

Level Up Tuesdays

MEGA Level Up 22.2.2024

DIGITAL

Terhi Marttila

GAMES?? ART?? GAMES?? ART?? GAMES??

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ART?? GAMES?? ART?? GAMES?? ART??

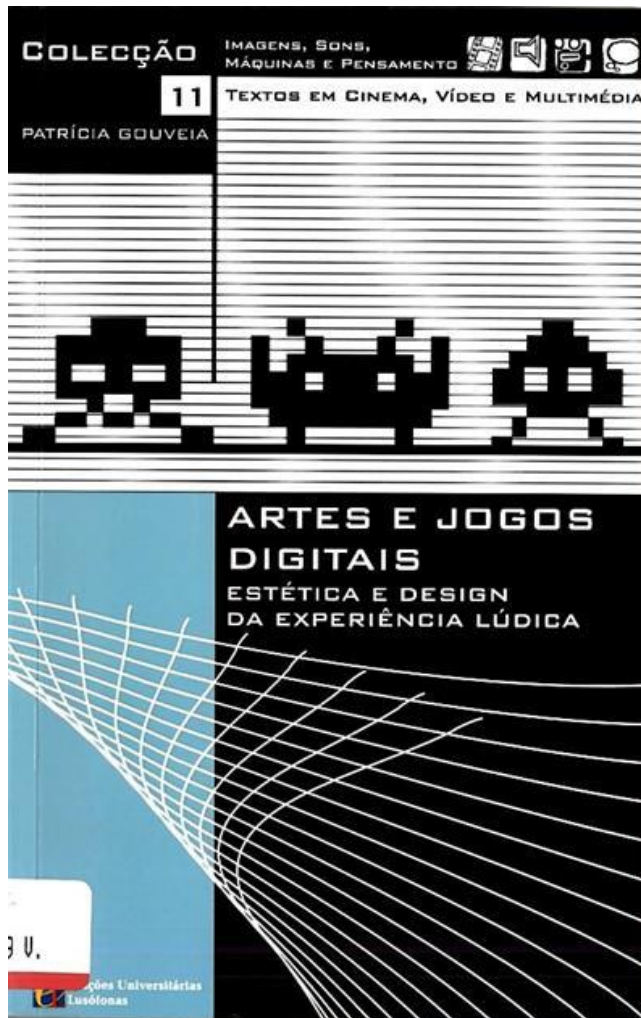
GAMES?? ART?? GAMES?? ART?? GAMES??

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acknowledgments



Gouveia 2010

Chapter 2

The New Media vs. Old Media Trap: How Contemporary Arts Became Playful Transmedia Environments

Patricia Gouveia

*LARSyS, Interactive Technologies Institute, Faculdade de Belas-Artes,
Universidade de Lisboa, Portugal*

ABSTRACT

This chapter explores the legacy of both modernism and postmodernism in contemporary arts and how it helped shape our current environments and practices in transmedia contemporary arts. It also explores popular modernism aesthetics

Gouveia 2020



Playmode (2019-)

exhibitions

MAAT Gallery

It is said that play has saved entire peoples, who, in order not to succumb to hunger, resorted to playing games for hours at a time.

**MAAT © PLAYMODE PORTUGAL (2016_19): *PING PONG TABLE* (1998)
GABRIEL OROZCO + *THE GRAVEYARD* (2008) TALE OF TALES.**



**“INTERGENERATIONAL INTERACTION * TRANSMEDIA STUDIES *
ARTISTIC MANIFESTO ON THE 21st CENTURY PLAYFUL CULTURE”
(Gouveia)**

Playmode (2019 -)

curated by Patrícia Gouveia and Filipe Pais

<https://www.tourvirtual360.com.br/ccbb-playmode/>

(virtual tour/cc belo horizonte 2022 - 2023)

<https://www.maat.pt/en/exhibition/playmode>

<https://www.filipepais.com/playmode>



Never Alone @ Museum of Modern Art (MOMA), 2022 - 2023

Never alone - videogames and other interactive design (2022 - 2023)

curated by Paola Antonelli and team

<https://www.moma.org/calendar/exhibitions/5453> (site)

“Persuasive games”



PERSUASIVE GAMES

THE EXPRESSIVE POWER
OF VIDEOGAMES

 IAN BOGOST

Mol·lein·dus·tria / mòl-le in'dùstria /mòl-le in'dustrja/ :

1. Soft Industry.
2. Soft Factory.
3. A project of reappropriation of video games.
4. A call for the radicalization of popular culture.
5. An independent game developer.

