

# **Games VS Networks**

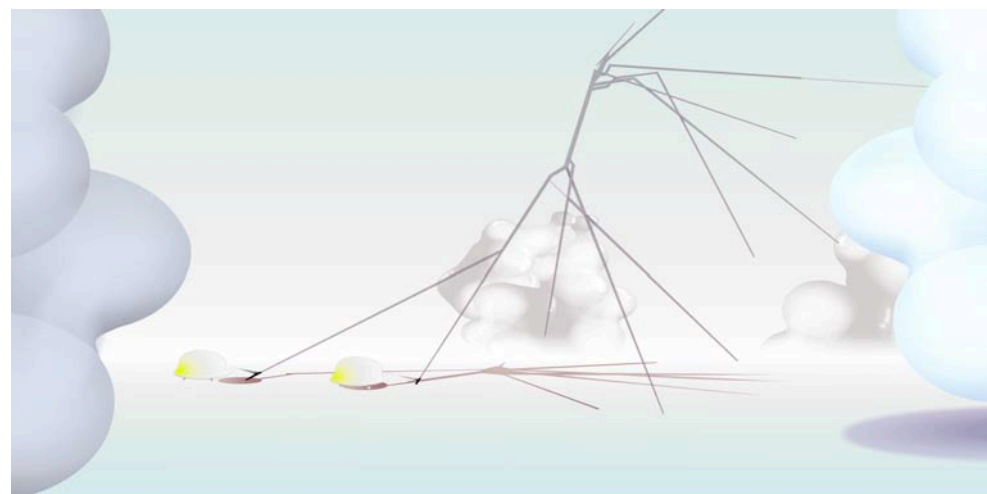
**Isabelle Arvers**

**Ecole Supérieure de l'Image**

**Site de Poitiers 5 avril 2006**

# Jeux d'artistes en ligne

- Carlos Zanni, The Average Shoveler
  - <http://www.zanni.org/average.htm>
- Samorost
  - <http://www.samorost2.net/>
  - <http://www.samorost2.net/samorost1/>
- Trevor Van Meter « Fly Guy »
  - <http://www.trevorvanmeter.com/flyguy/load2.swf>
- Nullpointer, QQQ
  - <http://www.nullpointer.co.uk/>
  - <http://q-q-q.net/>
- Cory Arcangel « Super Mario Clouds »
  - [http://beigerecords.com/cory/Things\\_I\\_Made\\_in\\_2003/mario\\_clouds\\_2005.html](http://beigerecords.com/cory/Things_I_Made_in_2003/mario_clouds_2005.html)
  - <http://www.atari-noise.com/base01.html>
- Vuk Cosic, This is unreal-ascii
  - <http://www.ljudmila.org/~vuk/ascii/unreal/>



Collecteurs d'ADN

Profusion - panoplie 2005



Vigilance, Martin LeChevallier

- Jodi, Sod, <http://sod.jodi.org/index.html>
- Jodi, Jet Set Willy, <http://jetsetwilly.jodi.org/>
- The Nerve Game
- <http://www.vansowerwine.com/interactives/interactives.html#ng>
- Selectpark, 9/11 Survivor
- <http://www.selectparks.net/>
- Pac Mondrian
- <http://pbfb.ca/pac-mondrian/>
- Brody Condon, Fake screenshots
- <http://www.tmpspace.com/fakescreen/screenshots.php>
- Marieke Performances live cinema 8 bits
- <http://plot.bek.no/~vht/TSOVHT/p1.htm>

# Jeux Politiques

- Vagamundo, a migrant's tale, Ricardo Miranda Zuniga  
• <http://www.ambriente.com/cart/>
- Mac Donalds Video Game  
• <http://www.mcvideogame.com/index.html>
- Gonzalo Fresca, September 12  
• <http://www.newsgaming.com/games/index12.htm>
- Anne Marie Schleiner, Velvet Strike  
• <http://www.opensorcery.net/velvet-strike/>
- Futurefarmers, cultivez votre conscience !
- antiwargame, <http://www.antiwargame.org/>
- they rule, <http://www.theyrule.net/>
- finger print maze, installation  
<http://www.futurefarmers.com/survey/fingerprint2.php>



Metapet, Natalie Bookchin

# Code warriors



## 2. FACE 2 FACE



- Essai sur les code warriors
- [http://www.petitemort.org/issue03/24\\_code-warriors/page2.shtml](http://www.petitemort.org/issue03/24_code-warriors/page2.shtml)
- Infomera
- <http://www.infomera.net/>
- <http://club.net-art.ws/>
- <http://www.subculture.com/>
- <http://www.unosunosyunosceros.com/prematch/>
- <http://www.unosunosyunosceros.com/>
- Ciberduelo
- <http://www.netart.org.uy/ciberduelo/>

