



GameFest!

Join us for a three day festival celebrating the opening of the ground-breaking exhibition, *The Art of Video Games*, with talks, discussions, open game playing, music, and movies. Detailed information about all events and participants is available on pages 2 and 3. For more information about *The Art of Video Games* visit americanart.si.edu/taovg.

Friday, March 16

3 - 6pm

Evolution of Video Games Panel Discussions

3pm

Evolution of Video Games: Pioneers

Don Daglow, RJ Mical, Mike Mika, Rand Miller, Keith Robinson

4:30pm

Evolution of Video Games: The Future

Paul Barnett, Mark DeLoura, Ken Levine, Kellee Santiago

7pm

Nolan Bushnell: *Video Games in Retrospect* (SOLD OUT)

8:30pm

Film: *TRON*

Saturday, March 17

11:30am - 2:30pm

Live action gaming with Spontaneous Art & dj MKO

noon

Conversation with Hideo Kojima (SOLD OUT)

2 - 4pm

Book signing: Chris Melissinos and Patrick O'Rourke

2:30 - 4pm

Performances: 8 Bit Weapon & Triforce Quartet

4 - 7pm

Live action gaming with Spontaneous Art & dj MKO

5pm

It's All in the Design with Robin Hunicke

7pm

Film: *The King of Kong: A Fistful of Quarters*

Sunday, March 18

11:30am - noon

Performance: ComputeHer

noon - 2:30pm

Live action gaming with Spontaneous Art & dj MKO

1 - 3pm

Meet & Greet with King of Kong cast members

2:30 - 4pm

Performances: Triforce Quartet & 8 Bit Weapon

4 - 7pm

Live action gaming with Spontaneous Art & dj MKO

Unable to join us for GameFest discussions? View live webcasts at americanart.si.edu/multimedia/webcasts

FRIDAY, MARCH 16

Evolution of Video Games Panel Discussions (3 - 6pm in McEvoy Auditorium)

The museum presents two panels, focusing on the past and future of video games. Panels are moderated by exhibition curator and founder of Past Pixels Chris Melissinos. Free; doors open at 2:30pm. Panels will be live streamed in the museum's Kogod Courtyard and webcast online.

Evolution of Video Games: Pioneers (3 - 4pm)

Don Daglow, President and Creative Director of Daglow Entertainment, LLC, is the only executive in industry history to lead development teams on every generation of video game consoles, and has won an Emmy® Award for Technology and Engineering for his creation of *Neverwinter Nights*.

RJ Mical, Senior Manager of Software Technology at Sony, is a software engineer who co-invented the first color hand-held game system, the Lynx.

Mike Mika, Chief Creative Officer for Other Ocean Interactive and formerly Studio Head for Backbone Entertainment at Foundation 9, has contributed to 100+ games as engineer, animator, and writer.

Rand Miller, co-founder and CEO of Cyan (now Cyan Worlds), catapulted to fame with the unexpected success of the computer game *Myst*.

Keith Robinson has worked for Mattel Electronics as a programmer, designing the game *TRON Solar Sailer* and supervising production for Intellivision, Colecovision and other platforms.

Evolution of Video Games: The Future (4:30pm)

Paul Barnett, Senior Creative Director for BioWare-Mythic, developed AOL's first interactive game, *Legends of Terris* and is best known for Games Workshop's *Warhammer Fantasy Battle* universe.

Mark DeLoura has served in a variety of roles at Google, Nintendo, Sony, and Ubisoft, and as editor-in-chief of *Game Developer* magazine. He is currently VP of Technology at THQ.

Ken Levine, originally a screenwriter and playwright, has designed games like *Looking Glass' Thief: The Dark Project* and *System Shock 2* and served as project director of *BioShock* for the PC and Xbox 360.

Kellee Santiago, co-founder and current president of thatgamecompany, was named one of Kotaku's most influential women in games in 2010, and is a partner in IndieFund, which helps indie developers reach and maintain financial independence.

SOLD OUT - Nolan Bushnell: Video Games in Retrospect (7pm in McEvoy Auditorium)

Nolan Bushnell, founder of Atari and a key player in the growth and popularity of the first video games, discusses how far video games have come and how it all started. Join us for an exciting evening with the father of electronic gaming! Doors open at 6:30pm. THIS PROGRAM IS SOLD OUT. Program will be live streamed in the museum's Kogod Courtyard and webcast online.

