

2018 boasts the strongest line-up of games in recent memory- with 'Spiderman' launching early this month. Join us for a panel discussion exploring the virtual world of video games, its relationship with art and the gaming culture in the city with leading experts

For Immediate Release

Video games are meaningful – not just as sociological or economic or cultural evidence, but in their own right, as cultural expressions worthy of scholarly attention.”

– Steven E. Jones, author of 'The Meaning of Video Games'

Technology has expanded the canvas upon which artists are able to paint and tell their stories. The concept of video games as an art form have only ever existed in the digital space, where they exist as an amalgam of different art forms integrated with technology. Video games incorporate many forms of artistic expression such as, sculpture but in the form of 3D modelling, in-depth narratives and dynamic music. They are also the only form of media that allows personalizing the artistic experience while still retaining the hand of the artist. As an industry in India, video gaming is finally on the rise after having struggled for growth in the past two decades. A recent study has stated that over 80% of the online population in the country play video games across different platforms. One of the primary reasons for this is advancements in the technological space and the onset of the 'smartphone' age. This recent growth spurt in the gaming sector is best seen in the metros, especially Mumbai.

The description of the discussion is as below:

NGMA Mumbai, Ministry of Culture, Government of India and Avid Learning present **Multipolis Mumbai: Gaming and the City**. This discussion will be a prelude to the 4th edition of the **Indian Games Expo (IGX)**, India's largest and longest running video games event, to be held in Mumbai in November 2018. Join our panel of experts as they discuss the concept of gaming as an art form and the use of artistic technique in enhancing the video gaming experience.

Co-Founder, Studio Oleominqus and Game Designer Dhruv Jani, Senior Editor, NDTV Gadgets 360 Rishi Alwani, Founder and CEO, Photon Tadpole Hrish Oberoi and Visual Artist and Game Developer Sahej Rahal will be in conversation with *Science and Technology Editor at Mumbai Mirror Sameer Desai*.

These experts will discuss how video games have become an art form in their own right. The various artistic elements that go into the creation of the game, how game designers, like artists build structures which interact and communicate rather than dictate. They will delve deeper into the creation process, the techniques employed and challenges faced in creating a truly immersive experience for the user. The discussion will highlight the influence of video games on modern art. How are contemporary artists using elements of gaming and virtual reality interfaces to create interactive art that mimics and draws from the immersive world of video gaming? These panelists will also discuss gaming as an alternative form of visual storytelling and how video games may be the most immersive medium of all. In novels, everything is laid out before the reader. It leaves the reader with nothing to discover. In video games however, the player is an active participant navigating through the constructs of the game, constantly observing, exploring and experimenting. They will also explore the history and evolution of the gaming industry, especially in the context of Bombay. From the early popular video games like Pac Man and Super Mario to the modern games created for the Nintendo and PlayStation consoles, with intricate plot lines, real-life graphics and film-like soundtracks, how has the industry as a whole evolved? How has the development of technology affected the gaming industry? What challenges has the gaming industry faced, particularly in the context of Bombay? From tiny video game parlours, arcades in malls and gaming competitions to expos on a larger scale, how has the gaming circuit in the city changed and evolved? How has the advancement of smartphone culture affected the gaming culture in the city? What are the different and preferred platforms for gaming? Finally, they will discuss the future of the gaming culture in Mumbai, with respect to the development of Virtual Reality as a platform which enhances the immersive user experience. What artistic elements are game developers using to create more engaging and

interactive games and what is their vision for the gaming industry and how has the role of art in the context of gaming taken on a more prominent position? How have game designers from the city translated the visual language of the architecture of Bombay, into the graphic language of their game, for example, using elements of Gothic architecture?