Since 2003 we produced artisanal remedies to the idiocy of mainstream entertainment in the form of short experimental games. Our products range from satirical business simulations (McDonald's Video game, Oiligarchy) to meditations on labor and alienation (Every Day the Same Dream, Unmanned), from playable theories (To Build a Better Mousetrap, A Short History of the Gaze) to agitprop games (Democratic Socialism Simulator, Casual Games for Protesters, Phone Story).





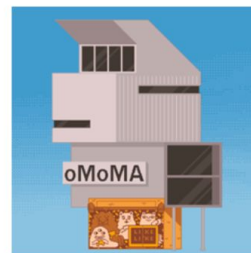
DEMOCRATIC SOCIALISM SIMULATOR

Pave the road to a post-capitalist society!



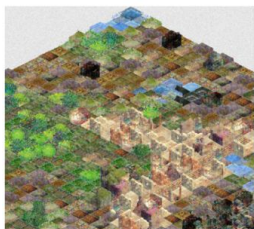
RULES & ROBOTS

A democratic roleplaying game



LIKELIKE ONLINE/OMOMA

The Online Museum of Multiplayer Art



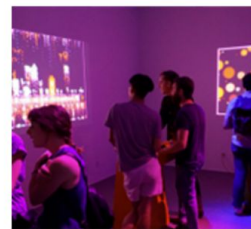
LICHENIA

A city building game for the Anthropocene



DOGNESS

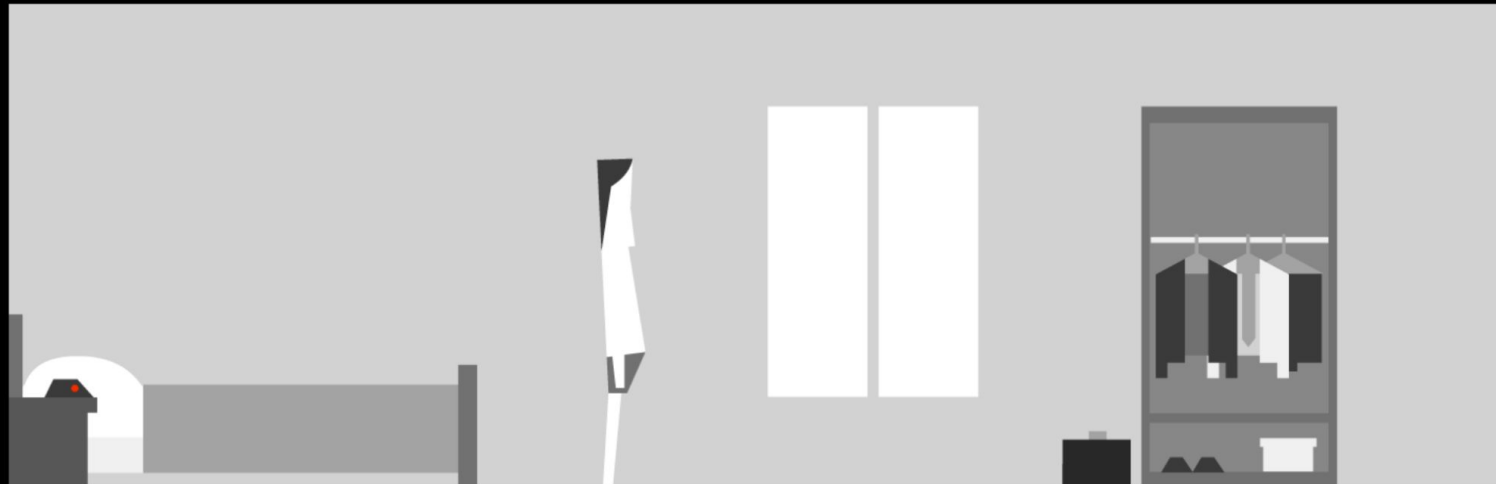
Breed the perfect dog



LIKELIKE

A space for independent games and playable arts

MOLLEINDUSTRIA HOME • ABOUT • BLOG • PRESS • TALKS/SHOWS • CONTACT • TWITTER



[PLAY ONLINE](#)

Every day the same dream

A game about alienation and refusal of labour.

