# ART GAMES
An international game jam network

Mexico City, Seoul, Boston, Jakarta, São Paulo, Novosibirsk, Athens, and Bangkok: for eight game jams all over the world, ART GAMES unites programmers and game developers as well as artists and creatives. Celebrating their diversity, they develop (digital) games which renegotiate the boundaries between art, politics, and games. How can artistic strategies magnify the scope of games or transcend the limits of game designs? What are the underlying politics of the gaming industry? And how can game practices be used to challenge and advance political processes? A selection of games from each location, chosen by a group of experts, will be exhibited at the international A MAZE. Festival in Berlin in April 2018. Participants and partners from eight countries will travel to Germany to metamorphose the worldwide virtual network of ART GAMES into an analogue one. Additionally, a documentary film about the project will premier at the festival featuring the game jams of each location and exploring the mindsets of the game creators.

All games and information can be found on
www.goethe.de/artgames

ART GAMES is a project of the Goethe-Institut in cooperation with Maschinen-Mensch and is sponsored by the Federal Foreign Office.

Games
Circled.
Mexico City
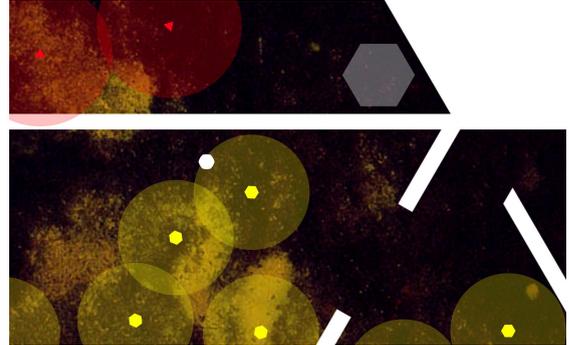
circled. is an experimental abstract game which criticizes how we approach interpersonal relationships and explores social issues such as rejection, social adaptation, social pressure, personality shifts, identity loss, and destructive behaviours. How much are you willing to give up to be part of a group? Is it fair to sacrifice our identity for the sake of social adaptation?

Produced by: Pablo Francisco Montes Romero, Mariana Mena Tello, Omar Ivan Toledano Landero, Nicolás Danziger, Rafael Escalante, Emilio Gerardo Estrada Lucero
Developer Country: Mexico and Argentina

Struggling Dreams
Boston

Help refugees remember and envision better and safer times, so they can gather the strength to move on and escape danger. As a player, you must lead a way through the perilous escape route on the playing field.

Produced by: Jeff Campbell, Zhou (Aslanta) Chen, Joe Marchuk, Dan Williams
Developer Country: USA and People's Republic of China
Twitter handle: @munch_munch3, @dantronlesotho, @stampyturtle, @AslantaChen

Babel-o-Rama
Jakarta

Babel-o-Rama experiments with the format of a multi-player game on a mobile platform. Three or more players can join to solve word puzzles together. Their shared dictionary will continuously expand by cooperation and teamwork.

Produced by: Jeffin Andria P., M. Tomy Kurniawan, Fandry Indrayadi, Siska Butar Butar, Cherina La Rubatt, M. Abdul Karim
Developer Country: Indonesia
Twitter handle: @mint_fanfan

2984 Little Brothers

2984 Little Brothers is set a thousand years after George Orwell's 1984. After humans have destroyed planet Earth, survivors have escaped to a planet called Utopia, being accepted as refugees by the so called Utopia Union. Already comprised of many different races, it accepts humans as an additional one, naming themselves 'Little Brothers'. A direct democracy is at work and citizens participate in politics through nine interactive 'telescreens'. You are one of the Little Brothers. What does your utopia look like?
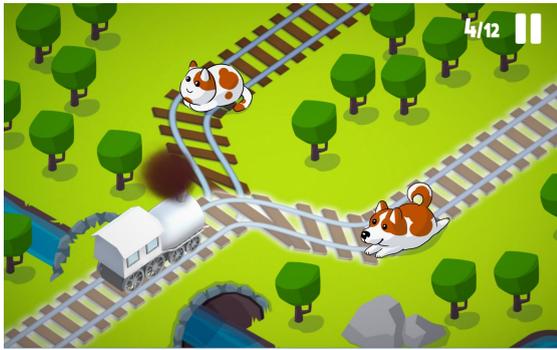
Produced by: Yongjoo Yoo, Ga-young An, Deokwon Kim, Jaemin Park
Developer Country: Republic of Korea

Make It Rain
Thailand

"Saranpat Sereewiwattana / Charlie Sitthisakuldech / Thanapat Tassanavijitwong / Chanatip Buranawarodomkul / Swit Khomapat

7th International Games and Playful Media Festival
A-MAZE
April 25-29 2018

Choo-Choose
Novosibirsk

Every choice entails a hidden cost in the consequences that we bear for making them. However, we are incapable of ever predicting the outcome and foreseeing our destiny, as everything we have and everything we know is always tied to the present. We are forced to make these choices blindly. Some would say that's unfair, but we would say: That's the joy of the ride.

Produced by: Petrushkov Mikhail, Grigoriev Konstantin, Kalmykova Ekaterina, Avdeev Oleg, Yustovich Ksenia
Developer country: Russia
Twitter handle: @petrushkovm, @sunarrio

Chain Reaction
São Paulo
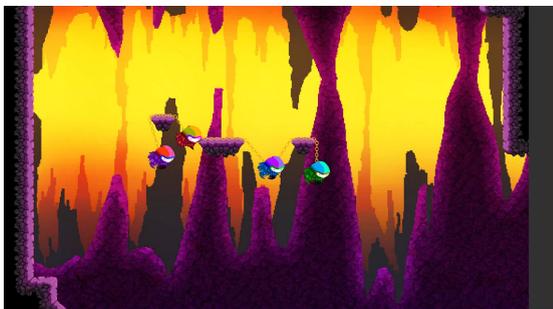
Four individuals are imprisoned for different selfish crimes against their tribe. Misled to think they found an escape route, they trail through a dungeon that turns out to be their tribe's concept of judgement and trial. Chained to each other, they have to coordinate their movements to escape and learn to socialise once again.

Produced by: Vítor Santana Melo Silva, Wellington Fattori, Isabelle Linares, Roberto Romão, Yukio L. K. Odani, Orlando Batista, André Mariano, Bruna Correa
Developer country: Brasil
Twitter handle: @VitorVortex, @Senhor_Fattori

SunShine
Seoul

In SunShine, players will encounter an extremely incomplete utopia. In the face of failing to protect everybody in it, players will have to make drastic choices. In contrast to the cute graphics, the content of this game is cold and violent. Build your own utopia in this virtual reality space. Let it flourish and preserve it!

Produced by: Je-won Yoon, Yunjeong Kim, Aram Lee Miller, Hyijin Cho, Saehoon Lee
Developer Country: Republic of Korea

Cacophony

Christina Chrysanthopoulou / Vasileios Karavasilis / Anthony Theodorelos / Christos Kasimidis

Status

Tasos Protopapas / Michalis Lygiaris / Kiprianos Skafidas / Haralabos Andrianidis

ART GAMES : 3/4

Partner

Art Games

art games politics

Art Games

8 game jams
worldwide

Federal Foreign Office

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