

# PH.D. PROGRAM IN EMPOWERMENT INFORMATICS THE 9TH MEETING OF EMP COLLOQUIUM SERIES

DATE  
& TIME

MAY 23, 2017 14:00 - 16:00

VENUE

NOMAD-TYPE LABORATORY, EMPOWERMENT STUDIO,  
DAI-SAN AREA, UNIVERSITY OF TSUKUBA

## “All about games and art”



PRESENTER

**Prof. Eddo Stern**

Design Media Arts at UCLA  
Professor

Prof. Eddo Stern is an artist and game designer. At the Design Media Arts Department he teaches courses on game design and culture; computer game development; and physical computing in an art context. His work explores the uneasy and otherwise unconscious connections between physical existence and electronic simulation, surrounding the subject matters of violence, memory and identification. He works with various media including computer software & hardware, game design, live performance, digital video, and kinetic sculpture. He is a strong advocate for independent game development, and the inherent potential of game design as a medium for artistic expression and cultural impact.

### ► ABSTRACT

The talk will focus around a presentation and discussion of Stern's newest project Vietnam Romance, a computer game and live performance project informed by an expressionistic, subjective and maximalist approach to making games in the context of artistic practice. What are Games as performance, Games as sculpture, Games as animation, Games as portraiture, Games as conceptual art, Games as cartoons, Games as dinner theatre, Games as movies, Games as games, Games as dinner, Games as art?