



Barbican Immersive presents

GAME ON



Exhibition overview

Game On is the first major exhibition to explore the history and culture of videogames.

The exhibition features **over 150 playable arcades, consoles and handheld games** that together take visitors on a journey through the medium. As well as looking back to the earliest origins of gaming technology, there are insights into its future, with the latest 3D technologies and experimental forms of gameplay.



Exhibition Highlights

A fully interactive history
explored through 150 playable games

The latest developments in videogames
including behind-the-scenes stories from the gaming industry

Celebrates videogames as an expanding creative field
looking beyond videogames to music, cinema and contemporary art

Tour to date

**Showed at 43 venues
across 28 Countries
over 4 million visitors**



Section 1

Early Games

The origins of videogames can be traced back to the earliest days of computing. This introductory section to the exhibition features some of the first experiments of this electronic medium, from *Space War!* (1962) to *Pong* (1972), through to the golden era of the arcades from 1979-1994.





Selection of
Installation photos



Section 2

Top Ten Home Consoles and Computers

This section looks at the evolution of videogames in the home - from the first home console, the Magnavox Odyssey (1972), through to the modern console era heralded by the Sony PlayStation (1994).





Selection of
Installation photos



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Section 3

Genres

In Genres we see how gaming has evolved from fast paced arcade games to home videogames that enabled longer and more complex stories and new ways to play. The growing number of videogames genres from sports and adventure to shooter and simulation games are explored in this section.





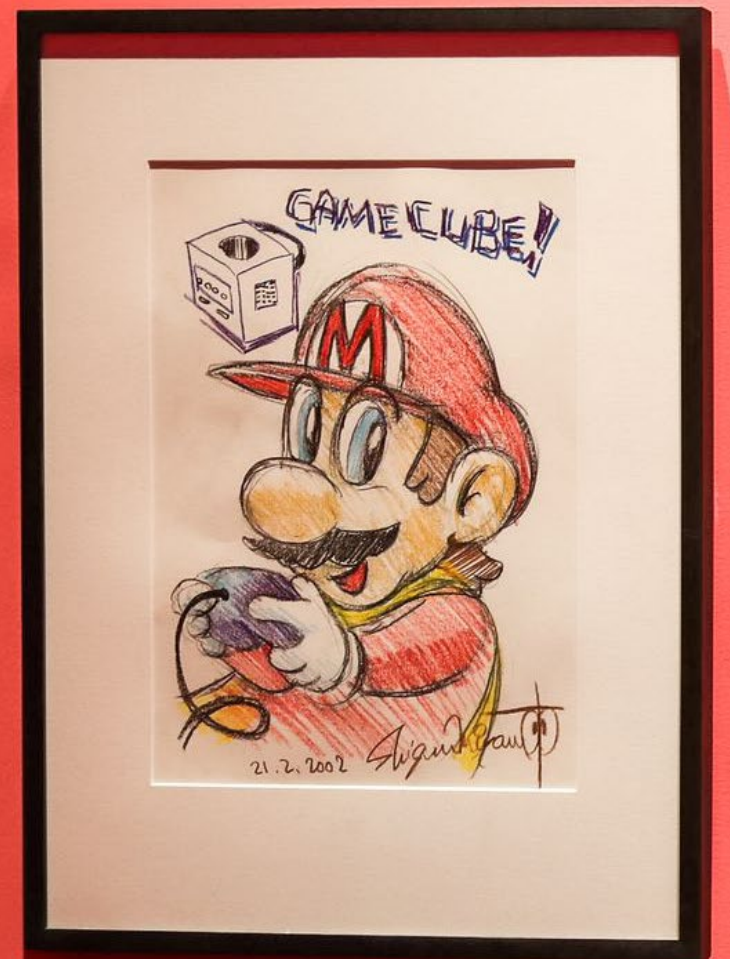
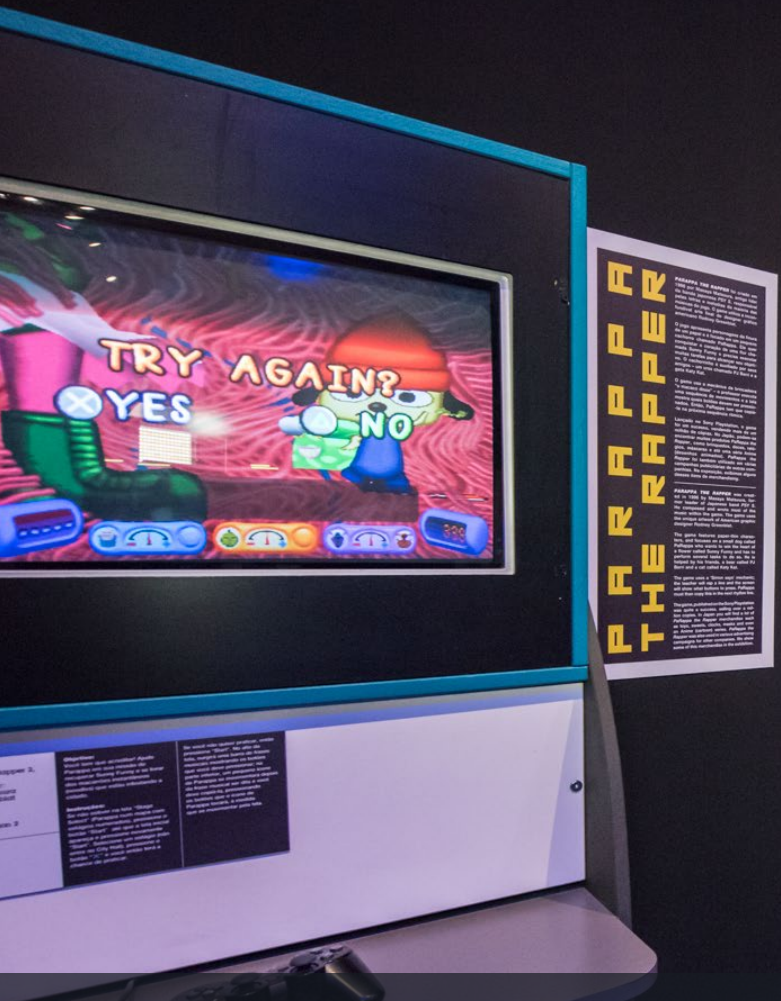
Selection of
Installation photos

