

Barbican Immersive presents

GAME ON

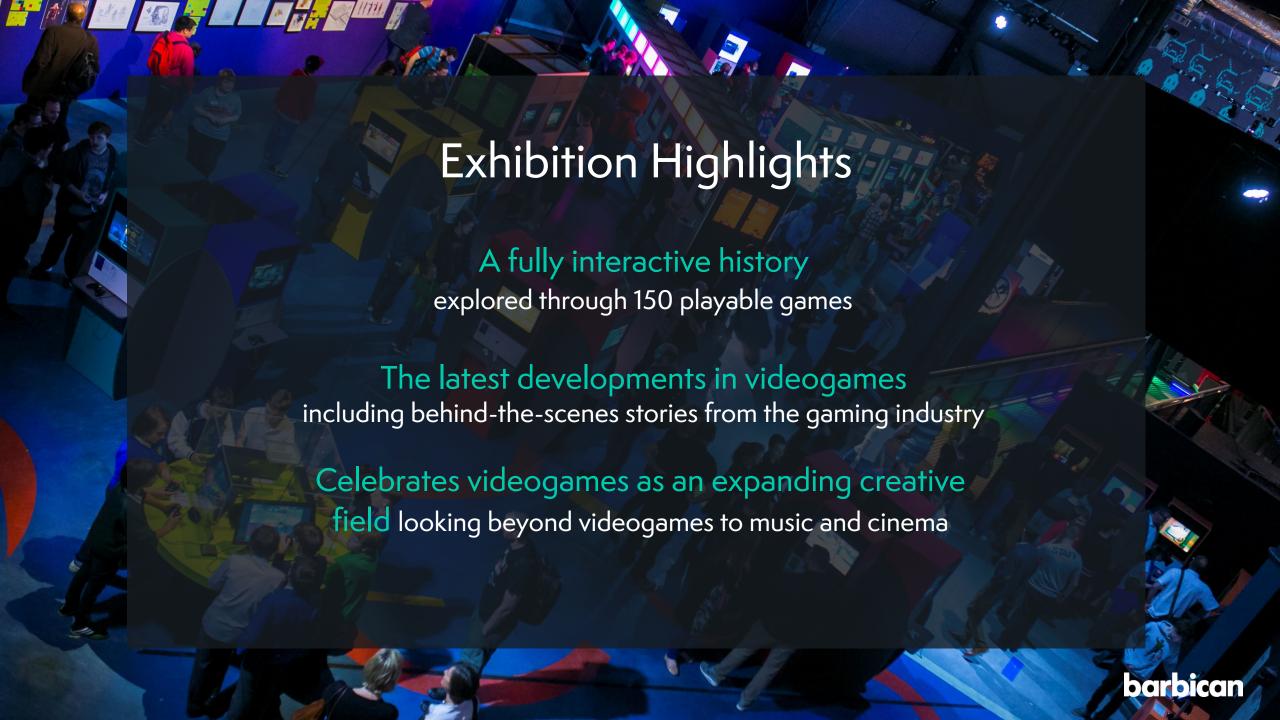
Exhibition overview

Game On is the first major exhibition to explore the history and culture of videogames, Focusing on key game developments between 1962 and the present day, Game On takes a global perspective at gaming's fascinating past and limitless future.

From the colossal Mainframes of the early sixties to the latest industry releases, Game On examines the creative and scientific advances that have revolutionised the games we play.

The exhibition features over 150 playable arcades, consoles and hand-held games that together take visitors on a journey through the medium, including Space Invaders, Sonic the Hedgehog and Rock Band, to virtual reality and Minecraft.





