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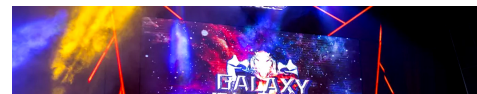


# Goethe-Institut's Games and Politics exhibit comes to a close

POSTED BY BENJO GONZALES ON OCTOBER 22, 2017

After a month-long run within Ateneo de Manila University's newest creative hub, *Areté*, the **Games and Politics** exhibition that was presented last September 12 by the Goethe-Institut Philippines and the Ateneo Art Gallery, concluded yesterday.

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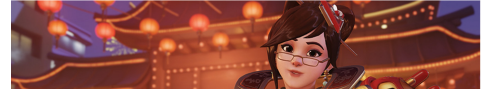


The said exhibit is jointproduction by Goethe-Institut in cooperation with ZKM | Center for Art and Media, with the conscious goal of immersing visitors in the area of political thinking through the modern lens of video games. It featured a



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total of 18 “politically-ambitious” games of various genres and issues, which included a few highly-acclaimed titles such as *This War of Mine* and *Papers, Please*.

Here's the complete list:

- *1378(km)* (Jens M. Stober, 2010)
- *Coming Out Simulator 2014* (Nicky Case, 2014)
- *Democracy3* (Positech Games, 2013)
- *Dys4ia* (Newgrounds, Anna Anthropy, 2012)
- *Escape from Woomera* (Katharine Neil, et.al., 2004)
- *Killbox* (Biome Collective, 2016)
- *Madrid* (Gonzalo Frasca, 2004)
- *Orwell* (Osmotic, 2016)
- *Papers, Please* (3909, Lucas Pope, 2013)
- *Perfect Woman* (Peter Lu & Lea Schönfelder, 2016)
- *Phone Story* (Molleindustria, 2011)
- *Sunset* (Tale of Tales, 2015)
- *The Cat and the Coup* (Peter Brinson and Kurosh ValaNejad, 2011)
- *The Westport Independent* (Double Zero One Zero, 2016)
- *This War Of Mine* (11 bit studios, 2014)
- *TouchTone* (Mikengreg, 2015)
- *Unmanned* (Mollenindustria, 2012)
- *Yellow Umbrella* (Awesapp, 2014)



Aside from the closing, two side-events also took place yesterday. One of which was a panel discussion with the title of “*The Leisurely Legislation: The impact of video games on politics, society and culture*”, which encouraged visitors to ask questions regarding issues within the scope of the exhibit’s



titular theme. They were then answered from the opposite side by a panel of speakers, with the likes of Senator Benigno “Bam” Aquino, addiction rehabilitationist Frances Kramer, and esports advocate Julius Mariano.

The second side-event was the *Game Jam* Awarding Ceremony, which named the top three finishers of the said 24-hour competition last October 6-7. The second and first runners-up each took home a basket of German goods, while the champion won a free trip to Cologne, Germany in order to participate in GAMESCOM 2018.



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