

PRESS RELEASE

***GAMES AND POLITICS* EXHIBITION**



Interactive exhibition *Games and Politics* starting on 8th May at GoetheHaus, Jakarta.



Goethe-Institut
Jl. Sam Ratulangi 9-15
Jakarta 10350

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Games are as old as society itself and are ever since used for entertainment, education or even pedagogical indoctrination. The digitalization has transformed them from board games to virtual worlds on our computers and phones. Especially in Indonesia, a high number of smartphone users has brought games into daily life and made them a new medium to express ones identity. Despite this development, the importance of games in cultural science remains still neglected.

The interactive exhibition *Games and Politics* aims to shed light on the connection of games and their political importance and will start on **8th May** at **GoetheHaus**, Jakarta. It is curated by Goethe-Institut and ZKM Center for Art and Media and focuses on political games developed since 2004 only. All 16 games were explicitly developed to address political issues: from political decision making, to gender politics, warfare, treatment of refugees, media influence or real events from the past and present.

The visitors are encouraged to play all games on tablets and computers integrated in the exhibition or their smartphones. The displays are divided in six categories: making opinions, military matters, multiperspectivity, media critique, migration stories and mapping powers. With each game, the players will constantly experience the superiority of the power of others as they move from one section to the next.

GAMES AND POLITICS is an interactive exhibition by the Goethe-Institut in cooperation with the Zentrum für Kunst und Medien Karlsruhe. A series of compelling events which will give convinced gamers, digital newbies and people interested in politics the chance to play, reflect, discuss and be creative will accompany the exhibition.

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When: 9th of May – 27th of May 2017

Venue: **GoetheHaus**
Jl. Dr. Sam Ratulangi No 9-15
Jakarta 10350

Partners: Zentrum für Kunst und Medien Karlsruhe,
Duniaku Network

Games: **The Cat and the Coup**
As a cat, the players solve various puzzles that gradually, in a tale told in reverse order, document the death of Dr. Mohammad Mossadegh, then his house arrest and prison sentence, then the coup, and finally his time as Prime Minister.

Madrid
In remembrance of the victims of terror attacks, players use mouse clicks to increase the brightness of candles' flames and attempt to prevent them from being extinguished by the wind.

Yellow Umbrella
In *Yellow Umbrella*, peaceful demonstrators defend themselves against the police, criminals, and politicians marching against them by using umbrellas, fruit, bribes, cream pies, and incense sticks.

Killbox
Killbox is a multi-player game on the topic of drone warfare that reflects critically on computer technology as an extension of military and political power. Using the technique of shifting perspectives, it illustrates the consequences that grow from acts of war.

Unmanned
Unmanned follows a single day in a drone pilot's life, back at his home in a US suburb: from

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waking up, to working, to his evening hours which he spends playing brutal ego shooter games with his son.

This War of Mine

This War of Mine is a strategy game in which the player takes a small group of civilians into a war zone. This aleatory game is inspired by the survivors' reports from Bosnia, Iraq, and Syria. The object of the game is to survive as long as possible in the ruins of a destroyed city and to outlast the war.

Perfect Woman

In Lea Schönfelder and Peter Lu's game, the players strive for perfection and bend over backwards in order to fulfill various—playfully exaggerated—female role models.

Dys4ia

In her autobiographical Flash game *Dys4ia*, designer Anna Anthropy focuses on the hormone treatment she received in preparation for her gender reassignment surgery.

Coming Out Simulator

The simulator is based on autobiographical events and recreates an evening in the year 2010, when Nicky Case's boyfriend demands that Nick finally talk to his parents about his homosexuality. Over the course of the evening, in various conversations with his parents and his friend the player can choose between three statements: concealment, half-truth, and disclosure.

Phone Story

Phone Story examines the conditions of capitalist labor, reflecting with bitter sarcasm on the inhuman conditions under which smartphones are produced. (Four days after the

game was published, it was banned by Apple from their App store on the grounds that it depicted cruelty against children and thus



violated the terms of the App-Store's user agreement)

Touch Tone

„The innocent have nothing to hide!": Under this motto, the players assume the role of a NSA-agent, control data traffic, read private Emails and texts.

Orwell

„Trustworthy` citizens are appointed as surveillance agents and are enabled to scan their fellow citizens - their social media profiles, chats, calls and personal devices. The game uses the traces everybody leaves in their daily use of the internet to amalgamate into an interactive surveillance thriller.

Papers, Please

In *Papers, Please*, the players have to check the passports and documents of travelers entering the fictitious totalitarian state of Arstotzka.

1378(km)

1378(km) transports up to 16 players into the year 1976 and to the border between the German Democratic Republic (GDR) and the Federal Republic of Germany (FRG), where they can chose between two roles: thy can attempt to cross the 'death strip' as refugees to flee to the FRG; or they can chose the role of a GDR border guard charged with preventing refugees from crossing the border.

Escape from Woomera

In *Excape from Woomera*, the action takes place in a refugee reception and internment camp in Australia - The players' task is to escape from the camp by completing various tasks and by contacting other camp residents.

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Sunset

During a civil war in the fictional state of Anchuria, Angela Burnes, a migrant, has to work as a housekeeper in the luxurious suite of the influential Gabriel Ortega. Here, she learns more about her employer as well as the country's political situation.

Democracy 3

This strategy game places the players in the role of a head of state and charges them with the responsibility of governing a nation and of formulating the rules by which they are governed.

The Westport Independent

The Westport Independent is dedicated to exploring the daily reality of life in a totalitarian regime. The player, in the role of editor-in-chief of a newspaper, has to decide whether to submit to the dictatorial regime or to support the rebels and face the repercussions.

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