

The Game's Afoot: Video Game Art

Boston Cyberarts Gallery Presents *The Game's Afoot*
curated by George Fifield
Opening reception: Friday March 8, 2013



Yves Klein leaping "Into the Void" after receiving instruction from Marcel Duchamp/Rose Sélavy.

BOSTON -The Boston Cyberarts Gallery is pleased to present *The Game's Afoot: Video Game Art*. Three artists who make video games that investigate the nature of art as well as the nature of video games themselves, will be on view at The Boston Cyberarts Gallery from Saturday, March 2 through Sunday, April 14. This exhibition coincides with the PAX East Convention at the Boston Convention Center, at which Boston Cyberarts is also programming the 80 foot LED Marquee with art by Massachusetts video game designers and teachers.

Artists in the exhibition include Rob Gonsalves, Victor Liu and Anthony Montuori.

Rob Gonsalves' *O.f.f.i.c.e.A.n.t.s.* is a ten-letter-acronym for Organized, Fast, Frantic, Intelligent, Corporate Entities Acting in a Novel Technology Simulation. The worker ants are developers, drones who perform repetitive tasks. You can interact with the O.f.f.i.c.e A.n.t.s. by using the two small canisters of developer nourishment, "Pizza Bits" and "Coda Cola." *Campaign Horse* is a modified version of the basketball game "HORSE." Using insults heard during recent political

campaigns, the player insults their opponent or "takes shots" at them. The political points are added up by the letters and, if enough damage is inflicted, your opponent's credibility is called into question.

Victor Liu's audiovisual installation, *Airlock Park*, is an interactive, screen-based work powered by a PlayStation 3 game machine. Influenced both by the history of moving images as well as by the spatial dynamics of video games, this work pulls image fragments from many sources - from cinema and art history to internet video and video game footage - to construct virtual tableaux, or scenes.

Anthony Montuori's games illuminate the futility of the modern pursuit of success. *Debttris*, a spinoff of "Tetris," allows the player to pay off their insurmountable student debt playing the popular computer game for minimum wage. In *Into the Void*, the player becomes Yves Klein and attempts to remain in the void for as long as possible and, as in life, it is a struggle to do that. In *Sisyphus*, the gamer assumes the role of the Greek king and pushes a boulder upwards, to remove it from a hole in the ground. As the boulder gets closer to the top, the task becomes more difficult until the boulder falls back down again. Push, struggle, repeat forever.

ABOUT THE ARTISTS

Rob Gonsalves attended Northeastern University and UMass Lowell. Currently a Boston resident, he is an active member of COLLISIONcollective and works as a senior consulting engineer at Avid Technology.

Victor Liu's has shown at the American Museum of the Moving Image in Queens NY, the FILE Festival in Brazil, the Microwave Festival in Singapore, the Boston Center for the Arts, among other venues. Grants and commissions include a NYFA Fellowship in Computer Arts and work commissions from Turbulence.org and the Whitney Museum's Artport. He also served as a juror for the 2007 NYFA Computer Arts Fellowships. Liu currently lives and works in Brooklyn, NY.

Anthony Montuori is an Artist/Video Game Maker who lives and works in Boston, MA. He went to college for his Associates degree in fine arts at Hudson Valley Community, then to Montserrat College of Art for his BFA, and the School of the Museum of Fine Arts for his MFA.

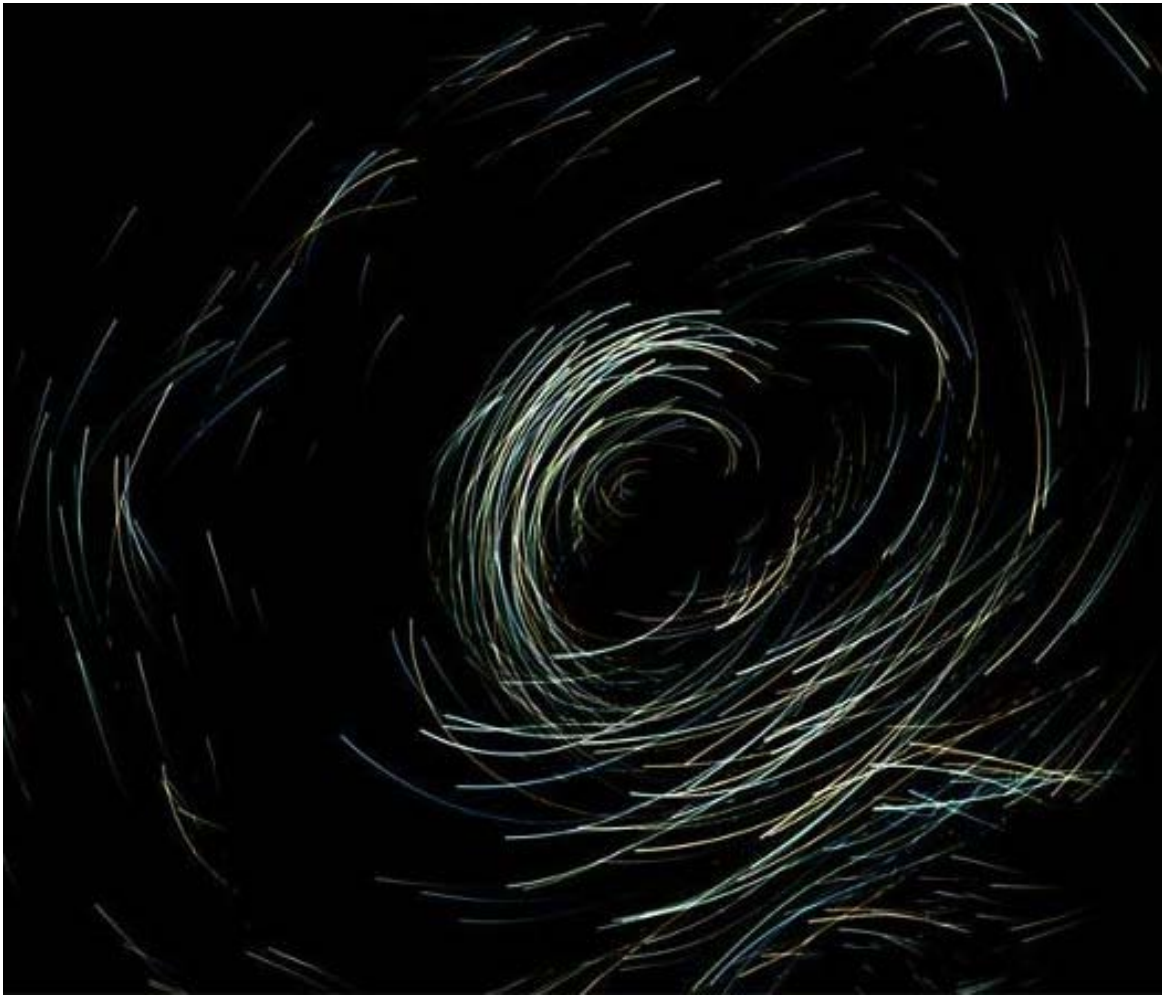
When: Opening Reception: Friday, March 8, 6-9 pm

