

isabelle arvers

art critic & curator

[www.isabelle-arvers.com](http://www.isabelle-arvers.com)

*selected events and exhibitions 2000-2009*

network as a curatorial space

new forms of cinema

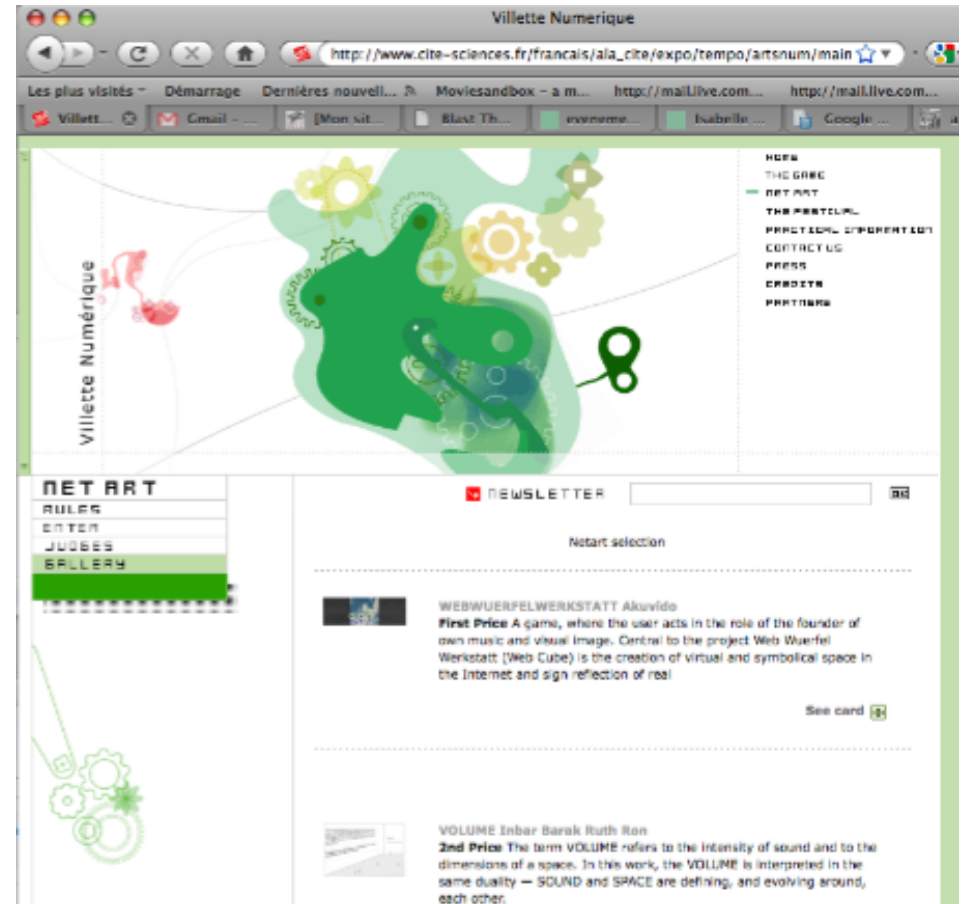
games and politics

games as creative tools

cities as playground

upcoming projects

# network as a curatorial space



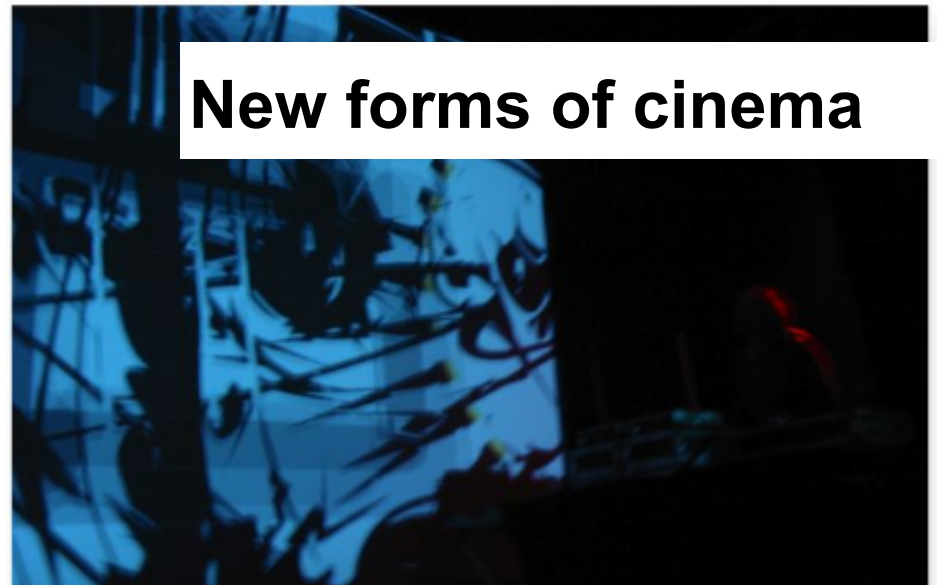


**Video Cuts, Centre Pompidou, 2001**



**Festival des festivals, 2002**

## **New forms of cinema**



**France numérique, 2004, Bitfilm Festival, Germany  
French VJing animation and video clip program**

## New forms of cinema



**New audiovisuals, CH, Sperm Festival, Praha, 2007**  
**Animation, video and machinimas.**

## New forms of cinema



**Emerging swiss creation, Articule, Annecy, 2006**  
**Animation, video and interactive video installation.**





## Retro gaming vs game art



## Playtime - the gaming room, Villette Numérique, Paris, 2002

B12025

content

new

all

articles

7

1024

headlines

101

4876

videos

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anthony

rank: Commandante

points: 10875

occupation: Writer/Editor/Producer

location: New York, US

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biography:

Anthony Lacoppe is GNN's Executive Editor. He's written for The New York Times, Details, New York Paper, The Fader and Vice, among many others. He has worked as a producer for MTV, Fuse and WTH. He is the co-author of GNN's True Lies and the producer of their Iraq doc, BattleGround.

Blog

The Bunker

Frey a liar? True cost of war?

B12025 / Mon, 9 Jan 2006 10:34:40 / Media

Fisk taking Bak:

The New York Times reports on a secret Pentagon study that found "as many as 80 percent of the marines who have been killed in Iraq from wounds to the upper body could have survived if they had had extra body armor." The study was first uncovered by the guys at Soldiers for the Truth, who told me about the findings a couple of weeks ago. There's better technology out there -- body armor systems that cover your entire torso like chain mail. But they're too expensive, and there's not enough producers. Something needs to be done, because the kevlar panel systems don't work. I remember riding in a Humvee through the Sunni Triangle, trying to figure out if I should sit sideways so my vest would protect the totally exposed right side of my body from a sniper.

