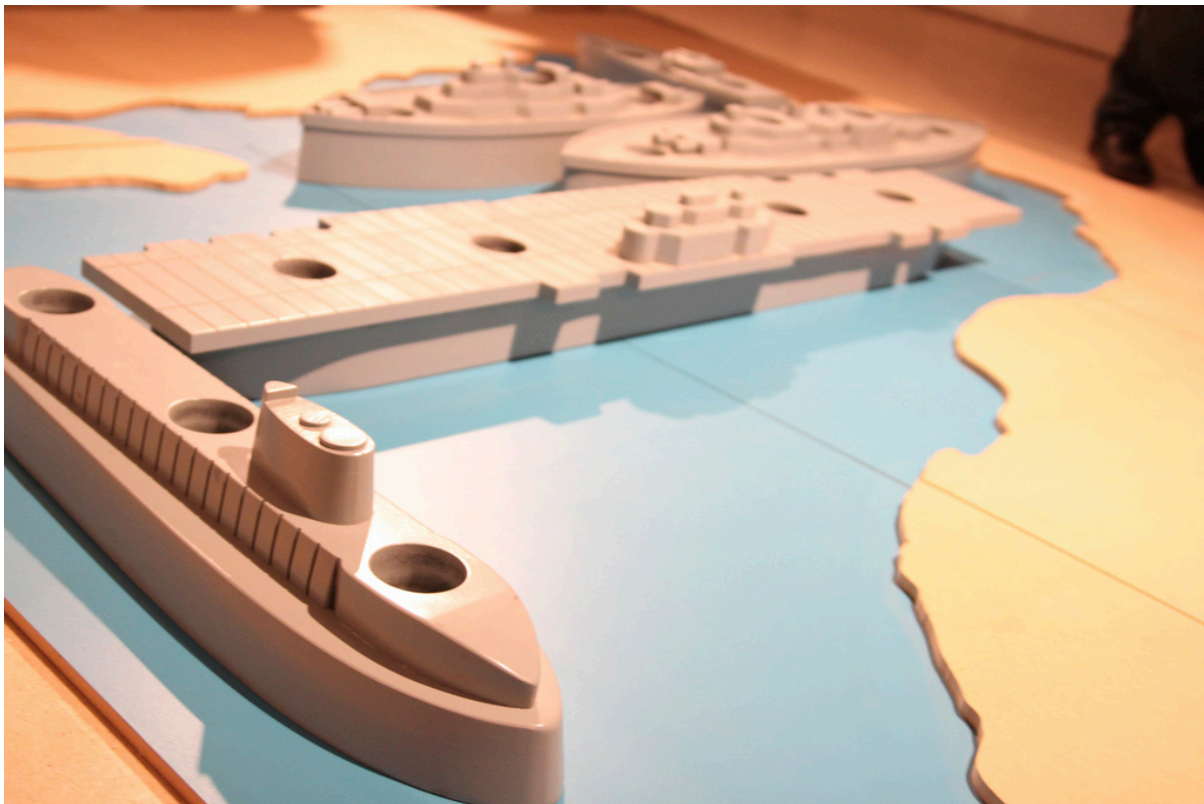


## Curatorial Statement for Games+Learning+Society Art Exhibition

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The 2011 Games Learning and Art exhibition is a survey of artwork exploring the intersection between games, play and learning. The work spans a variety of artistic disciplines from painting and sculpture to digital media as well as games and game content from independent, academic and commercial game designers. This survey casts an intentionally wide net and explores psychological and intellectual development through play. Original playable games, creative works which blur the line between art objects and games, games aimed at community education, art objects exploring forms from games as well as their conceptual, intellectual, social, and psychological implications are all featured as part of this curated body of work. Playful thinking is apparent in each work and despite the wide range of work and media represented in the exhibit it lends an overall cohesive quality and represents the diversity and range of the international and cross-disciplinary reach of the GLS organization as a whole.

Artists: Mike Beall, Trevor Brown, Chen-Ya Chang, Shawn Everette, Lindsay Grace, Ted Lauterbach, Tyler Law, Collen Macklin, Arnold Martin, Brian Murer, Josh Nemece, Amanda Ochsner, Nick Pjevach, Rebecca Rettenmund, Jason Sandberg, Rebecca Vonesh, Fiona Zimmer, Eric Zimmerman



**Figure 1: Game Pieces by Jason Sandberg**



**Figure 2: Figment: The Switching Codes Game by Eric Zimmerman**



**Figure 3: Opening Reception**

### **Acknowledgements**

Photos by Mark Reichers (<http://bymarkriechers.com/>)