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PRESS RELEASE:

GOETHE-INSTITUT EXHIBITS POLITICAL VIDEO GAMES AT THE ATENEO ART GALLERY

Politics and video games share the limelight in an interactive exhibition presented by the Goethe-Institut Philippinen (German Cultural Center) in partnership with the Ateneo Art Gallery. Entitled "Games and Politics", the exhibition features 18 politically-themed video games on different consoles and will open on Tuesday, Sept. 12 in the new Areté building at the Ateneo de Manila University (ADMU) in Quezon City.

The exhibition examines how video games unfold their political potential and is composed of games that tackle issues like gender politics, migration, state surveillance and the morality of war. One game on PC entitled *This War of Mine* was inspired by the 1992-95 Siege of Sarajevo and takes place in an urban war zone. Players however do not take on the role of soldiers as in most war games, but as civilians struggling to survive. Meanwhile, a body-bending game entitled *Perfect Woman* critiques female stereotypes by showing that womanhood can be a contortion act. Standing in front of an Xbox One Kinect, players sync their arms and legs with the poses of a woman on-screen.

Games and Politics' opening week will also feature a panel discussion on Wednesday, Sept. 13 where speakers talk about how video games impact politics and society. The panel will include Senator Benigno "Bam" Aquino and the "celebrity shrink" Dr. Randy Dellosa among others. The discussion will be moderated by news personality Nikki Veron Cruz together with media and culture specialist Christian Huberts whom the Goethe-Institut is flying in from Berlin especially for the occasion. Huberts will also hold a public lecture on the political potentials of video games on Thursday, Sept. 14. Both lecture and panel discussion will take place at the ADMU.

The exhibition side events will shift to the College of St. Benilde (CSB) on Oct. 6 to 7, for a 24-hour Game Jam, an impromptu game development competition for which the Goethe-Institut is giving away as grand prize free trips to Germany. Organized with FlipGeeks.com, the competition is open to all video game developers, amateur or professional. The registration period is from Sept. 12 to 22 and is done on-line via the Goethe-Institut website at www.Goethe.de/Manila.

Games and Politics is produced by the Goethe-Institut in cooperation with Germany's ZKM | Center for Art and Media. For more information on the exhibition and its side events, visit Goethe.de/Manila or send your inquiries to program@manila.goethe.org.



DOWNLOADABLES: (Please credit the images properly!)

[Exhibition Poster \(JPEG\)](#)

[Exhibition Flyer \(PDF\)](#)

[Exhibition Brochure \(PDF\)](#)

[Video game screenshots \(JPEG, PNG\)](#)

[Christian Huberts \(JPEG\)](#)

[Nikki Veron Cruz \(JPEG\)](#)

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RELATED LINKS:

[Games and Politics exhibition](#)

[Games and Politics Facebook event](#)

[Ateneo Art Gallery](#)

[FlipGeeks](#)

[Christian Huberts](#)



Full schedule:

Sep 12, Tuesday | Areté, Ateneo de Manila University, Quezon City

6:00 PM | EXHIBITION OPENING with LIVE PLAYTHROUGH of THIS WAR OF MINE

Sep 13, Wednesday | Areté, Ateneo de Manila University, Quezon City

10:00 AM | PANEL DISCUSSION

The Leisurely Legislation: The impact of video games on politics, society and culture

Moderators: Christian Huberts, Media and Culture Specialist (Berlin) | Nikki Veron Cruz, news personality (Manila)

Speakers: Sen. Bam Aquino, Philippine Senator | John Paolo Bago, Creative Director, Tier One Entertainment | Dr. Randy Dellosa, Psychiatrist | Frances Kramer, Addiction Rehabilitationist | Julius Raymon U. Mariano, Twitch.tv Partnerships, eSports Advocate

1:00 PM | LIVE PLAYTHROUGH of DEMOCRACY 3

Sep 14, Thursday | Areté, Ateneo de Manila University, Quezon City

2:00 PM | PUBLIC LECTURE

Game World Views: The potentials and problems of politics in games

By Christian Huberts | Media and Culture Specialist

4:00 PM | LIVE PLAYTHROUGH of ORWELL

Oct 6 – 7, Friday to Saturday | De La Salle - College of St. Benilde, Manila

3:00 PM – 3:00 PM | 24-HOUR GAME JAM

Open to all game developers, amateur or professional.

On-line registration: Sept 12 to 22, via www.Goethe.de/manila.

Grand Prize: Free trip to Cologne, Germany to visit GamesCom 2018.

Oct 21, Saturday | Areté, Ateneo de Manila University, Quezon City

4:00 PM | GAME JAM AWARDING CEREMONY & EXHIBITION CLOSING

Write up:

GAMES AND POLITICS

Do video games change societies?

The video game culture is a worldwide new media subculture which has exponentially grown 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 produced 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 18 significant video games with political statements and examine how they each unfold their unique political potential. Some of the games included in the line-up 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 *Games and Politics*, as well as the construction of a counterposition within the entertainment industry. 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 of whether games influence political beliefs in the same way that they change fundamental attitudes about the world.