This discussion is part of our **Multipolis Mumbai** series, which decodes the past while looking to the future and finding novel ways of engaging, interacting with and re-energizing the city we love! This series was begun and had a successful run in 2012 and we revived it in June 2017. In the second iteration, we seek to go deeper and unearth more fascinating nuggets about our ever-surprising Mumbai! We've already had panels on the re-haul of our historic precincts, the role of the business families of Bombay, Art Deco in the City and looking at the city through a child's eyes. More recently, we've had a discussion around how art institutions and practitioners in the city are harnessing the power of tech, how poets and women writers engage with and write about the city and about wildlife in the city and the role of technology in protection of local bio-diversity. We've also recently held a workshop that looked more closely at celebrated classical architecture (namely Indo Saracenic and Victorian Gothic) of one of our oldest areas.

With 'Spiderman' launching earlier in the month, which promises to be one of the most exciting open or free-roaming world games of the year, featuring an incredibly well-rendered cityscape, according to previewers, do not miss this upcoming discussion that will delve into the virtual world of gaming, its relationship with art and the gaming culture in our city.

WHERE – The National Gallery of Modern Art, Sir Cowasji Jahangir Public Hall, M. G. Road, Fort, Mumbai – 400032.

WHEN – Wednesday, 26th September 2018 | 6:00 PM – 6:30 PM - Registrations and Refreshments | 6:30 PM – 8:00 PM – Discussion

RSVP – www.avidlearning.in; avidlearning@essarservices.co.in / +919769937710; prior registration required

PRESS EMAIL/CALL – Ayeshah Dadachanji on ayeshah.avid@gmail.com / +91 9820155297

Technology has expanded the canvas upon which artists are able to paint and tell their stories. The concept of video games as an art form have only ever existed in the digital space, where they exist as an amalgam of different art forms integrated with technology. As an industry in India, video gaming is finally on the rise after having struggled for growth in the past two decades. This recent growth spurt in the gaming sector is best seen in the metros, especially Mumbai. **NGMA Mumbai, Ministry of Culture, Government of India** and **Avid Learning** present this discussion as a prelude to the 4th edition of the **Indian Games Expo (IGX)**, India's largest and longest running video games event, to be held in Mumbai in November 2018. Join *Co-Founder, Studio Oleomingus and Game Designer* **Dhruv Jani**, *Senior Editor, NDTV Gadgets 360* **Rishi Alwani**, *Founder and CEO, Photon Tadpole* **Hrishi Oberoi** and *Visual Artist and Game Developer* **Sahej Rahal** who will be in conversation with *Science and Technology Editor at Mumbai Mirror* **Sameer Desai**. These experts will discuss how video games have become an art form in their own right, the various artistic elements that go into the creation of the game and how game designers, much like artists, build structures which interact and communicate rather than dictate.

Date: Wednesday, 26th September 2018
Time: 6:00 PM - 6:30 PM - Registrations and Refreshments
 6:30 PM - 8:00 PM - Discussion
Venue: The National Gallery of Modern Art, Sir Cowasji Jahangir Public Hall, M. G. Road, Fort, Mumbai - 400032
RSVP: www.avidlearning.in/ avidlearning@essarservices.co.in
 +919769937710; prior registration required

[@avidlearning](#) [/avidlearning](#) [@avidlearning](#) [/avidlearning](#)

About The Speakers

Rishi Alwani is the Games Editor at Gadgets 360, India's largest tech website and the only one with a focus on gaming.

Dhruv Jani is an author at, and the Co-founder of, Studio Oleomingus, a two-person game design studio. He practices at the intersection of Post Colonial Literature, Speculative Architecture and Games. Creating software that seek to understand how spaces, histories and languages respond when expressed within interactive mediums. He is best known for creating a sprawling narrative experiment called 'Somewhere', an anthology of stories about the search for a mythical city called Kayamgadh. Dhruv's work is currently being supported by The Irregular Corporation and he is the recipient of an Arts Practice Grant from the India Foundation for the Arts. He

has also been an Artist-in-Residence at Khoj International Arts association in Delhi. He has created, taught and exhibited games at G|39 Gallery in Cardiff, GDC at San Francisco, at IFA in Bangalore, at CONA and S.E.A in Mumbai, Khoj in Delhi, Jawahar Kala Kendra and SIDE in Jaipur and at Sketchup in Denver.

