



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

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* (Registration required)

8:30pm

Film: *TRON*

Saturday, March 17 & Sunday, March 18

Sat 11:30am - 2:30pm

Live action gaming with Spontaneous Art & dj MKO

Sat 2:30 - 4pm

Concert: 8 Bit Weapon & Triforce Quartet

Sat 4 - 7pm

Live action gaming with Spontaneous Art & dj MKO

Sat 5pm

It's All in the Design with Robin Hunicke

Sat 7pm

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

Sun 11:30am - noon

Concert: ComputeHer

Sun noon - 2:30pm

Live action gaming with Spontaneous Art & dj MKO

Sun 2:30 - 4pm

Concert: Triforce Quartet & 8 Bit Weapon

Sun 4 - 7pm

Live action gaming with Spontaneous Art & dj MKO

Unable to join us for GameFest discussions? View a live webcast at americanart.si.edu

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.

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

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.

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! Free, but registration required: theartofvideogames.eventbrite.com. Doors open at 6:30pm.

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.

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.

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*.

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).

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.