Music by [Jesse Stiles](#)

Made in 6 days for the Experimental Gameplay Project - theme "art game"

Every day the same dream (2009)

by Molleindustria (Paulo Pedercini)

<https://www.molleindustria.org/flash/index.html?file=/swf/edtsd.swf> (play)

<https://www.youtube.com/watch?v=EgMauU8XvWo>
(video)

<https://www.molleindustria.org/everydaythesamedream/everydaythesamedream.html> (site)

EV INFRASTRUCTURE



Changing vehicles for electric vehicles. Connect existing transportation into electricity.

SKIP

HOLD

Green new deal (2023)

by Molleindustria (Paulo Pedercini)

<https://www.molleindustria.org/GND/> (site)

PAC-MOM

A game about gender, work, and food insecurity
by Annino Rüst



[PLAY!](#)

[About Credits & Sources](#)

PAC-MOM (2021) by Annina Rüst

https://www.anninaruest.com/pac_mom/ (play)

<https://vimeo.com/469158684> (video)

https://anninaruest.com/pac_mom.html (site)



Lima 2023

Pensar o género a partir dos jogos digitais
(2023) by Luciana Lima

<https://booksarenotdead.com/> (site)

The meaning of our (inter)action?

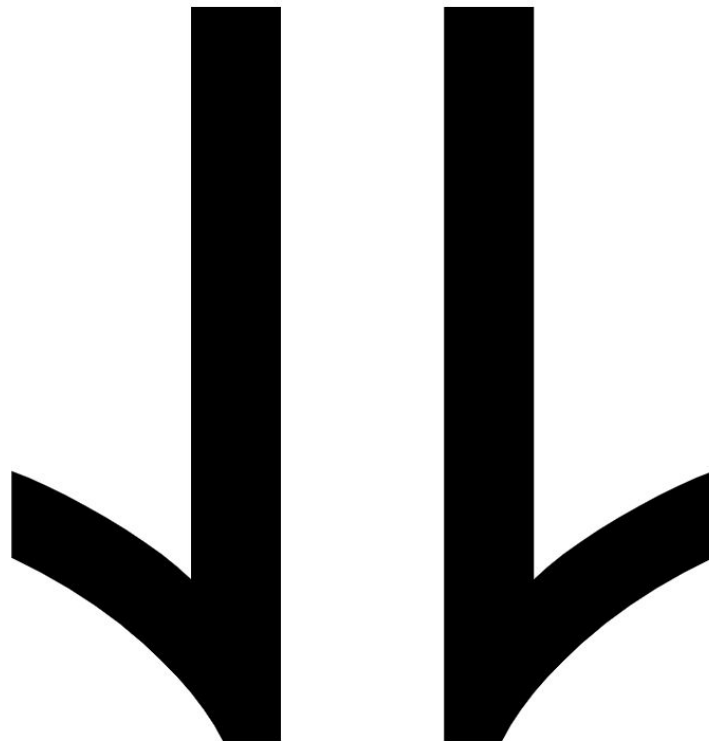


taper.badquar.to/11/infinite_scroll.html



<< Taper #11 : Parallels : Fall 2023 >>

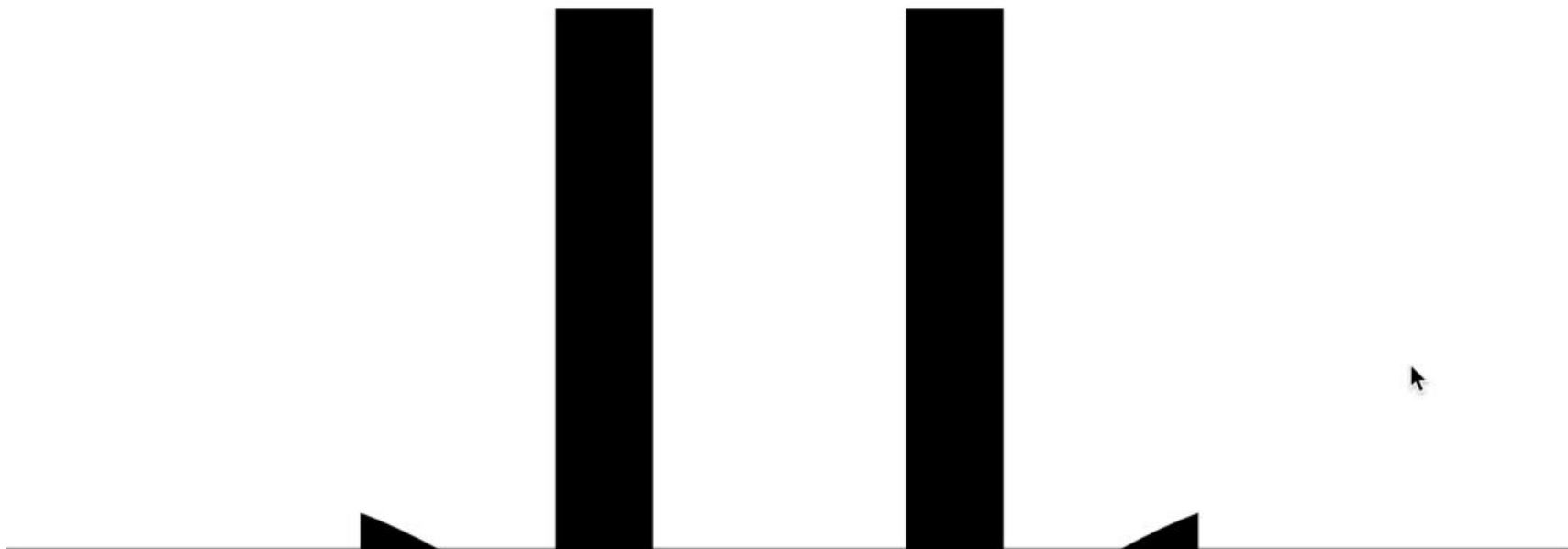
"Infinite Scroll" by Terhi Marttila



Infinite scroll (Taper #11) x +

← → ↻ terhimarttila.com/draft/infinite_scroll.html 🔍 📄 ☆ ⚙️ 📱 🔄 ⋮

Taper #11 : Parallels : Fall 2023
"Infinite scroll" by Terhi Marttila : << - >>



Infinite scroll (2023)

by ME

https://taper.badquar.to/11/infinite_scroll.html (play)

keeping up appearances

by mendi@blacknetart.com

Mendi Lewis Obadike

i used to work for this fellow.

he was a pretty nice guy.

i knew him from the church.

he was from a powerful family.

so anyway, (it's best not to dwell on white people's miscalculations in public, even in invisible parentheses) he showed me the ropes at work. he was a mentor to me.

