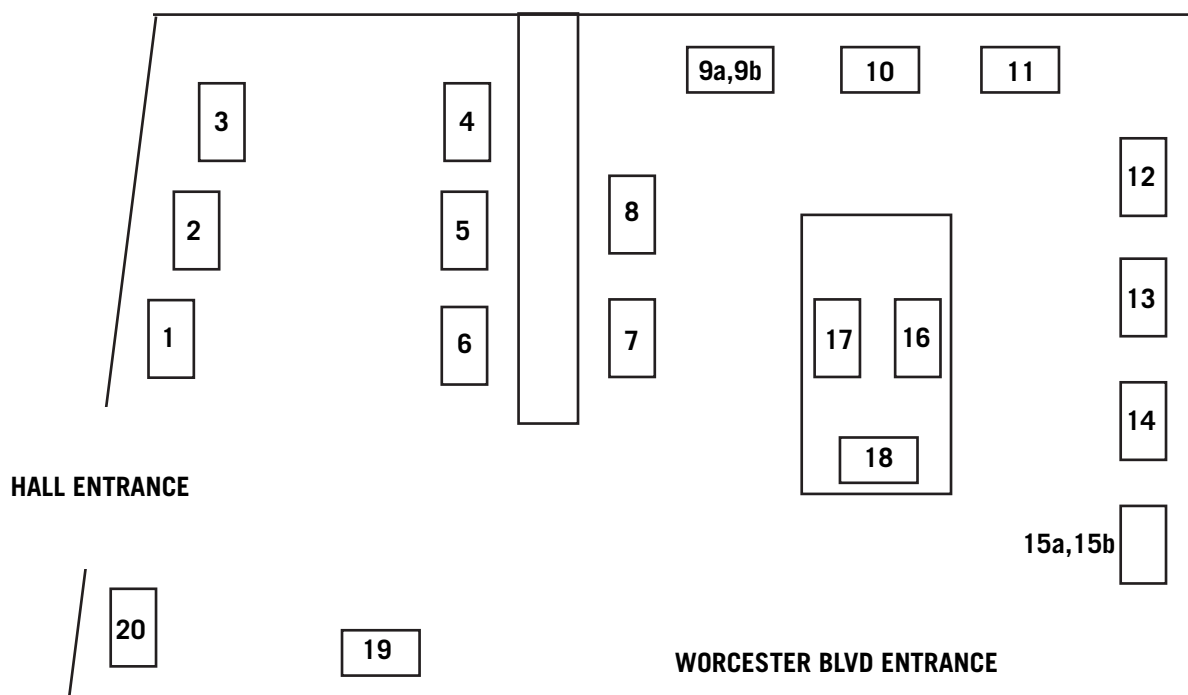


List of Works



- 1. Games and Politics introductory video & dead-in-iraq**, Joseph DeLappe, Performance contained within the computer game *America's Army*, 2006-9.
- 2. Escape from Woomera**, The Escape from Woomera Collective, Computer game modification based on *Half-Life* (GoldSrc Engine), PC, 2004 & **1378(km)**, Jens M. Stober, Computer game modification based on *Half-Life 2* (2004), PC, 2010.
- 3. Diversity in Games and Anti-war Games introductory video.**
- 4. The War of Mine**, 11 Bit Studios, Computer game: PC, Mac, Linux, Android, iOS, PlayStation 4, Xbox One, 2014.
- 5. Papers, Please**, Lucas Pope, Computer game: PC, Mac, Linux, 2013.
- 6. Unmanned**, Molleindustria & No Media Kings, Computer game: PC, Mac, Browser, 2012.
- 7. Dys4ia**, Anna Anthropy, Computer game: Browser, 2012.
- 8. Coming Out Simulator**, Nicky Case, Computer game: Browser, 2014.
- 9a. Yellow Umbrella**, Awesapp, Computer game: Android, 2014.
- 9b. The Westport Independent**, Coffee Stain Studios, Computer game: Android, iOS, PC, Mac, Linux, 2016.
- 10. Democracy 3**, C.P Harris, Computer game: PC, Mac, Linux, iOS, 2013.
- 11. Sunset**, Auriea Harvey & Michaël Samyn (Tale of Tales), Computer game: PC, 2015.
- 12. Madrid**, Gonzalo Frasca, Computer game: Browser, 2004.
- 13. Orwell**, Osmotic Studios, Computer game: PC, 2016.
- 14. The Cat and the Coup**, Peter Brinson & Kurosh ValaNejad, Computer game: PC, 2011.
- 15a. Phone Story**, Molleindustria, Computer game: iOS, Android, 2011.
- 15b. TouchTone**, Mike Boxleiter & Greg Wohlwend, Computer game: iOS, Android, 2015.
- 16 & 17. Killbox**, Joseph DeLappe with Malath Abbas, Tom deMajo & Albert Elwin of Biome Collective, Computer game installation: PC, 2016.
- 18. Killbox (documentary video).**
- 19. Perfect Woman (documentary video).**
- 20. Perfect Woman**, Peter Lu & Lea Schönfelder, Computer game: PC, Kinect, 2014.

Games and Politics

16 August-23 September 2018

An interactive exhibition by the Goethe-Institut, in cooperation with ZKM | Centre for Art and Media

Please note: Some works in this exhibition deal with sensitive content and not all works are suitable for children. Parental guidance is recommended.

The Physics Room is proud to present *Games and Politics*, an interactive exhibition by the Goethe-Institut, in cooperation with ZKM | Centre for Art and Media, which has been touring worldwide. The exhibition features 18 significant politically-ambitious video games, and encourages viewers to examine how they each unfold their unique political potential.

A game is always more than just a game. Without considering the influence of the society that plays it, it remains just as impossible to understand as without considering its influence on that society. And yet, chants of euphoric praise for the immersive potential of pedagogical propaganda are as inadequate vis-à-vis the diversity of contemporary computer games as are undifferentiated media debates about ego-shooter games that glorify violence and ought to vanish from the bedrooms of young people.

Artists are using the medium in order to open its functions up to scrutiny and to explore where the boundary of games now lie. Reflections on the phenomenon of computer games from the perspective of cultural sciences, however, continue to be few and far between in the discourse of art institutions. *Games and Politics* is intended to close this gap, at least in part, and is based on the exhibition *Global Games* by the ZKM (Zentrum für Kunst und Medien) in Karlsruhe, but focuses on explicitly political games created since 2004.

In contrast to representational media such as painting and photography, computer games conceive of themselves not merely as a (re-)presentation of social conditions and conflicts, but attempt to simulate the processes and rules that give rise to these conflicts. All of the games in this exhibition share this political approach intended by the games' designers to set them apart from both the conventional market, as well as from computer games as an entertainment medium.

That said, any empowerment of the game figures or the articulation of realistic alternatives remains a rarity. Instead, the games that are being presented in *Games and Politics* reflect the superiority of the power of others. They doubly subjugate the players-on the level of game-playing and on the level of the game. The question remains whether this strategy means that these games have become self-referential, since this form of reflection reveals a wider political dimension. Games can, however, create a counter-position to their own medium, by revealing the game's functioning, its stereotypes, dependencies and conditions in the game itself.