ArtHist.net

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 Thusday, 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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