

Art History of Games (Atlanta, 4-6 Feb 2010)

Christoph Kluetsch

Register now for The Art History of Games, a symposium and exhibition jointly organized by SCAD-Atlanta and the Georgia Institute of Technology

February 4-6, 2010

Rich Auditorium at the High Museum of Art
1280 Peachtree St N.E., Atlanta GA 30308

Register at: <http://arthistoryofgames.com/registration>

The Art History of Games is a three-day public symposium in which members of the fields of game studies, art history and related areas of cultural studies gather to investigate games as an art form.

Speakers include:

John Romero, **designer of /Doom/ and co-founder of Gazillion**

Entertainment

Christiane Paul, New School professor and Whitney Museum adjunct curator

Jesper Juul, **author of A Casual Revolution**

Brenda Brathwaite, creator of Vanguard Award-winning /Train/

/Frank Lantz, **designer of /Drop7/ and /Parking Wars//**

/And more.../

Attendees are also invited to attend the premiere of three commissioned art games by **Jason Rohrer, Tale of Tales**, and **Nathalie Pozzi and Eric Zimmerman**, at Kai Lin Art (800 Peachtree St. N.E.).

Early registration ends Thursday, January 14: \$15 for SCAD and Georgia Tech students, \$25 for academics and students from other institutions, and \$40 for the general public.

Register at: <http://www.arthistoryofgames.com/registration>

For more information, please visit <http://www.arthistoryofgames.com>
<<http://www.arthistoryofgames.com/>> or contact
arthistoryofgames@scad.edu <<mailto:arthistoryofgames@scad.edu>>.

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