor.

This presentation of social issues, as well as the ability to make political decisions and defend opinions in the games, represents a reversal within the leisure industry.

In parallel with GAMES AND POLITICS, ISELP invites the renowned Belgian expert Julien Annart (FOR'I) to devise a programme of courses, conferences and meetings. He will give a historical overview of computer games in six sessions, while meetings will be held with creators and researchers from different universities.

P R E S S P R E V I E W
10 JANUARY 4.30pm - 6.30pm

V E R N I S S A G E
10 JANUARY 6.30pm - 9pm

PRESS CONTACT

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Organised by ISELP, in cooperation with the Goethe-Institut and ZKM (Zentrum für Kunst und Medien Karlsruhe)

Curators :

Jeanette Neustadt (Goethe Institut) and Stephan Schwingeler (ZKM)

Conference programme :

Julien Annart (FOR'I)

List of games presented by categories:

Migration Stories

- Papers, Please (Lucas Pope), 2013
- 1378(km) (Jens M. Stober), 2010
- Escape from Woomera (The Escape From Woomera Collective), 2004

Public Opinions

- The Cat and the Coup (Peter Brinson and Kurosh ValaNejad), 2011
- Madrid (Gonzalo Frasca), 2004
- Yellow Umbrella (Awesapp), 2014

Gender Questions

- Perfect Woman (Peter Lu & Lea Schönfelder), 2014
- Dys4ia (Anna Anthropy), 2012
- Coming Out Simulator (Nicky Case), 2014

Military Matters

- Killbox (Joseph DeLappe with Malath Abbas, Tom deMajo and Albert Elwin of Biome Collective), 2016
- Unmanned (Molleindustria and No Media Kings), 2012
- This War of Mine (11 bit studios), 2014

Media Critique

- Phone Story (Molleindustria), 2011
- TouchTone (Mike Boxleiter & Greg Wohlwend), 2015
- Orwell (Osmotic Studios), 2016

Mapping Power

- Democracy 3 (C.P. Harris), 2013
- Sunset (Auriea Harvey & Michaël Samyn, Tale of Tales), 2015
- The Westport Independent (Coffee Stain Studios), 2016

USEFUL INFORMATIONS

EXHIBITION FROM TUESDAY TO SATURDAY FROM 11AM TO 6PM, FREE ENTRY

CONFERENCES/SCREENINGS: 6 € / 4€* - Tickets at the office or reservable by email: accueil@iselp.be

* Students under 26, teachers

Free for ISELP Members, unemployed, under-18s, IKT, Article 27



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