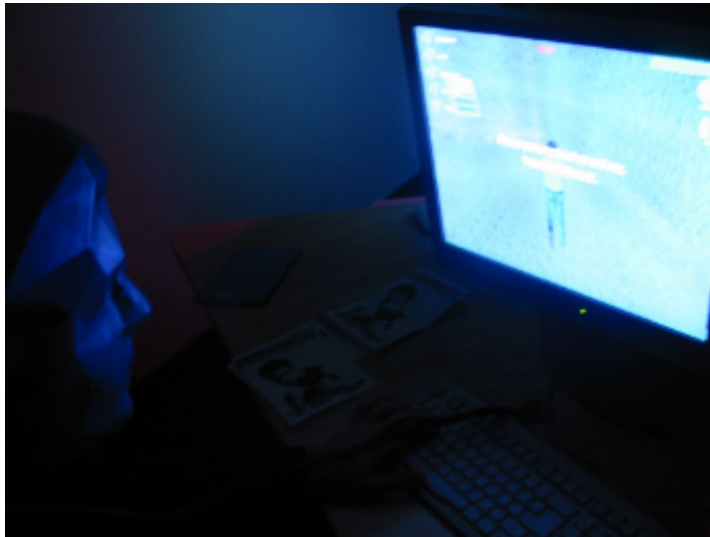
# Games and Politics

MONSTERS : 1 / 100  
SECRETS : 0 / 10

TIME : 0:53



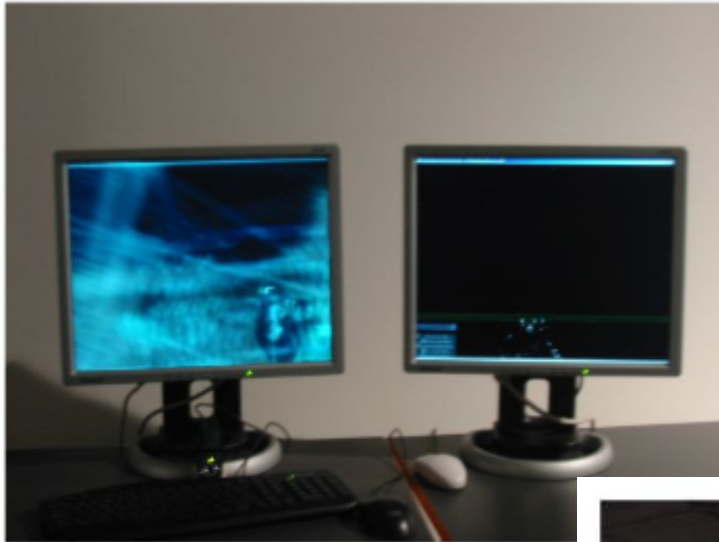
## Games and Politics



**Mind Control, Banana RAM, Ancona, Italy 2004**  
**Net.art exhibition : Lack of entertainment create