Tour to date

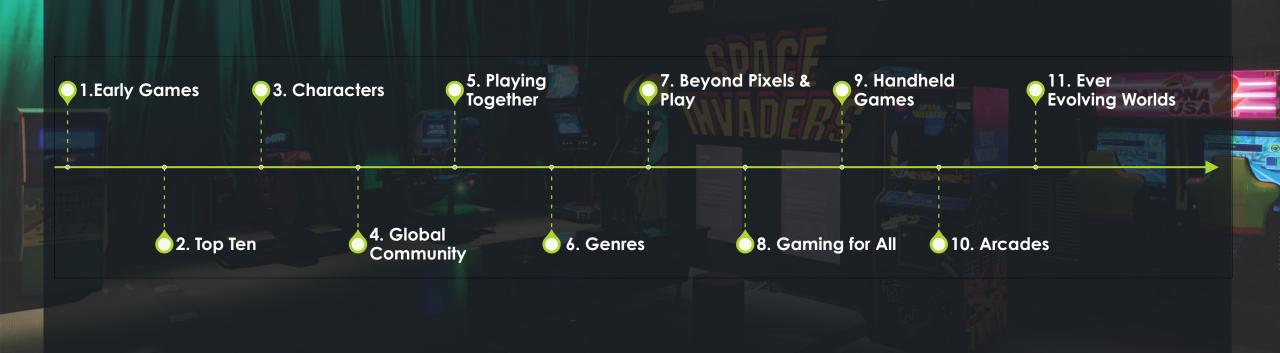


Venue highlights

| Venue | Total Figure | Daily Figure |
|---|--------------|--------------|
| Forum Groningen, Groningen, Netherlands | 37,564 | 179 |
| Life Science Centre, Newcastle-upon-Tyne, UK | 74,614 | 747 |
| National Museum of Scotland, Edinburgh, UK | 75,105 | 673 |
| Ontario Science Center, Toronto, Canada | 320,000 | 889 |
| Tecnopolis, Buenos Aires, Argentina | 100,100 | 1,123 |
| Miraikan The National Museum of Emerging Science and Innovation, Tokyo, Japan | 161,891 | 1,799 |
| Centre des Sciences de Montreal, Montreal, Canada | 107,674 | 718 |
| Tekniska Museet, Stockholm, Sweden | 310,253 | 940 |



Exhibition Sections



PAC-MAN

barbican

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.





Section 2 Top Ten

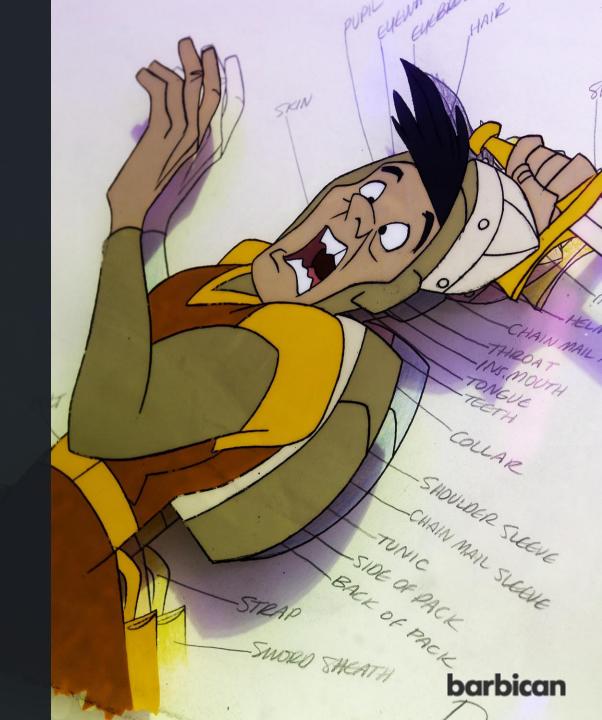
This sections looks at the evolution of videogames in the home - from the first home console, the Magnavox Odyssey (1972), through to the modern console era heralded by the Sony PlayStation (1994).





Section 3 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.





Section 4 Global Communities

This section featured twelves games from twelve different countries. You can see how global videogames are today.





Section 5 Playing Together

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.





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.



