

WORLDBUILDING

Gaming and Art in the Digital Age

WORLDBUILDING: Gaming and Art in the Digital Age examines the relationship between gaming and time-based media art. It is the first transgenerational show of this scope to survey how contemporary artists world-wide are appropriating the aesthetics and technology of gaming as their form of expression. Commissioned by the Julia Stoschek Foundation and curated by Hans Ulrich Obrist, the exhibition features works by more than 50 artists, including Rebecca Allen, Cory Arcangel, LaTurbo Avedon, Meriem Bennani, Ian Cheng, Cao Fei, Harun Farocki, Porpentine Charity Heartscape, Pierre Huyghe, Rindon Johnson, KAWS, Sondra Perry, Jacolby Satterwhite, Sturtevant, and Suzanne Treister.

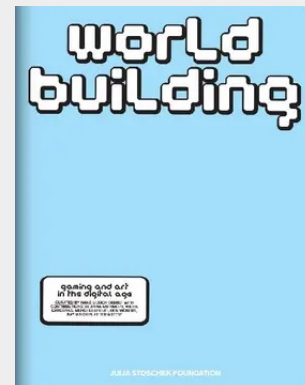
This catalogue is conceptualized as a future standard reference in the field in close collaboration with Hans Ulrich Obrist. In addition to texts by contemporary theorists, curators, and critics on the individual works, a series of newly commissioned contributions will investigate various perspectives on the intersection of gaming and time-based media art.

This playfully designed volume features rounded edges, a screen-printed PVC dust jacket and kiss-cut stickers showing a range of different digital avatars.

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