

Modernist Games, CAA 2006 (Boston)

David Getsy

CALL FOR PAPERS

"Modernist Games"

College Art Association

22-25 February 2006, Boston

The intense period of experimentation in which modernist art developed has often been characterized as serious and earnest research. By contrast, this panel will investigate the ways in which the era was fascinated with games and play. Games are, at base, representational activities, and artists and critics saw the game as an analogue to art practice, a metaphor for creativity, or a model for art criticism. Possible topics include Surrealist games, play as metaphor or method, Duchamp and chess, Giacometti, Cornell, artistic movements as teams, installations as playgrounds, and play as aesthetic experience. Emphasis will be placed on global modernism from the first half of the twentieth century, but all relevant papers discussing art or criticism from the 1890s onwards will be considered. Note: the panel is not concerned with Game Theory as practiced in such fields as economics but rather with the study of games and play from methodological, cultural, anthropological, psychoanalytic, and other theoretical perspectives.

submit c.v. and one-page abstract before 13 May 2005

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further details on conference participation and forms for submission of abstracts at:

http://www.collegeart.org/pdf/2006_conference_call.pdf

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Reference:

CFP: Modernist Games, CAA 2006 (Boston). In: ArtHist.net, Apr 21, 2005 (accessed Jul 5, 2025),

<<https://arthist.net/archive/27100>>.