Hrishi Oberoi is the Founder and CEO of Photon Tadpole Studios. A veteran of the games industry in India, Hrishi has been developing games since 2002. Previously, he was the Director of Games at Disney India's Interactive division and held various roles including "Studio Head", "Business Head: International Publishing" and "Director - Games & Studios" at one of India's pioneering gaming companies, Indiagames. He is dedicated to growing the Indian Gaming Industry by working with Gaming Publishers, Indie Studios and organizations like NASSCOM and other international games associations. Fun Fact: Hrishi probably built the world's first ever mobile cricket game in 2002.

Sahej Rahal was born in Mumbai. He graduated from Rachana Sansad Academy of Fine Art, Mumbai. His installations, film, performances and video games, are part of a constructed mythology that he creates drawing upon sources ranging from local legends to science fiction. By bringing these into dialogue with each other, he creates scenarios where indeterminate beings emerge into the everyday as if from the cracks in our civilization. Rahal's participation in institutional and major solo & group exhibitions internationally have included the Bhau Daji Lad Museum, Mumbai, 2018, Midlands Art Centre, Birmingham UK, 2018; Centre for Contemporary Arts Glasgow, 2017; PRIMARY Nottingham, UK 2017; the Liverpool Biennial, 2016; Setouchi Triennial, 2016; Jewish Museum, New York, 2015; Kochi Muziris Biennale, 2014; Vancouver Biennale, 2014; MACRO Museum, Rome, 2014. His work has been exhibited at Galleria Continua, Les Moulins, France, 2014 and Art Stage Singapore, 2014. He has had two major solo exhibitions at Chatterjee & Lal, Mumbai. He is a recipient of the INLAKS emerging artist award 2012; the IFA Critical Arts Practice grant 2014; the Forbes India Art Award, 2014, for best debut show for his solo exhibition 'Forerunner' at Chatterjee & Lal, Mumbai; and most recently the Cove Park/Henry Moore Fellowship, 2017.

Sameer Desai is the founder of IGX, India's largest consumer gaming expo, which takes place in Mumbai annually. A journalist by profession, he is also the science and technology editor at Mumbai Mirror, having previously helmed the Indian edition of MCV, a UK-based trade publication focussing on the gaming industry. In 2006, Sameer founded IndianVideoGamer, which is today India's longest-running gaming community.

About Partners

The National Gallery of Modern Art (NGMA) Mumbai, Ministry of Culture, Government of India is a repository of the cultural ethos of the country and showcases the changing art forms through the passage of the last 160 years starting from about 1857 in the field of Visual and Plastic arts. The first NGMA was opened in New Delhi at the historic Jaipur House, in the presence of Prime Minister Jawaharlal Nehru and artists and art lovers on March 29, 1954. The National Gallery of Modern Art, Mumbai was opened to the public in 1996. It hosts various exhibitions and also has its own art collections comprising paintings, sculptures and graphics with a focus on Indian and International artists. It is located in the precinct of the former auditorium the Sir Cowasji Jehangir Public Hall and the Institute of Science. This architecturally marvellous building was designed and built by the famous British architect George Wittet which has been completely redesigned keeping only the facade edifice that was Public Hall. It has hosted eminent artists like, K.H. Ara, F. N. Souza, Gaitonde, S.H. Raza and M.F. Hussain and contemporary artists like, K.G. Subramanyam, Sudhir Patwardhan, Nalini Malini, Atul Dodiya and Sudarshan Shetty. The NGMA in Mumbai is run and administered as a subordinate office to the Ministry of Culture, Government of India, which has two branches one at Mumbai and the other at Bengaluru.

Avid Learning, a public programming platform and cultural arm of the Essar Group, has conducted over 950 programs and connected with more than 100,000 individuals since its inception in 2009. Driven by the belief that Learning Never Stops, AVID's multiple formats like Workshops, Panel Discussions, Gallery Walkthroughs,

and Festival Platforms create a dynamic and interactive atmosphere that stimulates intellectual and creative growth across the fields of Culture & Heritage, Literature, Art and Innovation.
Facebook: www.facebook.com/Avidlearning; Twitter: www.twitter.com/Avidlearning; Instagram: @avidlearning