monsters**

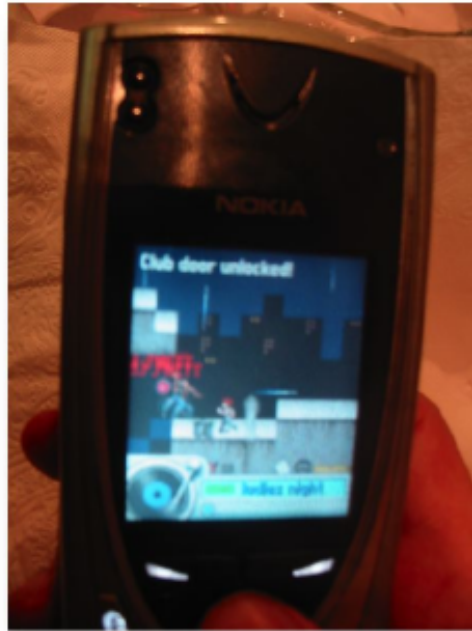


## Games and Politics



**No Fun : games and the gaming experience**  
**Piksel Free and open source software Festival Norway, 2005**

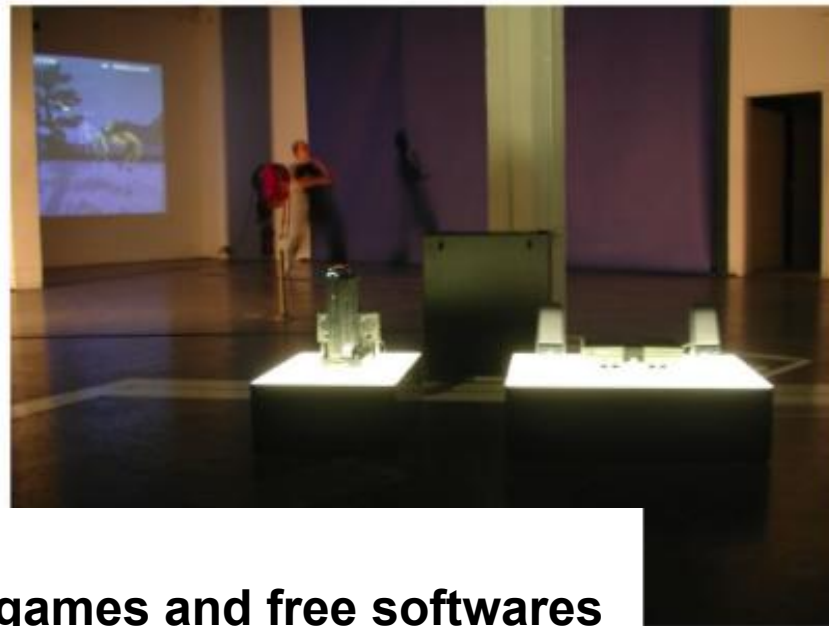
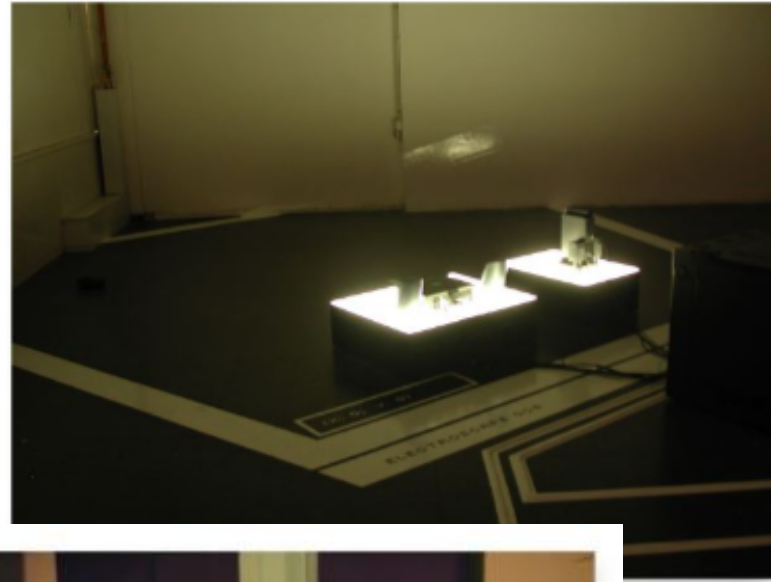
## games as a medium