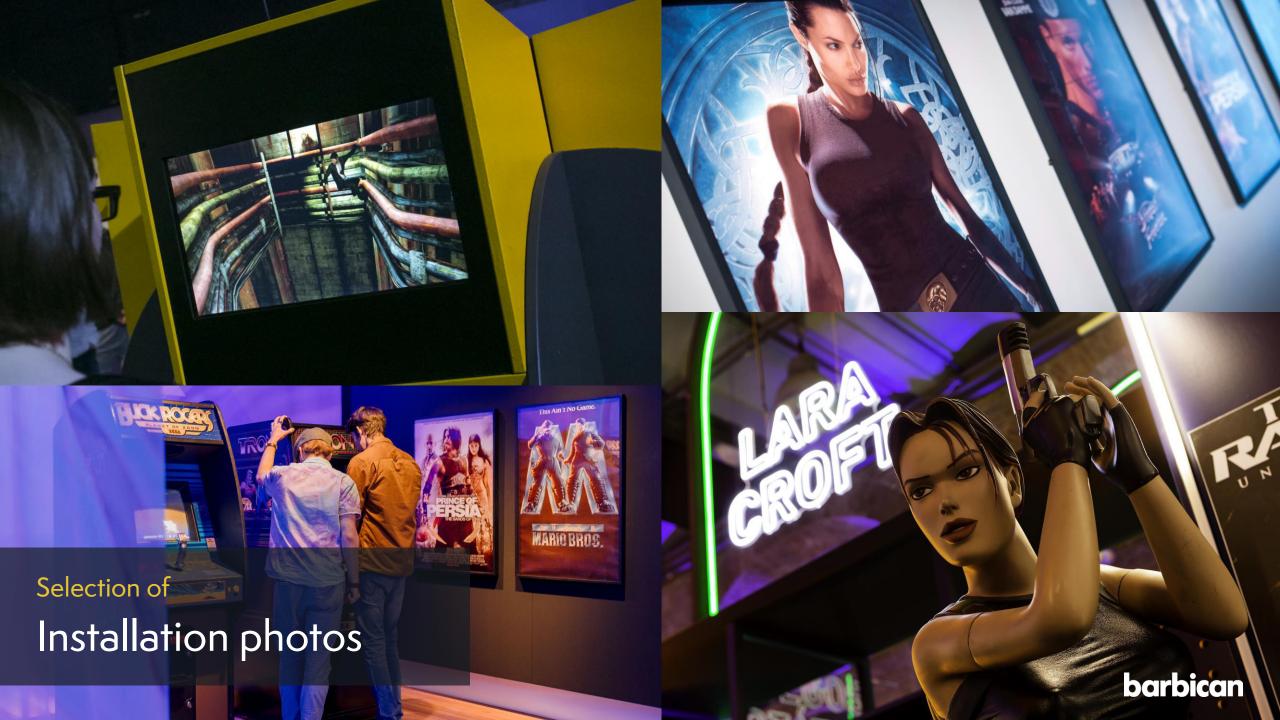


Beyond Pixels and Play

This section shows how video games are shaping music and cinema. Now, games like Rez and Guitar Hero push boundaries, letting players directly influence the soundscape. With animation and 3D graphics advancements, the lines between movie and video game production are blurring together.







Section 8 Gaming For All

In this part of the exhibition, you'll find games that are perfect for families to play together. The games selected are suitable for all ages. Some are even educational as well as fun. You'll be able to brush up on your spelling and drawing skills or even do some number crunching.