Film: TRON (8:30pm in Kogod Courtyard)

TRON, full of fantastic visual effects, follows video game inventor Kevin Flynn (Jeff Bridges) as he is transported to the digital world inside a computer, where he must battle the evil Master Control Program to escape. Free; food and drink available for purchase in the Courtyard Café (1982, 96 minutes. Rated PG).

SATURDAY, MARCH 17 & SUNDAY, MARCH 18

In addition to the specific highlights listed below, join us all weekend in the museum's Kogod Courtyard to play classic and modern video games.* to enjoy hands-on craft activities, or to strike a pose in our photo booth (costumes encouraged!). All festivities are free and take place Saturday and Sunday from 11:30am to 7pm.

Spontaneous Art with dj MKO (Saturday & Sunday, various times in Kogod Courtyard)

Spontaneous Art creates interactive performances in which bystanders become part of the act, bringing strangers together for moments of communal laughter, social connectivity and flashes of creativity. dj MKO, hailed on YouTube as an "electronic music whiz," provides a live gaming soundtrack.

SOLD OUT - A Conversation with Hideo Kojima (Saturday at noon in McEvoy Auditorium)

Hideo Kojima is considered one of the most important and innovative video game designers of his generation. Best known for the *Metal Gear* series, published by Konami, Kojima introduced a new cinematic style of video game that blended narrative, character development, and artful graphics. Join us for a fascinating conversation with a video game design master and *The Art of Video Games* curator, Chris Melissinos. THIS PROGRAM IS SOLD OUT. Program will be webcast online.

Book Signing: The Art of Video Games (Saturday, 2 - 4pm in the G Street Lobby)

Curator/author Chris Melissinos and illustrator Patrick O'Rourke, sign copies of the book. *The Art of Video Games: From Pac-Man to Mass Effect*.

8 Bit Weapon (Saturday & Sunday at 2:30pm in Kogod Courtyard)

Husband and wife team Seth & Michelle Sternberger, inspired by classic video game soundtracks and electronic music from the 70s and 80s, use an arsenal of classic video game consoles and vintage computers as instruments. They have independently released 11 albums, their latest of which, *Bits with Byte*, features *The Art of Video Games Anthem*.

Triforce Quartet (Saturday & Sunday at 2:30pm in Kogod Courtyard)

Led by cellist Chad Schwartz, whose original arrangement from the *Legend of Zelda* video game series has over one million views on YouTube, Triforce Quartet performs a variety of tunes you'll recognize from popular video games through the years.

It's All in the Design with Robin Hunicke (Saturday at 5pm in McEvoy Auditorium)

thatgamecompany designer Robin Hunicke takes us inside the world of game design, and discusses the company's highly anticipated release, *Journey*. Doors open at 4:30pm.

Film: The King of Kong: A Fistful of Quarters (Saturday at 7pm in McEvoy Auditorium)

This captivating documentary follows two rival gamers who battle for the Guinness World Record high score on the classic arcade game *Donkey Kong*. (2007, 79 minutes, PG-13). A panel discussion featuring documentary stars Billy Mitchell, Walter Day, Brian Kuh and Steve Sanders follows the film.

ComputeHer (Sunday at 11:30am in Kogod Courtyard)

The solo project of Michelle Sternberger from 8 Bit Weapon, ComputeHer creates intricate electronic music using retro gaming consoles and 8-bit computers. With hard beats and colorful melodies ComputeHer's spirited catalog of music depicts a world of energized lo-fi bliss.

*Video games and consoles available for open play are Atari VCS – *Missile Command*, 3DO Interactive Multiplayer – *Incredible Machine*, Atari Jaguar – *Tempest 2000*, TurboGrafx-16 – *It Came From the Desert*, Sega Dreamcast – *Space Channel 5*, Xbox 360 – *Geometry Wars: Retro Evolved*, PlayStation 3 Move – *Child of Eden*, Nintendo Entertainment System – *Super Mario Brothers 3*, Super Nintendo Entertainment System – *Super Mario Brothers 2: Yoshi's Island*, and Sega Genesis – *Sonic CD*.