

# the Davis.

DAVIS MUSEUM AT WELLESLEY COLLEGE

**FOR IMMEDIATE RELEASE**

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*High-resolution images and interviews available upon request*

## **VIDEO GAMES EXPLORED AS ART IN *THE GAME WORLDS OF JASON ROHRER* AT THE DAVIS MUSEUM AT WELLESLEY COLLEGE**

WELLESLEY, Mass. – On February 10, 2016, the Davis Museum at Wellesley College will present ***The Game Worlds of Jason Rohrer***, an exhibition that invites visitors to experience video games as art. The exhibition—the first known instance of an art museum presenting a solo exhibition to a video game maker—tells the comprehensive story of [Jason Rohrer](#) and his collective creations. It will feature fifteen of the video game creator’s finished games alongside sketches, ephemera, and other related materials. In addition, the exhibition will provide six separate stations with laptops for visitors to experience games featured in the exhibition. Four games will be highlighted with large, experiential build-outs.

A maker of visually elegant and conceptually intricate games, [Jason Rohrer](#) is among the most widely heralded art game designers in the short but vibrant history of the field. Rohrer initially entered the national spotlight with his 2007 game *Passage*, which premiered at GAMMA, an experimental game show organized by the Kokoromi collective. In 2012, the Museum of Modern Art (MoMA) acquired *Passage* into its permanent collection, under the Architecture and Design Department.

***The Game Worlds of Jason Rohrer*** was conceived of by Mike Maizels, the Mellon New Media Curator at the Davis Museum, while reading a profile on Jason Rohrer. After conducting further research, Maizels decided to create an exhibition with Rohrer’s creations that would connect the video game to a historical tradition of presenting art. “This is a notable milestone in the history of the form, but video games have been enjoying increasing attention in the art world for the past two decades,” said Maizels. “The museum and video games worlds are colliding, and we hope to portray this in a way that is dynamic and exciting for visitors.”

The four games to be highlighted with large-scale build-outs are:

[Inside a Star Filled Sky](#): *A game for one player. There is a complete world inside every enemy and power-up that the player encounters in the game, forming a branching, infinite tree of worlds that goes all the way down and all the way up.*



Game Trailer for Inside a Star-filled Sky

[Primrose](#): *Elegant and deceptively simple, Primrose is Rohrer's contribution to the puzzle-game genre.*

[Diamond Trust of London](#): *A game about deception played between two players, each controlling a diamond trading company.*

[Cordial Minuet](#): *A two-player online strategy game, based on the principles of medieval black magic, which must be played for real money.*

***The Game Worlds of Jason Rohrer*** is supported in its entirety by the Andrew W. Mellon Foundation. Video game creator Jason Rohrer will give a talk in the spring. Details on this talk and additional programming will be provided on the [Davis Museum website](#).

## **DAVIS MUSEUM GENERAL INFORMATION**

***Location:*** Wellesley College, 106 Central St., Wellesley, Mass.

***Museum Hours:*** Tuesday–Sunday, 11 a.m.–5 p.m. Closed Mondays, holidays, and Wellesley College recesses.

***Admission is free and open to the public.***

***Telephone:*** 781-283-2051

***Website:*** [www.theDavis.org](http://www.theDavis.org)

***Parking:*** Free and available in the lot behind the museum. Additional parking in Davis Parking Facility.

***Tours: Led by student tour guides. Free. Call 781-283-3045.***

***Accessible:*** The Davis, Collins Café and Collins Cinema are wheelchair accessible and wheelchairs are available for use in the Museum without charge. For accommodations, please contact Jim Wice, director of disability services at 781-283-2434 or [jwice@wellesley.edu](mailto:jwice@wellesley.edu).

## **ABOUT THE DAVIS MUSEUM**

One of the oldest and most acclaimed academic fine arts museums in the United States, the Davis Museum is a vital force in the intellectual, pedagogical and social life of Wellesley College. It seeks to create an environment that encourages visual literacy, inspires new ideas, and fosters involvement with the arts both within the College and the larger community.

## **ABOUT WELLESLEY COLLEGE AND THE ARTS**

The Wellesley College arts curriculum and the highly acclaimed Davis Museum are integral components of the College's liberal arts education. Departments and programs from across the campus enliven the community with world-class programming— classical and popular music, visual arts, theatre, dance, author readings, symposia, and lectures by some of today's leading artists and creative thinkers—most of which are free and open to the public.

Since 1875, Wellesley College has been the preeminent liberal arts college for women. Known

for its intellectual rigor and its remarkable track record for the cultivation of women leaders in every arena, Wellesley—only 12 miles from Boston—is home to some 2300 undergraduates from every state and 75 countries.

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