Exhibition: March 2, 2013 to April 14, 2013

Gallery Hours: Friday, Saturday and Sunday 11-6 pm, alternative visiting hours can be arranged by appointment

Where: Boston Cyberarts Gallery - 141 Green Street, Jamaica Plain, MA 02130. Located in the Green Street T Station on the Orange Line

Feb. 27 2013: ATNE Salon - Generative Art Using Computational Physics



Generative art is created with the use of an autonomous system, usually a computational process fashioned by the artist. Many methods used by generative artists such as Golan Levin, Casey Reas, and Scott Draves are, at their origins, simulations of complex systems which exhibit emergent behavior. The natural world is full of such systems. Computational physics is the study of converting the often impenetrable mathematics of real physics into a virtual, computer-friendly form. In other words, it lets us turn differential equations into ordered streams of simple operations: addition, multiplication, and the occasional square root.

Artist, scientist, and programmer Mark J. Stock will introduce Processing, a self-contained programming and execution environment, and walk through a deceptively simple algorithm that can be easily modified to produce flocking, galactic collisions, and fluid turbulence. An open programming session will follow the presentation, giving you an opportunity for guided exploration, discussion of advanced topics, collaboration, or simply exercising your creativity. If you wish to follow along, bring a laptop with Processing installed.

For more information visit the ATNE [website](#).

When: Feb. 27 2013, 7:30PM

Where: Boston Cyberarts Gallery - 141 Green Street, Jamaica Plain, MA 02130. Located in the Green Street T Station on the Orange Line

Marquee Opening



Join us Thursday, March 14 for the opening of the next round of Art on the Marquee! For the fifth round, Boston Cyberarts and the Massachusetts Convention Center Authority (MCCA) limited the call to include only members of the Massachusetts video game industry. The artwork is reflective of gaming culture and will be played in conjunction with the 2013 PAX East convention.



Massachusetts is one of the largest digital gaming clusters in the United States with more than 75 digital game companies employing more than 4,000 people statewide. Nearly 20 Massachusetts universities offer coursework in digital game design and development. Every year, nearly 70,000 gamers convene in Boston at the BCEC for PAX East - the largest gaming convention on the East Coast. PAX East recognizes the gaming

talent in Massachusetts and has agreed to contribute \$325,000 over the next ten years to the Massachusetts Digital Games Institute.

Free and open to the public. RSVP here: artonthemarquee.eventbrite.com

Visit artonthemarquee.com for more information.

Glass Heart (bells for Sylvia Plath)



Jenny Olivia Johnson, Assistant Professor of Music Composition and Theory at Wellesley College, debuts a new interactive sound installation, *Glass Heart (bells for Sylvia Plath)*, at the Davis Museum, February 20 - June 9, 2013. Johnson's work is linked to synaesthetic experiences, in which certain sounds evoke particular colors in the mind. Inspired both by Sol LeWitt etchings and the poetry of Sylvia Plath, Johnson will create an interactive musical instrument to share the gallery space with LeWitt's prints. The instrument consists of seven glass bell jars fitted with contact

microphones and colored LED lights. A touch triggers a sound sample of a new composition written by Johnson and featuring Plath's poetry, and causes the lights of the glass hearts to dance to the sound. The piece includes digital audio processing of all instruments with the software applications Ableton Live and Logic Pro.

Johnson's work is a daring foray into the potential of intersecting emotional undertones among distinct pieces of literature, music, and visual art.

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In the current tough economic climate, it's more important than ever to invest in those organizations that can contribute to the economy, support talented artists, and improve the quality of life for all of us. Please click [here](#) to make a contribution, or mail a check to:

Boston Cyberarts
9 Myrtle St.
Jamaica Plain, MA 02130

Thanks for your support!

George Fifield, Director

Contact us!

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