Section 4

Characters

Characters are a big part of gaming, whether simple shapes of pixels or realistic 3D human models. This section explores the design processes behind some of gaming's most iconic characters including Pac Man, Mario and Lara Croft.





Selection of
Installation photos

Section 5

World Games

This section looks at games from countries with a long history of producing video games alongside new industries including Czech Republic, Brazil, China, and India.





**Selection of
Installation photos**



Section 6

Simulation Games

This power to simulate real world activities and events is one the most compelling draws of the videogame medium. From driving super cars, playing a rock concert, to puppy training, visitors can explore a wide range of games and technologies that expand the gaming experience beyond the screen.





Selection of
Installation photos

Section 7

Handheld Games

Wherever you are you can now play games on your chosen handheld portable device. Discover the first handheld games like Simon and Football and popular games like Angry Birds and Candy Crush that were created to be played on mobile phone.





Selection of
Installation photos



Section 8

Kids Games

Kids Games have been developed for children as young as four, here we look at educational games and some of the much-loved protagonists in kids games such as *Animal Crossing* and *Pokémon*.





Selection of
Installation photos



Section 9

Music

The Music section showcases a selection of games where the audio is a key component of the gameplay. From the use of synesthesia in *Rez* (2001) to the rhythm action gameplay of *Guitar Hero* with its unique instrument controller.





Selection of
Installation photos



Section 10 Cinema

The two artforms of cinema and gaming are often influenced by one another. *Game On* highlights examples of films that have been transformed into playable games and inversely a selection of films inspired by videogames.





Selection of
Installation photos



Section 11

Independent Games

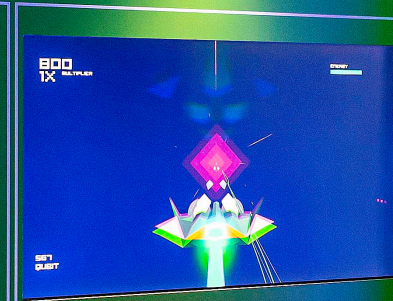
The independent games on display are produced by smaller teams than the better-known blockbuster franchises. Although the studios are often working with smaller production budgets the outcomes are often more experimental.

Futuridium Extended Play Deluxe, 2014

SARDOLLADOR / DEVELOPER: MixedBag
STUDIO PUBLISHER: MixedBag
ATAFORMA / PLATFORM: Sony PlayStation 4

CONTROLES:

W: Mover nave
A: Disparar
D: Darse la vuelta
R2: Turbo



CONTROLS:

Left: Mover nave
Right: Disparar
D: Darse la vuelta
R2: Turbo

OBJETIVO:

Destruye los cubos azules antes de destruir el núcleo de poder.

