

Blank Arcade: Exhibition of Games and Toys as Art

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INTRODUCTION

The Blank Arcade has been an ongoing exhibition of games, play art and interactive media aligned with the Digital Games Research Association's (DiGRA) annual conference. Started in 2014 for the DiGRA Conference in Salt Lake City, Utah, the Blank Arcade has since been in Lüneburg, Germany in 2015 and Dundee, Scotland in 2016. This abstract proposed creating a 2018 Blank Arcade event with the local organizers of the 2018 DiGRA Event.

Photographs, videos, and selected works from prior Blank Arcade exhibits can be viewed at <http://blankarcade.criticalgameplay.com/>. Participating artists have included Deirdra Kiai / Squinky (USA), Colleen Flaherty and Matteo Bittanti (Italy), Perola Bonfanti (Brazil), Kirsty Keatch (UK) and many others. Projects and works have come from the Singapore University of Technology and Design (SUTD) Game Lab, University of Californian Santa Cruz, University of South Wales, DePaul University and many others.

The event includes the publication of an exhibit catalog at no cost to the DiGRA organizers. These books are available on Amazon and other publication outlets, as a free PDF download on the exhibit website (also maintained at no cost to the organizers), and on location for the event. A variety of public media is often typically produced including video (<https://vimeo.com/179454942>) and news press from local outlets and the arts community.

The event, provided as a showcase or exhibit, has been co-organized by Lindsay Grace and a local host or hosts who can orchestrate space, equipment, and logistics. All calls, curation, and non-location specific expenses (e.g. advertising, webhosting, etc) are managed by the author(s)- organizer. Sponsorships have been used previously to support shipping and opening catering as needed.

This event would be the 8th such event organized or co-organized by the submitter. Other events include the 18,000+ attendee Smithsonian American Art Museums SAAM Arcade (IndiePopup.com) as well as the Blank Arcades in 2014 through 2016. There is a 2017 publication outlining perspectives on how such events work and succeed (Grace).

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The goal of such work is to bring game art practice and game art-history to the game studies community.

BIO

Lindsay Grace is a tenured associate professor at American University and founding director of the American University Game Lab and Studio. He was the [Fall 2017 Visiting Knight Chair at the University of Miami](#). His work has received awards and recognition from the Games for Change Festival, the Digital Diversity Network, the Association of Computing Machinery's digital arts community, Black Enterprise and others. He has published more than 50 papers, articles and book chapters on games since 2009. His creative work has been selected for showcase internationally including New York, Paris, Sao Paulo, Singapore, Chicago, Vancouver, Istanbul, and others. He has given talks at the [Game Developers Conference](#), [SXSW](#), [Games for Change Festival](#), the [Online News Association](#), the [Society for News Design](#), and many other industry events.

Current academic liaison and former vice president (2015-2016) for the Global Game Jam™, Lindsay also served on the board for the Digital Games Research Association (DiGRA) between 2013-2015. The game studio Lindsay Directs has signed more than \$700,000 USD in game-making contracts since its founding in 2013.

ACKNOWLEDGMENTS

Previous Blank Arcades have been co-curated with [Paolo Ruffino](#) and [Emilie Reed](#)

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