

Exhibition Review of „Videogames: Design/Play/Disrupt“

Videogames are much more than a simple digital entertainment today. They are everywhere and almost the quarter of world's population play. The possibilities of today's technologies with the benefits of the internet changed the range of what's possible with videogames.

The exhibition at the Victoria & Albert Museum „Videogames: Design/Play/Disrupt“ takes the world of digital entertainment even further and displays the different design-processes as well the critical and political aspects of videogames of today from a new perspective. In the first part they a vast selection of gamestudios who reveal their creative design process. From large AAA studios to an independent team telling intimate stories. In the second part they reflect the criticism as well the political aspects of videogames. The third part is all about invention, exploration and play.

The developers „thatgamecompany“ created a emotional gameplay threw the title „Journey“. Since I played the game myself, it was very enlightening to get an inside experience in their design-process. They displayed the importance of the different sections in game design and how important those roles affect the outcome of a game. While most games focus on quests, storytelling and battle-concepts, Journey comes with a very simple excitement of emotions and beautiful images while the sound design supports this journey of feelings. From research to prototype, from sketchbook to environment-concepts, from idea to solution . The developers show how engaging a game-concept can be much more wide ranged than most people think. They are a smaller independent group of creatives wich worked for allmost 7 years to get to the final solution.

Other than the next example of „Last of Us“, wich shows how AAA studios (large-scale and big budget) invest the most resources to create cinematic storytelling and bring action and adventure to players all around the world. This title made a foundation of what games could be and how far storytelling can go in a Videogame. From motion-capturing famous actors and stuntmen's till the big compositions of grand orchestras for the sound environment.

But next to the excitement of videogames comes responsibility and analyse the effect wich those digital products may have. Today E-Sport is widely accepted as a famous competition-sport, while others may be pulled into an addiction wich can end their lives. The exhibition reflects as well political & personal aspects as violence, gender-equality & rassism just to mention a few.

Over 65% of the games heroes are white and over 80% are male. Over 60% have a gameplay, where gun-violence plays a vital role. So one of the important questions in the exhibition is: Do videogames make people violent? One of the most interesting citations from a former game-developer as an answer to this question: „Videogames don't create violence in society, they reflect it“. This just as an example of what effects those creations may have on a human being.

The exhibition let's you reflect on games on a very different level than most people can imagine. Let's you dive into the very complex process of how a videogame is designed to bring joy and entertainment to people all around the world.

And it brings you the experience itself by showing independent-developed arcade games in the last section, where you can play with other visitors on magical projects all around playing interactive.

A MUST for everyone enjoying videogames and wants to gain a bigger perspective on the industry and the effect on our daily lives.