STRUCCIONES:

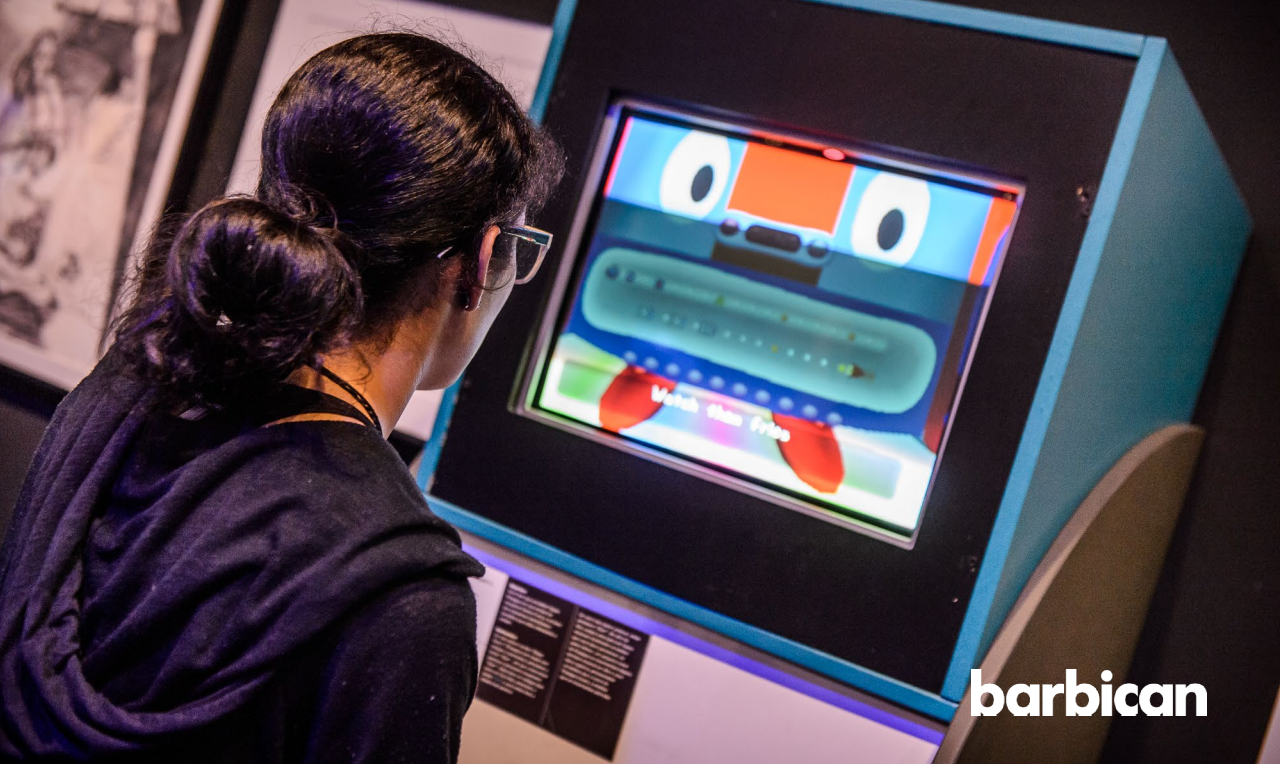
Desde el menú principal selecciona "Deluxe" o "Classic" y luego selecciona la zona en la que quieres jugar. Se recomienda la zona 1.
Mover la nave y destruye todos los cubos azules que pueden estar escondidos en varias zonas y objetos. Cuando hayas destruido todos tendrás que destruir el núcleo blanco para completar el nivel.

AIM:

Destruye los blue cubes before destroying the core.

INSTRUCCIONES:

From the main menu select either "Deluxe" or "Classic" then select the play it, although "Zone 1" is recommended.
Move the ship and destroy all the blue cubes which are hidden in various areas and objects when you have destroyed them all you will have completed the level.



Selection of
Installation photos

Section 12

Multiplayer

Multiplayer Games celebrates gaming as a social and communal activity. From competing in e-sports tournaments to playing at home with friends, this section highlights some games best known for their multiplayer competition and battle mode experiences.





Selection of
Installation photos

Section 13

Arcades

In the arcades section, visitors can encounter the iconic games that filled the public arcade halls. Some of the key arcade games that have shaped the videogame industry include Space Invaders, Asteroids, Pac-Man, Donkey Kong and Street Fighter.