**Reactivate,  
Adelaide Film Festival, 2004, Australia**

**Sound toys, interactive fictions ,  
mobile and computer games, video installation**

## games as a medium

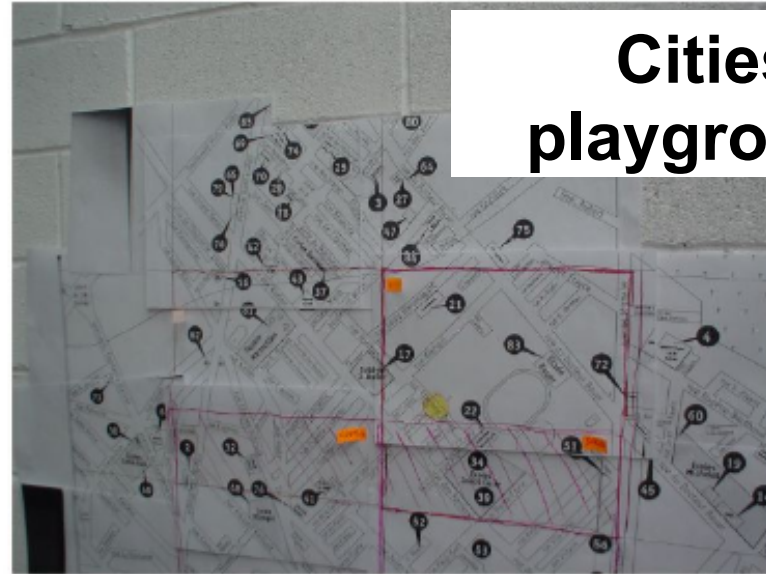


**Mal au Pixel, Paris, 2006**  
**Interactive installations, games and free softwares**





## Cities as playground



**Politics of Play, a workshop by Amy Franceschini, 2008**



**Noderunner, Wifiledefrance, Paris, 2004**



## games as creative tools : 8bit music

**8 bit Party, Project 101, Paris, 2003**

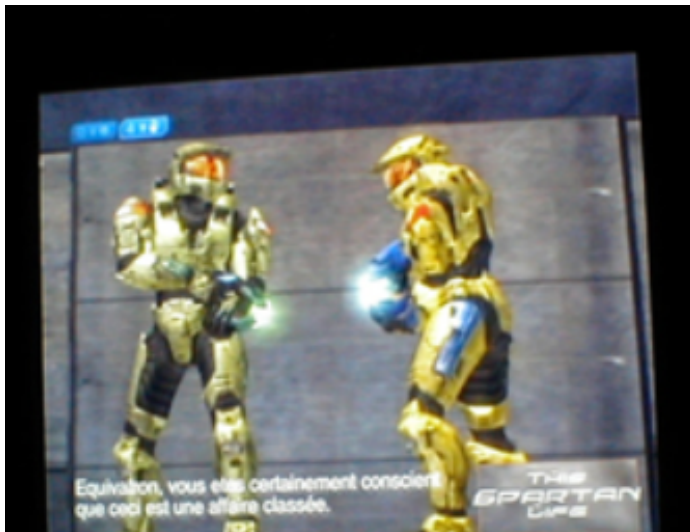


**High Score, Boulogne, 2003**



# Games as creative tools : Machinimas

## Screenings, workshops, conferences



**This Spartan Life, Festival Nemo, 2006**



**Machinima vs demos, Centre Pompidou, 2005**



**4 Machinima Programs Mostravideo, Brazil, 2009**