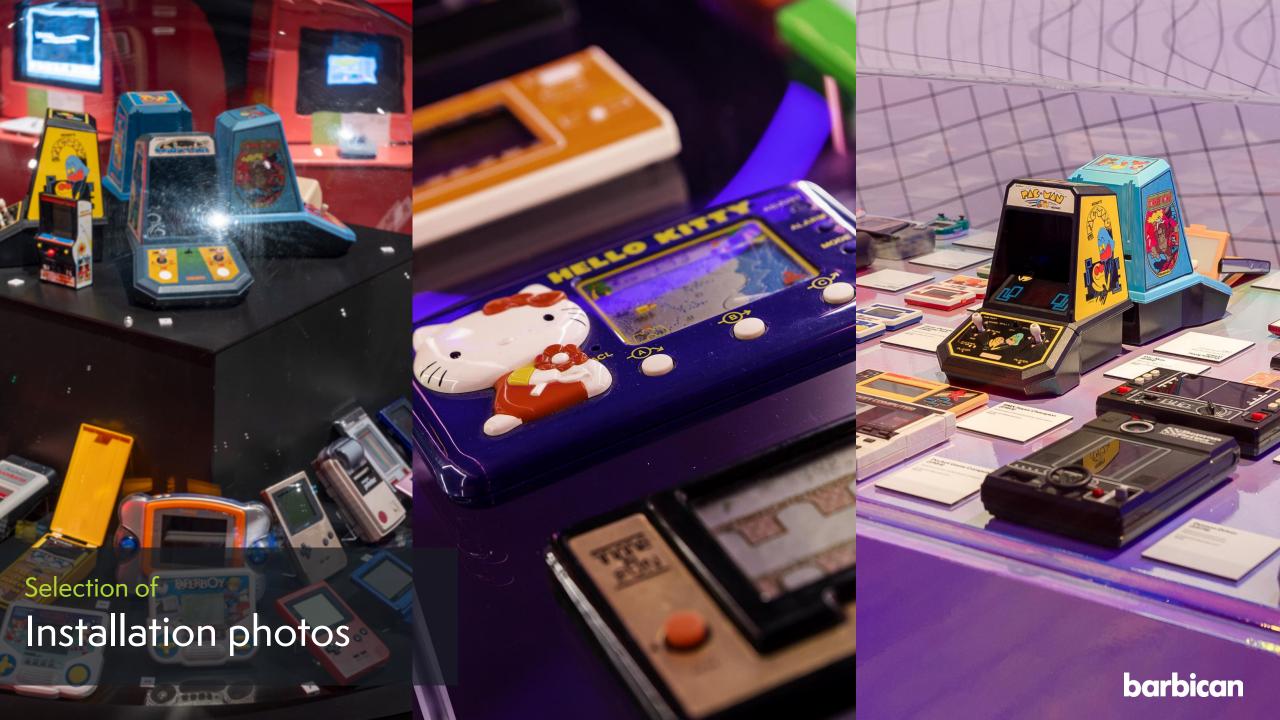
Handheld Games

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.





Arcades

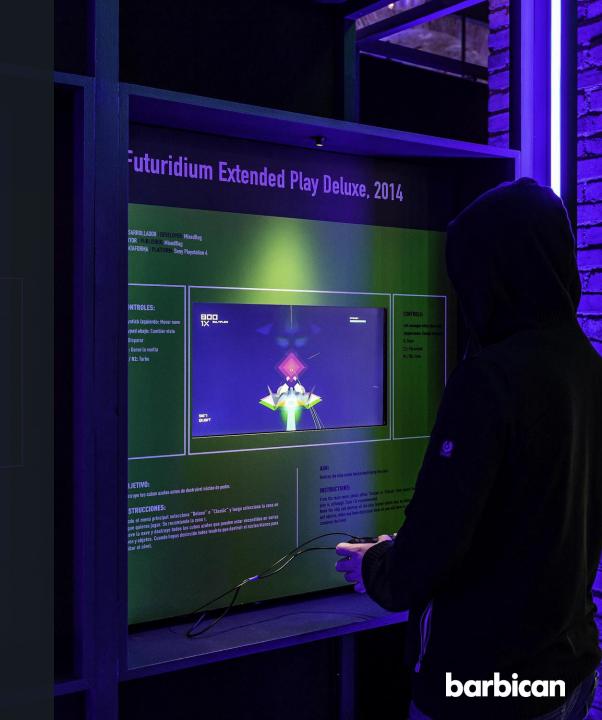
In the arcades section, visitors can encounter the iconic games that filled the public arcade halls. Some of the key arcade games that have shaped the videogame industry include Space Invaders, Asteroids, Pac-Man, Donkey Kong and Street Fighter.





Ever Evolving Worlds

In this final section, we explore the endless evolution of gaming. From the exciting future, where games can help you keep fit, improve your mental health, or advocate for social change, see the medium's rapid development encapsulated in the Grand Theft Auto series. Finally, as a reminder that the future is not set, you can also find examples of games and hardware that promise different ways to play that never materialise.





