



## Tomorrow Night!

### History of Interactivity in Galleries



Join us tomorrow night, Wednesday, March 27 at 7:30pm for an ATNE salon with Boston Cyberarts director, George Fifield.

In the early 1980s a new form of interactive installation art came into being, specifically designed for the white box of the gallery or museum. These gallery-based installations explored numerous themes, including ideas of expanded cinema and evolutionary simulation. The issue of the interface became a problem: What kind of mechanism drove the interaction? In the mid-1990s new work was developed that sought to eliminate the mechanical interface and replace it with an interface we are more familiar with: our own body.

#### About the Presenter

George Fifield is a new media curator, a writer about art and technology and teacher. He is the founding director of Boston Cyberarts Inc., a nonprofit arts organization, which has a number of projects in the Boston area including the Boston Cyberarts Gallery and Art on the Marquee, which puts media art on the 80 foot video marquee in front of the Boston Convention Center. He is also an independent curator of New Media with numerous projects here and abroad. His most recent exhibitions were Drawing with Code: Works from the collection of Anne and Michael Spalter at the deCordova Sculpture Park and Museum in January 2011 and Act React: Interactive Installation Art at the Milwaukee Art Museum in October 2008. For thirteen years until 2006, Fifield was Curator of New Media at the deCordova Sculpture Park and Museum in Lincoln, MA. He is adjunct faculty at Rhode Island of Design's Digital + Media graduate program and teaches at Massachusetts College of Art. He was executive co-producer for The Electronic Canvas, an hour-long documentary on the history of the media arts that aired on PBS in 2000. Fifield writes on a variety of media, technology and art topics for numerous publications. In 2006, Fifield was honored with the First Annual Special Award for Distinguished Contribution to the Boston Arts Community by the International Association of Art Critics (AICA) Boston Chapter. In 2007, Boston Cyberarts was honored with the Commonwealth Award by the Commonwealth of Massachusetts in the category of Creative Economy.

Contact [info@atne.org](mailto:info@atne.org) or visit [www.atne.org](http://www.atne.org) for more information.

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

**When:** March 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. Phone: (617) 524-2109

## Call for Submissions for Public Media Art for Art on the Marquee



The Massachusetts Convention Center Authority and Boston Cyberarts are issuing the sixth call for media art for display on the Marquee at the Boston Convention & Exhibition Center. The 80-foot-tall Marquee offers more than 3,000 square feet of display area on 7 screens, providing full-motion video capability and is viewed by more than 100,000 pedestrians and motorists daily. This stunning new icon is visible for half a mile in many directions, and is seen by traffic on Summer, D, and Congress Streets as well as from the surrounding hotels, office buildings and the Seaport World Trade Center.



We are looking for 30-second videos, animations, or computer-generated works that use the entire Marquee in creative ways. Please note, unlike previous calls there is no specified design theme for artists to follow. We are

particularly interested in works that push the limits of the 7 screens as a display platform while also creating dynamic engaging content for the public.

### Who Can Apply

Eligibility is limited to artists and artist teams who reside in Massachusetts. Artists will need to create content in an After Effects template, which we will provide. There are many features of the marquee to take advantage of, so please familiarize yourself with the technical specifications clearly outlined in the Content Creation Guidelines before submitting your proposal. It is recommended that artists submitting visit the BCEC to grasp the full potential of the Marquee.

Click [here](#) to see the full call.

## On View at the Boston Cyberarts Gallery

Boston Cyberarts Gallery Presents ***The Game's Afoot: Video Game Art***  
curated by George Fifield



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. *Debris*, 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.

**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.  
Phone: (617) 524-2109

## Make a Donation!

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!

If you have cyber-events coming up that you think the Boston Cyberarts family would be interested in, please send information and an image to [info@bostoncyberarts.org](mailto:info@bostoncyberarts.org). We'll happily include your stuff if we get it in time and if we have space.

[www.bostoncyberarts.org](http://www.bostoncyberarts.org)

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