

COMUNICATO STAMPA

GAME VIDEO/ART. A SURVEY, an official event within the XXI Triennale International Exposition in Milan, is the richest exposition of videoludic art ever seen in Italy.

The show takes place in the exhibition space of IULM Open Space (IULM 6) of IULM University and offers a selection of video artworks created in the last two decades by international artists.

The works will be on show from April 4th to July 31st 2016.

Known as *machinima*, these works place themselves between video game and cinema, theatre and animation. Developed thanks to the creative appropriation of popular games such as *The Sims*, *SimCity*, *Grand Theft Auto* and *Call of Duty*, not only did these video installations generate a new aesthetic, but they also founded a new way of playing with images. A paradigmatic example of remix, machinima stimulates a deep reflection upon author's and viewer's role in the digital era.

By inverting the two terms "video" and "game" in the title, the curators intend to emphasize the *visual* nature of the video game and to propose a quintessentially eye experience, highlighting the need for a careful fruition. Moreover, the concept of *Game Art* suggests the use of ludic principles, mechanisms, technologies and aesthetics in order to produce artistic experiences. In the exhibition, then, the video games are considered more as *means* than ends, more as *media* than outcomes.

The video installations are combined with paintings by Miltos Manetas, artist of Greek origin, depicting people, spaces and situations of the technological imagery. The selection of works from the series *Playing Videogames*, *Peripherals* and *Point of View* (1996-2005) is completed with *Miracle* (1996), the very first machinima exposed at the exhibition *Joint Ventures*, curated by Nicolas Bourriaud at the Basilico Gallery in New York. It is also presented to the public, as a first preview for Italy alone, *The Night Journey*, the last project by Bill Viola featuring the Game Innovation Lab of the University of Southern California of Los Angeles.

GAME VIDEO/ART. A SURVEY presents works by Larry Achiampong & David Blandy, Hugo Arcier, Marta Azparren, Josh Bricker, Joseph Delappe, Claire Evans, foci + loci, Anita Fontaine, Chris Howlett, Keung Wai Hui, Kent Lambert, Lawrence Lek, Miltos Manetas, Marco Mendeni, Victor Morales, Oscar Nodal, Baden Pailthorpe, Paolo Pedercini, Tom Richardson, Georgie Roxby Smith, Kent Sheely, Palle Torsson, Bill Viola, Angela Washko, IP Yuk-Yiu.

Strongly wanted by Gianni Canova, vice-rector for Communication, Events and Relationships with Cultural Institutions, curated by Matteo Bittanti and Vincenzo Trione with the collaboration of the students of the Master's Degree in Arts, Markets and Cultural Heritage and the coordination of Anna Luigia De Simone, *GAME VIDEO/ART. A SURVEY* both offers a panoramic view and tries to formulate possible hypotheses about the future of an artistic practice rooted in a videoludic imagery.

The show will feature a rich programme of side events (projections, talks, performances) which will take place at IULM University. The exhibition catalogue, featuring Italian and international contributions, will be published in June 2016.

GAME VIDEO/ART. A SURVEY

April 4th – July 31st 2016

Opening April 4th 2016, 6 p.m.

Opening to the public: April 4th

Scientific direction: Gianni Canova, vice-rector for Communication, Events and Relationships with Cultural Institutions

Curated by Matteo Bittanti and Vincenzo Trione, with the collaboration of the students of the Master's Degree in Arts, Markets and Cultural Heritage and the coordination of Anna Luigia De Simone.

Set-up: Gianluca Peluffo

Graphic design: Studio Iodice/Scalera

Entrance: free

Opening hours: from Monday to Friday, from 8.30 a.m. to 8 p.m.

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