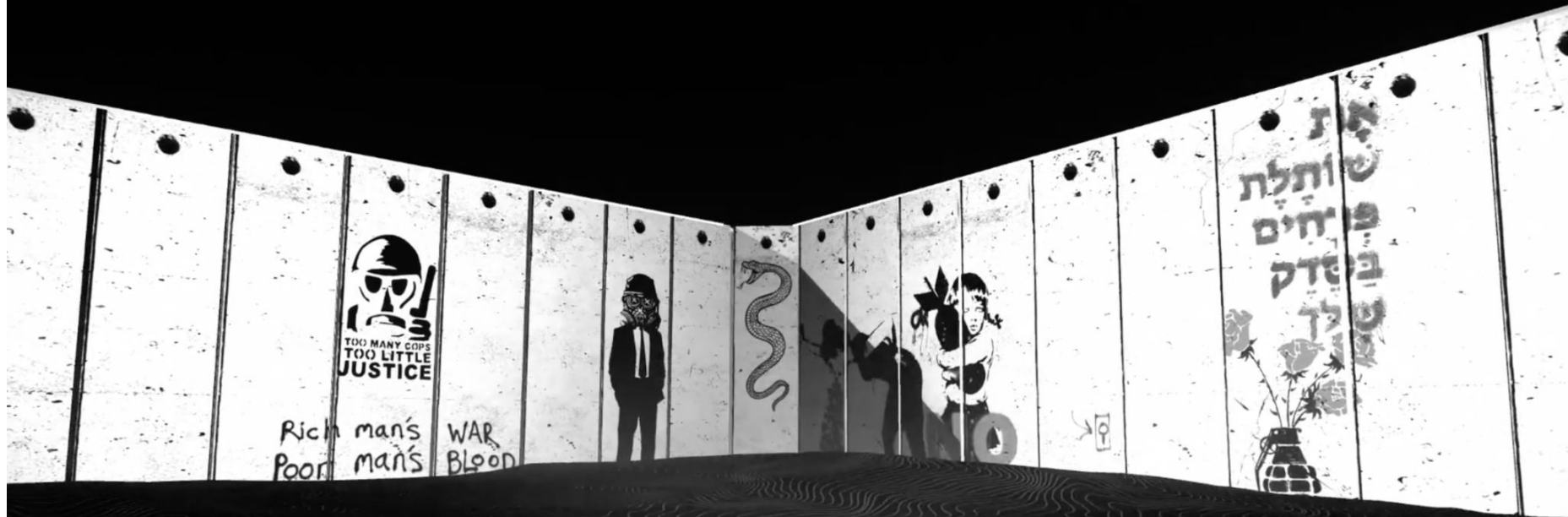
Keeping up appearances (2001) by Mendi Obadike

<http://tinyurl.com/keeping-up-appearances> (play)

<https://anthology.rhizome.org/black-net-art-actions> (site)

Find the sound origin on the wall and press on it

Enable visual hints



What do you mean?

Echoes (2023) by Sagi Levi, Gdee Yaar, Kineret
Enoch, Gal Daniel

<https://gdee-yaar.itch.io/echoes> (play)

<https://vimeo.com/843422209> (video)



Rime (2017)

“If the main character is a **warrior** with lots of muscles, it makes sense for them to kick, punch, etc.

But what about when the main character is a small child?”

Michael Santorum
DIGRA keynote 2023

Santorum, Michael (2016) *La narración del videojuego: cómo las acciones cuentan historias*. PhD dissertation. Universidad Complutense de Madrid.

DIGRA 2023 keynote:

<https://www.youtube.com/watch?v=9z5FnIL-asI>

(warrior vs. child example at 1:15:30)



Tendar (2018) by Tender claws

<https://tenderclaws.com/tendar> (site)



Pry (2015)

<https://tenderclaws.com/pry> (site)



Before the green moon (2023) by Turnfollow
<https://beforethegreenmoon.com/> (site)

