

Gaming in the Museum: limitations and opportunities when exhibiting digital games

Higher Seminar in Media Technology: Wed 2/5 at 13–15 in MD 338



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In this talk I explore the role of **DIGITAL GAMES IN MUSEUMS**, as cultural heritage objects in their own right. In the last ten years, video and computer games has increasingly made an entry into museums around the world. From art museums like **MoMA** in New York to dedicated game museums like the **COMPUTERSPIELEMUSEUM** in Berlin. Yet exhibiting and working with games in museums is not without its difficulties. As digital, interactive objects these games come with certain opportunities, such as interactivity, and limitations such as hardware failure and learning barriers. Based on the results from a three-year **RESEARCH PROJECT** in collaboration with the **NATIONAL MUSEUM FOR TECHNOLOGY** in Stockholm I discuss how the nature of these interactive, **DIGITAL ARTEFACTS** resist traditional museum exhibition both on a practical and on a **MEANING-MAKING** level and explore how museums work with games in order to make them possible to exhibit. I end by drawing on my current work exploring how games can be used in museums in order to 1, more fairly **REPRESENT** the full breadth of **GAMING** and 2, support **INTER-PERSONAL EXPERIENCES** among visitors.

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