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PRESS RELEASE:

GOETHE-INSTITUT GIVES TRIPS TO GERMANY AS PRIZE AT THE GAMES AND POLITICS EXHIBITION CLOSING

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 has been featuring 18 politically-themed video games on different consoles to examine how they unfold their political potential since it’s opening last Sept. 12 in the new Areté building at the Ateneo de Manila University (ADMU) in Quezon City.

As a side event to the on-going exhibition, Goethe-Institut Philippinen and FlipGeeks.com teamed up to organized a 24-hour Game Jam that happened on Oct. 6 to 7 at College of St. Benilde (CSB). The 24-hour Game Jam is an impromptu video game creation competition wherein participants are tasked to develop a complete, playable video game within parameters set by the organizers and in a limited amount of time. This is the standard format used by the game development scene worldwide, which intends to promote creativity and cooperation between the game developers from different backgrounds.

To conclude the exhibition, *Games and Politics* will feature a panel discussion entitled “*The Leisurely Legislation: The impact of video games on politics, society and culture*” on its last day on Saturday, Oct. 21 at Areté, Ateneo de Manila University. The discussion, to be moderated by news personality Nikki Veron Cruz and ADMU professor Dr. Gary Devilles, will have speakers talk about how video games influence political, societal, and cultural beliefs. The panel will include Senator Benigno “Bam” Aquino and the “celebrity shrink” Dr. Randy Dellosa among others.

After the panel discussion, outstanding participants of the recently concluded 24-Hour Game Jam will be awarded. The developers of the best 3 games will be rewarded with the possibility of exhibiting their creations at the Electronic Sports Gaming Summit (ESGS) Indie Arena on 27.-29. On the other hand, three members of the top team will get a free trip to Cologne, Germany to exhibit their game at the Gamescom 2018, the largest video game trade fair in Europe.

Games and Politics is presented by the Goethe-Institut Philippinen in cooperation with Germany’s ZKM | Center for Art and Media while the 24-HourGame Jam is organized in cooperation with FlipGeeks Entertainment Media, De La Salle - College of St. Benilde and the special involvement of the ESGS Indie Arena. For more information on the exhibit 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 \(PDF\)](#)

[Game Jam Poster \(JPEG\)](#)

[Games and Politics Panel Discussion Poster \(JPEG\)](#)

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

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

RELATED LINKS:

[Games and Politics Panel Discussion and Exhibition Closing](#)

[Games and Politics Game Jam](#)

[Ateneo Art Gallery](#)

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Full schedule:

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

3:00 PM | PANEL DISCUSSION

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

Moderators:

Dr. Gary Devilles, Ateneo de Manila University professor
Nikki Veron Cruz, TV presenter

Speakers:

Senator Benigno “Bam” Aquino
John Paolo Bago, Creative Director, Tier One Entertainment
Dr. Randy Delloso, Psychiatrist
Frances Kramer, Addiction Rehabilitationist
Julius Raymon U. Mariano, Twitch.tv Partnerships, eSports Advocate

5:00 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.