artists who appropriate game engines

(post-digital/post-internet)
transmedia artists
appropriating other tools



the work of Alice Bucknell

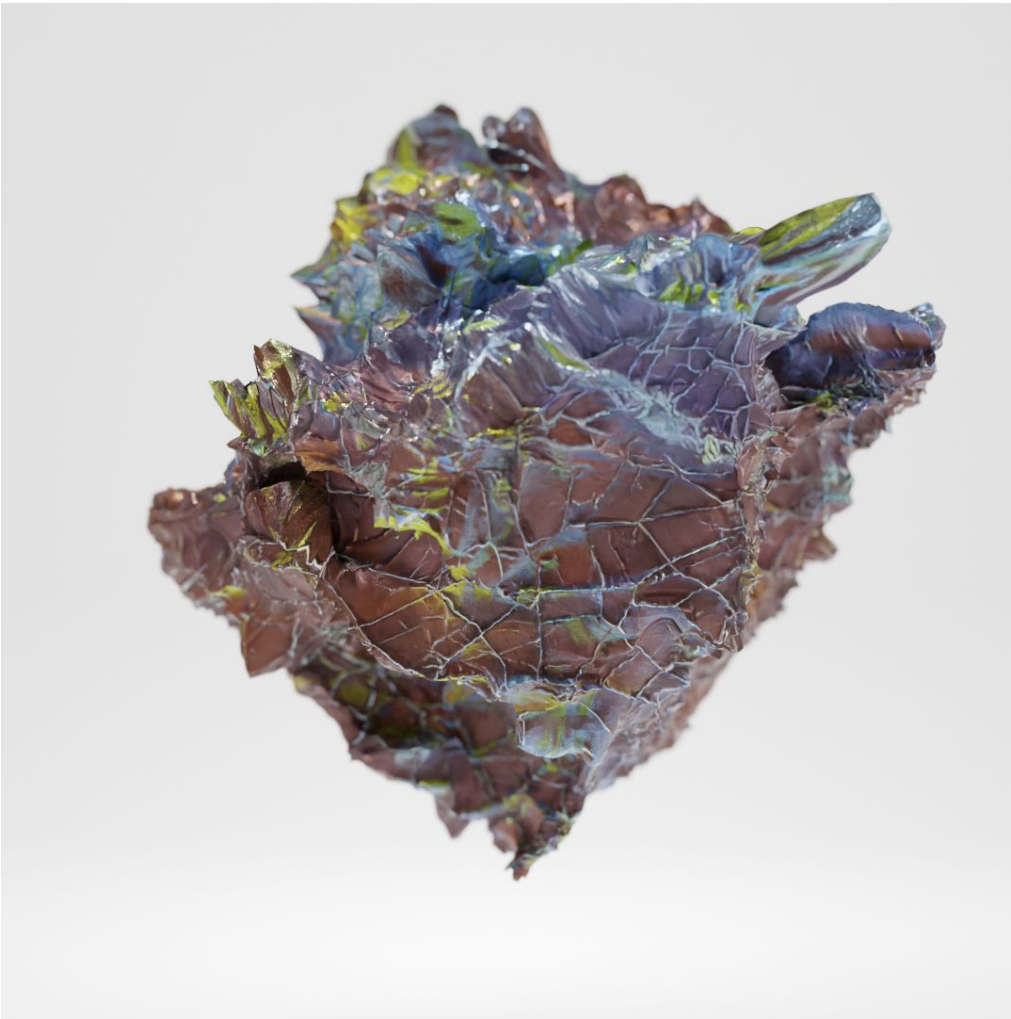
Swamp city (2021):

<https://alicebucknell.com/projects/swamp-city> (video)

The Alluvials video game (2024) (not released):

“an open-world video game exploring the politics of drought and water scarcity”

<https://alicebucknell.com/projects/the-alluvials-the-game-2024> (site)



Ser-Artefacto **Pyrostratus marvulus**

Characterísticas:

*Deep Maroon, Golden Yellow,
Burgundy, Weathered, Pebbly,
Neon, Geometric, Layered, Cubic,
Patient, Stubborn, Startled,
Blazing wildfire destruction,
Conservatism, Communalism,
Ephemeral, Density control, Gulp.*

Fases de geração de híbridos

Original painting



Nightbloom, oil pastels on paper

Generated AI image



Prompts: Abstract, Grasshopper green, Cool gray, Yellow, Leathery, Flecked, Bold, Bright, Tendrilous, Compound, Humble, Narcissistic, Fulfilled, Tropical paradise, Atheism, Social constructivism, Obsequious, Molecular manipulation, Gush

Generated 3D model render



Narcissus textrix
"Despite their narcissistic disposition, Narcissus textrix also exhibit humility and a lack of theological beliefs, embracing atheism and prioritizing empirical observation and rationality. They engage in complex social constructs, forming hierarchies and networks based on cooperation and interdependence, while maintaining harmonious relationships."

the PhD work of Rafaela Nunes

Artifact-beings (2022 -)

painting + AI + unreal + blender + + +

<https://nenhures.net/> (site)

Lola Zoido,



Lola Zoido

painting + sculpture + programming +

<https://tuesdaytofriday.com/artists/lola-zoido/> (site)

the demoscene



The legend of Sisyphus (2023) by Andromeda software development

<https://www.youtube.com/watch?v=4VCSuD0Scul> (video)

<https://www.pouet.net/prod.php?which=94784> (site)

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