# Ville comme terrain de jeu

- Festival come out and play
- <http://www.comeoutandplay.org/games.php>
- I love bees
- <http://www.avantgame.com/ilovebees.htm>
- <http://www.argn.com/cgi-bin/mt-search.cgi?IncludeBlogs=1&search=ilovebees>
- Cell tagging
- <http://www.brookeknight.com/turbulence/>
- Node Runners
- <http://noderunner.omnistep.com/>
- <http://homepage.mac.com/yuryg/wifiledefrance/PhotoAlbum21.html>



Node Runners, Carlos Gomez de Llarena, Yuri Gitman

# Au delà du machinima, art et théorie en réseau



- This Spartan Life
  - <http://www.thisspartanlife.com/>
- Flack Attack
  - [http://www.flackattack.org/faw/index.php?title=Main\\_Page](http://www.flackattack.org/faw/index.php?title=Main_Page)
- Machinima.fr
  - <http://www.machinima.fr/>
- Machinimag, Friedrich Kirschner
  - <http://www.zeitbrand.de/machiniBlog/blogger.php>
- Person, Friedrich Kirschner
  - <http://www.person2184.com>
- « The Awakening »
  - <http://www.atlas-enterprises.net/>

## Textes théoriques conseillés

- Pippa Stalker:  
[http://www.selectparks.net/dl/PippaStalker\\_GamingInArt.pdf](http://www.selectparks.net/dl/PippaStalker_GamingInArt.pdf)
- Tiffany Holmes: "Arcade Classics Spawn Art? Current Trends in the Art Game Genre"  
<http://hypertext.rmit.edu.au/dac/papers/Holmes.pdf>
- Tilman Baumgärtel: [On a Number of Aspects of Artistic Computer Games](#)  
[http://www.medienkunstnetz.de/themes/generative-tools/computer\\_games/1/](http://www.medienkunstnetz.de/themes/generative-tools/computer_games/1/)
- Anne-Marie Schleiner et al: [Theme issue of the online journal Switch: Games](#)  
[http://switch.sjsu.edu/nextswitch/switch\\_engine/front/front.php?cat=16](http://switch.sjsu.edu/nextswitch/switch_engine/front/front.php?cat=16)

## Liens blogs et infos sur les jeux

<http://www.gamesareart.com/>  
<http://games.slashdot.org/>  
[http://blogs.guardian.co.uk/games/archives/2006/01/26/konami\\_invents\\_new\\_multimedia\\_experience.html](http://blogs.guardian.co.uk/games/archives/2006/01/26/konami_invents_new_multimedia_experience.html)  
[http://blogs.guardian.co.uk/games/archives/2006/01/26/art\\_games\\_beyond\\_consumption.html#more](http://blogs.guardian.co.uk/games/archives/2006/01/26/art_games_beyond_consumption.html#more)  
<http://www.joystiq.com/2006/01/20/art-games-a-primer/>  
<http://www.seriousgames.org/index2.html>  
[http://etoychest.org/index.php?option=com\\_content&task=view&id=3568&Itemid=29](http://etoychest.org/index.php?option=com_content&task=view&id=3568&Itemid=29)

## Expositions

[Computer Games by Artists](#) (conçue par Tilman Baumgärtel)  
[http://www.hardware-projekte.de/programm/inhalt/games\\_file\\_e/work\\_e.htm](http://www.hardware-projekte.de/programm/inhalt/games_file_e/work_e.htm)

[Trigger](#) (conçue par Rebecca Cannon)  
<http://www.selectparks.net/exhibitions/trigger/>

[Cracking the Maze](#) (conçue par Anne-Marie Schleiner)  
[http://switch.sjsu.edu/nextswitch/switch\\_engine/front/front.php?cat=16](http://switch.sjsu.edu/nextswitch/switch_engine/front/front.php?cat=16)

Breaking the Game, Workspace Unlimited  
<http://workspace-unlimited.org/breakingthegame/>  
[http://www.workspace-unlimited.org/vwa\\_flash.html](http://www.workspace-unlimited.org/vwa_flash.html)

Breaking and Entering: Art and the Video Game  
<http://www.pacewildenstein.com/Exhibitions/ViewExhibitionWork.aspx?guid=f99f417e-7ff1-44fa-bf29-b4486b053160>

## Expositions conçues par Isabelle Arvers

Playtime, Villette Numérique 2002

Mind Control, Banana RAM, Molle Valentina, Ancona, Italie 2004

Wifiledefrance, Paris, 2004

Reactivate, State Library of Victoria, Melbourne, Australie, 2004

No Fun, Hordaland Kunstener, Bergen, Norvège, 2005

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



# PLAY IT AGAIN?

- GAME OVER GAME OVER GAME OVER
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