Exhibition design

1 Life Science Centre, Newcastle, 2015

2 Fundación Canal de Isabel II, Madrid, 2019

3 Forum Groningen, Groningen, 2021





- 1 OCT Harbour, Shenzhen, 2018
- 2 Norsk Teknisk Museum, Oslo, 2016
- 3 Tekniska Musee, Stockholm, 2013





National Museum of Scotland, Edinburgh, 2024



Genres 🕪

Exhibition posters









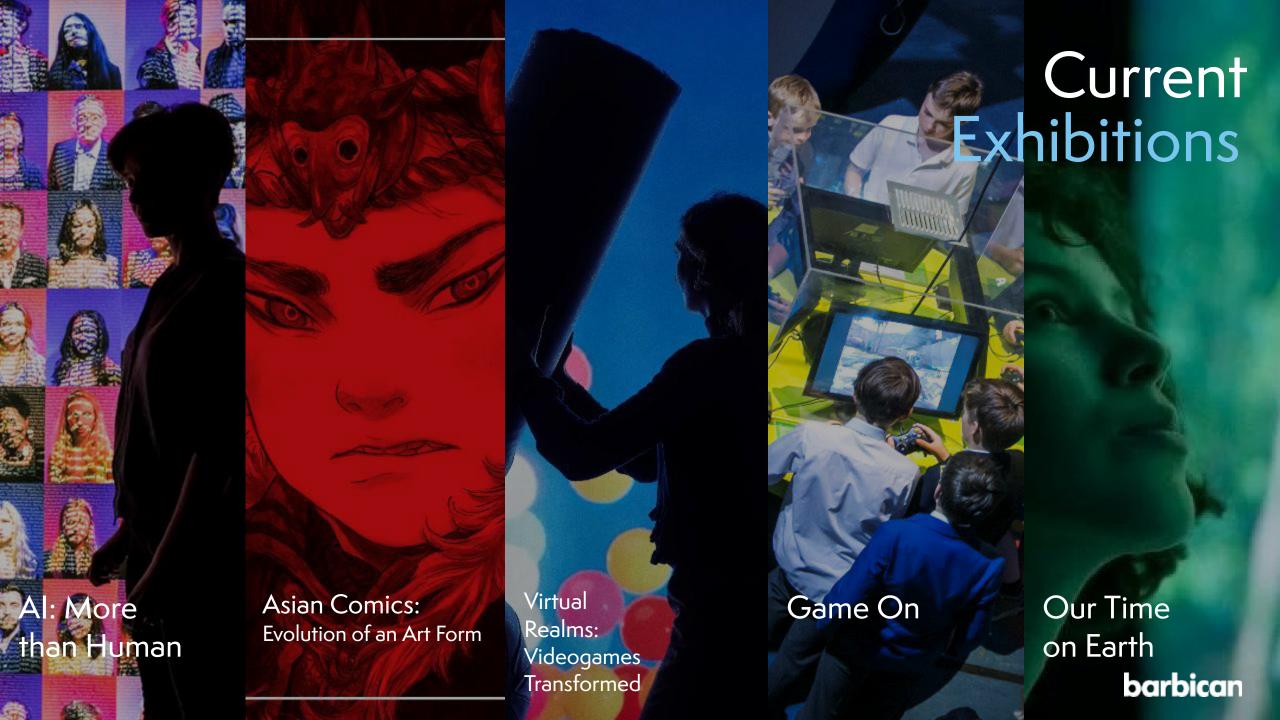


Presented by

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 help audiences to process our changing world. We welcome visitors into 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), Al: More than Human (2019), Mangasia: Wonderlands of Asian Comics (2017) and Digital Revolution (2014).



Artists and

- Collaborators

- Trevor Paglen

• Larissa Sansour

- Isaac Julien
- Massive Attack
- Neri Oxman
- Joy Buolamwini
- Takeshi Murakami
- Jenova Chen
- Superflux

- Tetsuya Mizuguchi
- Chris Milk
- Es Devlin
- teamLab
- Marshmallow Laser Feast
- Rhizomatiks
- Will.i.am
- Conrad Shawcross
- Hideo Kojima



Previous Venues







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Western Australia Museum Australia

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