

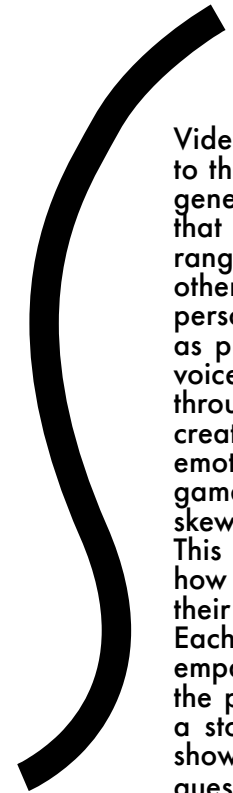
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system Video Game link as Memoir

Curated by Brice Puls
January 24 - April 25, 2020



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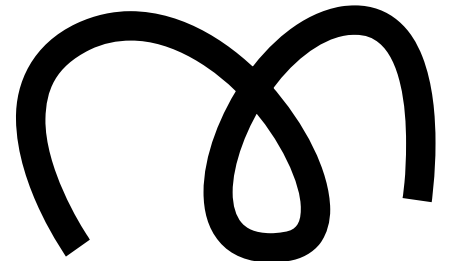


Video games have historically been a product catered to the player. A focus on engagement, replayability, and general entertainment value has guided design strategies that create impersonal pieces, appealing to the widest range of players possible. While film, music, writing, and other media have historically been vehicles of memoir and personal storytelling, games often maintain a trajectory as products of their audience and not their creator. The voices of the individual artists have recently begun to break through the standards of generalization in the medium, creating stories where players are able to experience the emotional perspectives of the creator. In doing so memoir games reveal that assumptions about the general audience skew toward specific perspectives, and exclude others. This exhibition seeks to highlight those works, exploring how a range of game makers and artists have translated their personal experiences into the interactive context. Each work is designed to allow the player to understand, empathize with, and connect to other lived realities, using the participatory advantages of video games to express a story as no other medium can. The different projects showcased in this exhibition offer different answers to the question "What happens when you let the player of games into your story?"

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NATHALIE LAWHEAD @alienmelon
Everything Is Going To Be OK
(2018)

Nathalie Lawhead is a multidisciplinary game designer and the creative force behind Tetrageddon Games. Although coming from a very traditional background in classic art, she started working in the new (and less traditional) online interactive media when email spam was still unheard of, and people used their real names (as well as grammar) in chatrooms. She has been on the cutting edge ever since, creating ground breaking experiences, interactive art, and online experiments blurring the line between games and art. She is a master of anything interactive and experimental, breaking the confines of what's technically "impossible".

JENNY JIAO HSIA @q_dork
Consume Me (2020)

Jenny Jiao Hsia graduated from the NYU Game Center in 2017 with a BFA in Game Design. She is known for making small, autobiographical games about her daily routine--like doing yoga, putting on makeup, and thinking about food. Right now, Jenny is currently adjuncting at the NYU Game Center while also making a personal game called *Consume Me* with AP Thomson. *Consume Me* is about the cutthroat competitiveness of dieting where the opposing team is yourself. It is also the most ambitious project Jenny has ever worked on. To keep herself sane, Jenny makes sure to: 1. write in her diary and 2. eat at least two hard boiled eggs every day.

VIOLET ELDER @violet_elder
This Is Just A Normal, Run-Of-The-Mill Walking Simulator And Everything Is Fine, Don't Worry About It (2017)

Violet Elder is a graphic, web, and game designer who creates work to help people. A recent graduate of UC Davis and artist in residence at the Ou Gallery, she defines design as "art to solve a problem," and frequently creates personal and autobiographical work based on causes she cares about including body positivity, a destigmatization of mental illness, accessible and flexible self-care options, and a creative reuse of discarded materials.

CEL DAVISON @CelDavison
i've been late (2015)

Cel Davison is an illustrator and games developer who began making games during their final year of Illustration at the Camberwell College of arts. They use their skills in writing and curation to mentor students studying game design and helping to run events. Their focus in games is on autobiographical work and as half of the games collective Humble Grove, who are currently developing a game called *No Longer Home* which highlights their influence by psychogeography, studying how playful exploration of a space can tell a narrative.

FLORIAN VELTMAN @FlorianVltmn
Lieve Oma (2016)

Florian Veltman is a game developer who has previously worked on titles such as *Monument Valley 2*, *Assemble with Care*, and his new project *The Other Side*. He created *Lieve Oma* as a tribute to his grandmother, who provided him with the stability and care a child needs growing up. The game serves as an ode to those people, reminding us to cherish their presence.

DELPHINE FOURNEAU (DZIFF)
@dzifyr
Music by GLASS BODY
Sacramento (2016)

Delphine is an independent art director, illustrator, and game artist living in Lille, France. She is a member of the games collective Klondike, whose members have created games such as *Vignettes*, *Floragram*, *Mu Cartographer*, and *Orchids to Dusk*. *Sacramento* is a personal project, designed to experience fleeting memories before they fade, as players wander through an ephemeral and uncanny landscape, experiencing moments collected in her sketchbooks over the years.