

MUSEUM OF THE MOVING IMAGE

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MUSEUM OF THE MOVING IMAGE PRESENTS WORLD PREMIERE OF PICK-UP ARTIST SIMULATOR 'THE GAME: THE GAME'

Angela Washko's new art video game about seduction coaches debuts Wednesday, January 10, with a performance and artist talk

Installation on view January 10–March 25, 2018

Astoria, New York, January 4, 2018—Museum of the Moving Image will present the world premiere of Angela Washko's [*The Game: The Game*](#), a dating simulator that pits players against several men modeled on real-life seduction coaches, who vie for their attention in a bar setting. Composed of scenarios, techniques, and language from texts and instructional videos created by these men, *The Game: The Game* flips the script on the processes of some of the world's most prominent pick-up artists and allows players to explore, expose, and defuse their techniques. The game is at turns funny and alarming, an experience heightened by a disorienting original score from Xiu Xiu.

To mark the opening of the installation, artist Angela Washko will give a free talk on Wednesday, January 10 at 7:00 p.m. to discuss her creative process, concluding with a participatory play-through of the game.

The Game: The Game is the product of several years of research by Washko on the pick-up artist (PUA) community. Sorting through this often troubling material, she rejects the polarizing language that frequently surrounds PUAs, offering a nuanced view of power and desire in the complex world of contemporary sex and dating by giving players the opportunity to experience these systems firsthand. The debut of the complete *The Game: The Game* arrives at a galvanizing moment as the United States engages in a wide-ranging public conversation about the pervasiveness of sexual harassment and assault in the workplace and state house.

"Angela Washko's *The Game: The Game* is an honest and brave leap into a philosophical undercurrent that informs many of the troubling communities that have claimed outsized voices in our contemporary discourse," said Curator of Digital Media Jason Eppink. "It is an exemplar of the ways video games and interactive art are able to address urgent social issues, and the kind of vital work that Museum of the Moving Image regularly foregrounds."

The Game: The Game will be available for play at three stations, and is exhibited with *The*

Game: The Game Research Reel (2018), a compilation of hidden-camera footage, instructional videos, and conference recordings by seduction coaches that highlights some of the actual techniques, scenarios, and language that were included in the game.

The presentation of *The Game: The Game* is part of the Museum's commitment to showing innovative moving image works. Also currently on view is Bennett Foddy and AP Thomson's *Multibowl*, a collection of fast-paced mini games sourced and sampled from more than 300 video games published before 2000. As the first museum to include video games as part of the scope of the "moving image," the Museum is a leading institution in the exhibition of digital media. Changing exhibitions focusing on this subject area have included *Hot Circuits: A Video Arcade* (1989), the first-ever exhibition at any museum devoted to video games; *Interactions/Art and Technology* (2004), presented in conjunction with Ars Electronica (Linz, Austria); and *Real Virtuality* (2011), six experiments in art and technology. In 2012, the Museum began presenting exhibitions and installations centered around online participatory culture. These have included *We Tripped El Hadji Diouf: The Story of a Photoshop Thread* (initial presentation: June 15–October 14, 2012), *Under Construction* (December 4, 2012–February 24, 2013), *The Reaction GIF: Moving Image as Gesture* (initial presentation: March 12–May 15, 2014), and *How Cats Took Over the Internet* (August 7–February 21, 2016).

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Press contact: Tomoko Kawamoto, tkawamoto@movingimage.us / 718-777-6830

MUSEUM INFORMATION

Museum of the Moving Image (movingimage.us) advances the understanding, enjoyment, and appreciation of the art, history, technique, and technology of film, television, and digital media. In its stunning facility—acclaimed for both its accessibility and bold design—the Museum presents exhibitions; screenings of significant works; discussion programs featuring actors, directors, craftspeople, and business leaders; and education programs which serve more than 50,000 students each year. The Museum also houses a significant collection of moving-image artifacts.

Hours: Wednesday-Thursday, 10:30 a.m. to 5:00 p.m. Friday, 10:30 to 8:00 p.m. Saturday-Sunday, 10:30 a.m. to 6:00 p.m.

Museum Admission: \$15 adults (18+); \$11 senior citizens (65+) and students (18+) with ID; \$7 youth (ages 3–17). Children under 3 and Museum members are admitted free. Admission to the galleries is free on Fridays, 4:00 to 8:00 p.m.

Film Screenings: Friday evenings, Saturdays and Sundays, and as scheduled. Unless otherwise noted, ticket are \$15 adults / \$11 Standard members, seniors and students / \$7 youth 3–17 / Free for members at the Film Lover and Kids Premium levels and above. (Tickets for New Releases are discounted for Museum members.) Advance purchase is available online. Ticket purchase may be applied toward same-day admission to the Museum's galleries.

Location: 36-01 35 Avenue (at 37 Street) in Astoria.

Subway: M (weekdays only) or R to Steinway Street. Q (weekdays only) or N to Broadway.

Program Information: Telephone: 718 777 6888; Website: movingimage.us

Membership: <http://movingimage.us/support/membership>

Museum of the Moving Image is housed in a building owned by the City of New York and has received significant support from the following public agencies: New York City Department of Cultural Affairs; New York City Council; New York City Economic Development Corporation; New York State Council on the Arts with the support of Governor Andrew M. Cuomo and the New York State Legislature; Institute of Museum and Library Services; National Endowment for the Humanities; National Endowment for the Arts; and Natural Heritage Trust (administered by the New York State Office of Parks, Recreation and Historic Preservation). For more information, please visit movingimage.us.