Selection of
Installation photos



A selection of previous Exhibition design

1 Life Science Centre, Newcastle, 2015

2 Fundación Canal de Isabel II, Madrid, 2019

3 Forum Groningen, Groningen, 2021



A selection of previous Exhibition design

1 OCT Harbour, Shenzhen, 2018

2 Norsk Teknisk Museum, Oslo, 2016

3 Tekniska Museet, Stockholm, 2013



A selection of previous Exhibition posters

企画展 Special Exhibition

GAME ON[®]

ゲームってなんで おもしろい?

2016/03/02 wcd - /05/30 mon

日本科学未来館【東京・お台場】1階 企画展示ゾーン <http://gameon.tokyo>

世界200万人が熱狂したゲームの展覧会 お台場上陸!

©Sony Computer Entertainment Inc. ©Atari & Game Boy. ©Tetra-Game. ©1972-2020. ©1972 Atari Inc.

EXPOSICIÓN GAME ON

SPACE INVADERS (1978)

PAC-MAN (1982)

TOMB RAIDER (1996)

STREET FIGHTER II - THE WORLD WARRIOR (1991)

RIME (2017)

LA HISTORIA DEL VIDEOJUEGO!! 1972-2020

ANGRY BIRDS (2009)

MINI CRAB (2011)

FUNDACIÓN CANAL NOV 2019 >> MAY 2020

Pº DE LA CASTELLANA, 214

VENTA DE ENTRADAS: WWW.EXPOGAMEON.ES

barbican Comunidad de Madrid Canal de Isabel II FUNDACIÓN CANAL

Vanaf ZA 2 OKT 2021 in Forum Groningen

EXHIBITION GAME ON

Experience 50 YEARS of video games

forum.nl/gameon

© Capcom

MINISTÉRIO DA CULTURA e BRASILPREV apresentam

BARBICAN DOS GAMES

GAME ON 2.0

Uma exposição do BARBICAN CENTRE DE LONDRES

BRASILPREV barbican

MAIS DE 150 GAMES PARA JOGAR À VONTADE . De 01/12 a 25/02 . Área de Eventos Piso SS1

BARBICAN THE BRITISH MUSEUM

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Presented by

Barbican Immersive

Barbican Immersive is a creator of experiences that push the possibilities of exhibition making. Our unique approach explores inspirational and challenging topics that enable audiences to process our changing world. We welcome visitors into these holistic environments where technology, art, design, music, science come together to form unmissable, must-see encounters.

Our past projects include *Our Time on Earth* (2022), *Virtual Realms* (2021), *AI: More than Human* (2019), *Mangasia: Wonderlands of Asian Comics* (2017) and *Digital Revolution* (2014).



AI: More than Human



Mangasia:
Wonderlands of Asian Comics



Virtual Realms:
Videogames Transformed



Game On



Our Time on Earth

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Current Exhibitions

A selection of previous artists and collaborators

- Tetsuya Mizuguchi
- Chris Milk
- Es Devlin
- teamLab
- Marshmallow Laser Feast
- Rhizomatiks
- Will.i.am
- Conrad Shawcross
- Hideo Kojima
- Larissa Sansour
- Trevor Paglen
- Isaac Julien
- Massive Attack
- Neri Oxman
- Joy Buolamwini
- Takeshi Murakami
- Jenova Chen
- Superflux



A selection of previous Venue Partners



Forum Groningen
Netherlands



Western Australia Museum
Australia



Miraikan
Japan

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A selection of previous
Sponsors and Media partners



The Barbican

The Barbican is a world-class arts and learning organisation that pushes the boundaries of all major art forms including dance, film, music, theatre and visual arts. Its creative learning programme further underpins everything it does.

We are:

One of the largest arts and learning organisations in Europe;
Registered Charity in the UK.

We have:

3 Theatres, 2 Concert halls, 2 Galleries, 3 Cinemas

- 10 million+ tickets sold last year
- 3,835+ events across all art forms every year
- 4,310 + artists from 58 nations
- 20 million+ estimated visitors
- 4.1 million unique website visitors
- 2 million+ social media followers
- 40,000 people reached through creative learning programmes



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An aerial photograph of the Barbican Centre courtyard in London. The scene features a long, narrow canal with several circular fountains. People are sitting on concrete steps and benches along the canal. In the background, there are modern multi-story buildings with balconies and trees. A sign on one of the buildings lists amenities: 'Theatre music Dance film education Library restaurants bars'.

Thank you

Contact

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