



PLAYING THE GAME

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Textural Videogames

UNIVERSES OF EMOTIONAL EXPERIENCE

Playing The Game

Textural Videogames: Universes of Emotional Experience



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In 2014, Playing The Game presented the 3rd edition of its yearly event within Pirelli HangarBicocca's prestigious area. The core of the function was an array of videogames belonging to a 30-year period of period that defied the most frequent videogame requirements: the accumulation of factors and the passing of levels. With this function, Playing The Game really wants to be at the forefront in witnessing the new perspective by which the videogame is definitely looked at, one flawlessly represented by the thriving creation of independent videogames that exceed the cultural imperative of the accumulation of factors to become environmental software, emphasizing exploration and encounter. The reserve "Textural Videogames: Universes of Emotional Experience" includes interviews completed with independent videogames designers whose works were exhibited at the HangarBicocca as well as a section focused on critical essays.



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