

**AUGUST 2017
FOR IMMEDIATE RELEASE**

**WHAT: GAMES AND POLITICS
INTERACTIVE EXHIBITION**

WHEN: 12 SEPTEMBER TO 20 OCTOBER, 2017

**WHERE: THE ARETE GALLERY
ATENEO DE MANILA UNIVERSITY,
QUEZON CITY, PHILIPPINES**



Do video games change societies?

The video game culture is a worldwide new media subculture which has exponentially increased over time.

Video games can be seen as purely for entertainment, as an art form, or even as a political device, depending on the context. Containing a unique combination of expressive dimensions, distinct narratives, and interactive elements, video games can represent not just ideas, but entire worlds. The empathic nature of playing a character makes video gaming a powerful medium. It offers the ability to be placed in someone else's shoes, to make tough decisions one wouldn't have otherwise needed to consider in the real world. Complex ethical decisions are made, and being immersed in the game can place one in the position of possessing substantial power. It's as close as anyone can get, to shaping the world as they like it.

"*Games and Politics*" is an interactive exhibition organized by the Goethe-Institut, in cooperation with ZKM / Center for Art and Media, which has been touring worldwide. The exhibition encourages visitors to try out 16 significant politically-ambitious video games, and examine how they each unfold their unique political potential. Some of the games included in the lineup are "*Democracy 3*", a strategy game about winning the elections, with complex entities compromising social groups and economies. A fictional but truly frightening parable about real people and ongoing events is the video game called "*Orwell*". The narrative tackles the state of surveillance in a fictional country which also discusses freedom of speech and security. Perhaps the most highly-profiled video game of the bunch, "*This War Of Mine*" is an action-adventure strategy game which had received much praise because of its depiction of moral choices made in order to survive a war-ravaged city.

The scope and limitations of the video game genre are explored in the "*Games and Politics*" exhibition, as well as the construction of a counterposition within the entertainment industry. Part of the exhibition are equally-stimulating side activities aimed at enhancing the experience. A public lecture from culture and media scientist from Germany, Christian Huberts, will be an insightful activity to the world of computer gaming, while a live panel discussion featuring experts and professionals in fields related to the exhibition, will share their observations and perceptions on the topic. Finally, a Game Jam, or game creation competition, caps off the event which local game developers and enthusiasts are welcome to participate in, and in which, a special prize will be awarded to the most favorable creation.

"*Games and Politics*" the exhibition was curated by experts in media and cultural studies, as well as game developers, in an attempt to shed light to the question on whether games influence political beliefs in the same way that they change fundamental attitudes about the world.

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12 SEPTEMBER, TUESDAY

6PM EXHIBITION OPENING

LIVE PLAYTHROUGH featuring a top Filipino gamer

Venue: Arete, Ateneo De Manila University, Quezon City

13 SEPTEMBER, WEDNESDAY

10AM PANEL DISCUSSION: *"THE LEISURELY LEGISLATION -- The Impact of Video Games On Politics, Society, and Culture"*

1PM LIVE PLAYTHROUGH featuring a top Filipino gamer

Venue: Arete, Ateneo De Manila University, Quezon City

14 SEPTEMBER, THURSDAY

2PM PUBLIC LECTURE BY CHRISTIAN HUBERTS, *Media and Culture Scientist*

4PM LIVE PLAYTHROUGH featuring a top Filipino gamer

Venue: Arete, Ateneo De Manila University, Quezon City

6 & 7 OCTOBER, FRIDAY & SATURDAY

3 PM TO 3 PM

GAME JAM COMPETITION

Venue: Alien Laboratory, De La Salle - College of St. Benilde, Manila

21 OCTOBER

4PM AWARDING CEREMONY FOR GAME JAM & EXHIBITION CLOSING

Venue: Arete, Ateneo De Manila University, Quezon City

ABOUT THE GOETHE-INSTITUT PHILIPPINEN

The Goethe-Institut is the Federal Republic of Germany's cultural institute, promoting the study of the German language abroad, and encouraging international cultural exchange.

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