Press release

FILM AND GAMES. INTERACTIONS.
Exhibition, film series, catalogue, accompanying programme and Summer Games
From 1st July 2015 till 31st January 2016

Save the date:
Press conference on Monday, 29th June, at 11 a.m. in the Filmmuseum
Opening on Tuesday, 30th June, at 7 p.m.

In recent years many computer games have been developing in the direction of film at a rapid pace. The moving images of these games are today of such outstanding quality and compositional density that it is often difficult to distinguish them from film. An incisive comparative investigation of both media is thus overdue.

The reciprocal relations between Film and Games is explored for the first time in the Deutsches Filmmuseum's exhibition of the same name (1st July 2015 to 31st January 2016). The show's aim is to demonstrate how films and games influence each other aesthetically and thematically, and to illustrate their basic commonalities and differences, as well as the similarities in their development. In what ways do films and games create their visual worlds? Are the interactive moving images set in motion by gamers replacing the classical moving pictures of the cinema? Or are new creative and artistic possibilities for the future being engendered by the reciprocal influences?

The relationship between films and the cultural assets of games is looked at from a variety of perspectives in the exhibition; it investigates how film material is transferred to games (or vice versa, as in the case of Silent Hill) and shows the ways and means by which the influence of games may be felt in films. Genres, as exemplified by Red Dead Redemption, can be understood as transmedial phenomena. The show unfolds the visual and aural worlds of games, as when it traces the way in which historical cityscapes are reconstructed for the set design of Assassin’s Creed, presents games that have arisen quite independently of the big companies and clearly outlines how the different media have given rise to their own narrative threads for certain films and games (STAR WARS, USA 1977 and sequels, Dir: George Lucas, or Tomb Raider).
At the centre of the exhibition are 20 large-format projections of excerpts from films and games, providing a sensory point of access to both media. Here the visitor may observe and compare the aesthetics, effect and narrative resources of both computer games and films. At seven interactive stations important games may be played. The moving images are complemented by objects such as design sketches, materials from the production process of games, an arcade automat and various collector’s items.

The exhibition is suitable for children and youth and offers the whole family enlightening, exciting and entertaining encounters with the fascinating world of film and games of the last forty years. However, it should be noted that a few of the games in the exhibition have been passed only for players from 12 years of age.

Film series, events, workshops, Summer Games and a catalogue
A film series and a programme with discussions, events and workshops accompany the exhibition at the Deutsches Filmmuseum. In the summer holidays, the Summer Games offer youth a playful opportunity to explore the relationship between film and games. A comprehensive catalogue investigates the subject as a dialogue between academic theory and practice.

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