

DAW Seoul 2014 Art of Gaming

Computer games have become an integral part of our everyday culture. The game industry is now the branch of the culture industry with the highest turnover. Artists from a wide variety of disciplines are contributing to the creation of ever more complex digital worlds. With a focus on social and economic issues as well as and aesthetic designs, it is conceivable that computer games could emerge as a new form of art possessing social force and strong artistic content. The exhibition for Seoul places the next generation of game design in the limelight with new mobile apps for tablets from international body of designers. The exhibition will be set in an ambient scenography and offer a peek into the play of tomorrow in terms of design and technology, providing visitors with a unique space to enjoy this new genre of art.

Date: 8th October - 7th December

Venue: Museum of Art, Seoul National University (MoA)

The exhibition will showcase the following art game works:

OKO by Nadezda Suvorova
LiquidSketch by Tobias Neukom
DREI by Etter Studio & Mario Rickenbach
MIKMA by Nadezda Suvorova
Magnetics by Fabien Duperrex
Proejctive by Jay Woo Jeon & Jong Wha Kim
The Watcher by Turtle Cream
Patatap by Jono Brandel
Orphion by Bastus Trump
Bubble Harp by Scott Sona Snibbe
Thicket by Joshue Ott