

November 1

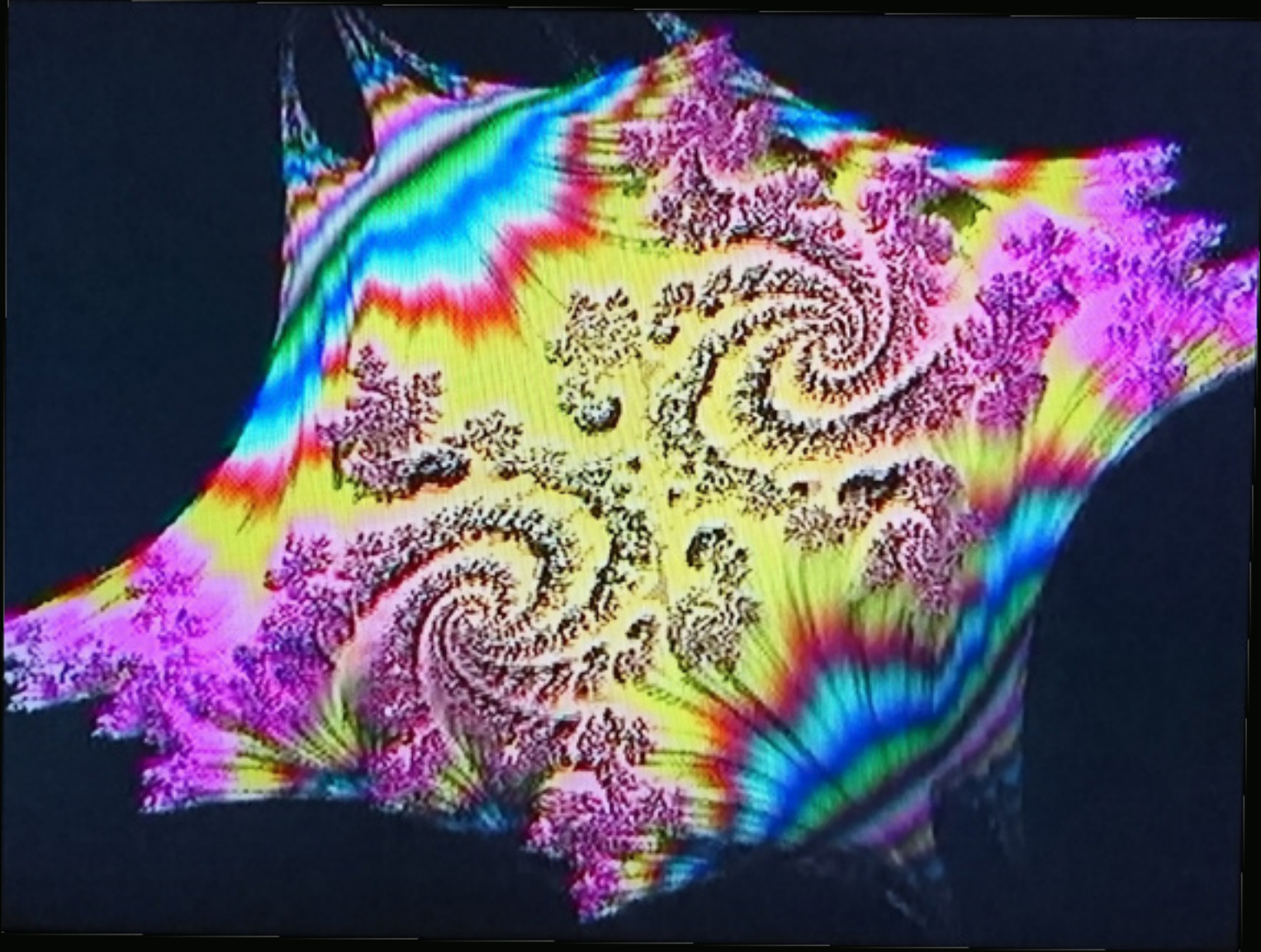
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December 15

2018

Chicago New Media 1973-1992

Curated by Jon Cates with assistance from Chaz Evans and Jonathan Kinkley



A Volume of 2-Dimensional Julia Sets, Dan Sandin, Laurie Spiegel, Laurie Lou Kauffman, Tom DeFanti, 1990

Although Chicago is not often thought of as an epicenter for new media art, technology, or industry, the city was home to some of the earliest and most important experiments in new media in the late 20th century. *Chicago New Media 1973-1992* chronicles Chicago's contributions to new media art by artists who worked at the University of Illinois at Chicago's Electronic Visualization Laboratory (UIC's EVL), the School of the Art Institute of Chicago (SAIC), and Midway Games and Bally. Presented in a partnership between Video Game Art Gallery (VGA) and Gallery 400 with support from UIC's EVL, this exhibition features video game artifacts, new media technologies, historical photographs, game stills, playable video game consoles, and virtual reality modules.

Related Programs:

Chicago New Media Symposium	Opening Reception	CAVE2 Demonstration with Dan Sandin at UIC's Engineering Research Facility, 842 W. Taylor Street, Room 2036	Pixel Art Sprite Making Workshop with Eden Ünlüata-Foley	Chicago New Media Remix Night featuring Cat Bluemke, Ali Krouse, and Whitney Pow	Screening: Selections from Josh Tsui's <i>Insert Coin</i>	Interactive Story/Text-Based Game Making Workshop with Eden Ünlüata-Foley
Thursday, November 1 2-4pm	Thursday, November 1 5-8pm	Wednesday, November 7 6pm	Saturday, November 17 1-3pm	Wednesday, November 28 6pm	Wednesday, December 5 6pm	Saturday, December 8 1-3pm

Chicago New Media 1973-1992 receives major support from the Terra Foundation for American Art, and is part of Art Design Chicago, an exploration of Chicago's art and design legacy, an initiative of the Terra Foundation for American Art with presenting partner, The Richard H. Driehaus Foundation. Additional generous support is provided by The Chicago Community Trust; the Goethe-Institut Chicago; the School of Art and Art History, College of Architecture, Design, and the Arts, University of Illinois at Chicago; The Andy Warhol Foundation for the Visual Arts; and by a grant from the Illinois Arts Council, a state agency.

To inquire about accessibility accommodations or for more information, please contact Gallery 400 at 312.996.6114 or gallery400@uic.edu

GALLERY 400 UIC

video game art
gallery

400 South Peoria Street, Chicago, IL 60607 | 312-996-6114 | gallery400.uic.edu | Tues.—Fri. 10–6, Sat. 12–6



An initiative of
the Terra Foundation
for American Art
exploring Chicago's
art and design legacy.

