

Wednesday 21 September 2011

Game/Play

24 September - 6 November 2011



On 24 September the National Gallery of Victoria will open the latest project at NGV Studio, *Game/Play*. *Game/Play* will explore the evolution of digital games, presenting an insight into the new wave of independent game development.

Visitors to NGV Studio will be able to play a range of independent games and enjoy displays of concept and game related art, including design sketches and character studies.

Game/Play will also consider the evolution of contemporary board games and how they are influencing the emergence of digital games.

During the past 30 years games have evolved into a varied and vibrant cultural activity. In recent years, the increasing power and accessibility of technology has provided new opportunities for artists and creators.

Project Curator Paul Callaghan said: "The development of video games over the past few decades has allowed creators and artists to explore this dynamic, stimulating and highly expressive medium as an art form.

"The *Game/Play* exhibition showcases new and unique artistic video games while highlighting their visual influences and the holistic aspects of games and play," said Mr Callaghan.

NGV Studio is a contemporary exhibition and event space that provides opportunities for audience and artist engagement. It promotes new and experimental art forms, encouraging innovation and experimentation in content, context, interpretation and display.

Frances Lindsay, Deputy Director, NGV said: "Since opening, Melbournians have embraced NGV Studio by showing their support both in presence by visiting the space at all hours of the day, and online too. The support has been phenomenal."

For further information about the exciting range of interactive programs as part of *Game/Play*, please visit ngv.vic.gov.au.

NGV Studio is open Sun–Wed, 10am–5pm and Thu–Sat, 10am–10pm. Entry is free. *Game/Play* is a collaboration between the National Gallery of Victoria and Freeplay.

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IMAGE CAPTION: *Once Upon a Spacetime Costume Design* by Tim Goschnick 2011