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FOR IMMEDIATE RELEASE

Game (Life): Video Games in Contemporary Art at Firehouse Gallery

Burlington, VT: (December 3, 2009) In one of the first of its kind in the U.S., Burlington City Arts will open a new exhibition, *Game(Life)*, at the Firehouse Gallery on Church Street beginning on Friday, December 18th, 2009 with an opening reception from 5-8 pm, and will run through February 13th, 2010. The exhibition will feature eleven artists from Vermont and around the world: Jason Rohrer (*Passage and Gravitation*), Jonathan Blow (*Braid*), Randy Smith (*Spider*), Paolo Pedercini (*Faith Fighter* and *The McDonald's Videogame*), Jenova Chen (*Flow and Flower*), Petri Purho (*Crayon Physics*), Jakub Dvorsky (*Machinarium*), Heather Kelly (*Sugar*), Mark Essen (*The Thrill of Combat*), Auriea Harvey and Michael Samyn (*Tale of Tales*).

Game (Life): Video Games in Contemporary Art will transform the gallery into a functioning video arcade set on "free play" inviting visitors to interact in a gallery setting. Blurring the distinction between the real and synthetic worlds of gaming, the galleries interior will be transformed into a boldly colored, three-dimensional, pixilated landscape bringing to life the look of a classic video game. Provocative and reflective works by artists and independent game designers will engage visitors in play, and confront the viewer/player with questions regarding politics, violence, emotional resonance and beauty, as well as the implications of video gaming's emerging dominance in our entertainment culture.

In addition to the exhibition at the Firehouse Gallery, Burlington City Arts has collaborated with Champlain College's Game Design program to present an artist/game designer lecture series featuring:

Jason Rohrer – author of *Passage* and *Gravitation*

Friday, January 15 at Champlain College – Alumni Auditorium, 7-8:30pm

Saturday, January 16 at the Firehouse Gallery, 4:30-6pm

Heather Kelly – author of *Sugar*

Friday, January 22 at Champlain College – Alumni Auditorium, 7-8:30pm

Saturday, January 23 at the Firehouse Gallery, 4:30-6pm

Jonathan Blow – author of *Braid*, winner of the 2006 “Game Design” award

Friday, January 29 at Champlain College – Alumni Auditorium, 7-8:30pm

Saturday, January 30 at the Firehouse Gallery, 4:30-6pm

Randy Smith – author of *Spider: Secret of Bryce Manor*

Friday, February 5 at Champlain College – Alumni Auditorium, 7-8:30pm

Saturday, February 6 at the Firehouse Gallery, 4:30-6pm

A closing reception with musical performance, film, and an artist talk with Paolo Pedercini, author of *Faith Fighter* and *The McDonald's Videogame* and more, will be held on Saturday, February 13th, 2010 from 4:30 to 6:00 pm at the Firehouse Center for the Visual Arts.

Game (Life) is sponsored by The Communication and Creative Media Division at Champlain College, UVM College of Engineering and Mathematical Sciences, and The Andy Warhol Foundation for the Visual Arts, and is an important part of Burlington City Arts, which is dedicated to the promotion of excellence, experimentation, and education in all forms of contemporary art. For more information about gallery exhibitions, special events, classes and workshops, please call 802.865.7166 or visit

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