

EXHIBIT REVIEW: "INDIE GAME REVOLUTION"

Fortunately for our class the Seattle EMP Museum downtown has a two year, special exhibit on videogames entitled "[Indie Game Revolution](#)," and it is quite good. The notable "[Art of Videogames](#)" [Smithsonian Institute exhibit](#) that made its way to Seattle in 2013 was rather disappointing, but this far exceeds it with solid research, excellent diversity in interviews and playable examples, and expert exhibit design - a true gem that needs to be experienced. The exhibit collects a lot of crucial information in one place that would waste our precious and irreplaceable discussion time if conveyed in lecture, so for that fact alone I am assigning a visit. Think of it as a supplemental textbook!

Details

Visit the exhibit at your leisure (by week 7 of the quarter) and write up your experience in a blog post on the site, following these guidelines:

1. Spend some time in the exhibit - expect to spend at least an hour reading info cards, watching interviews, and playing sample games in the installations.
2. Bring a camera (most modern phones have decent cameras) and a notebook to record key moments of your experience. If you need to check out a free camera you have access to it through [STF here](#).
3. In lieu of a general review appraising the exhibit as a whole, you will focus on 1 or 2 significant experiences that provide new personal insights. These can be game experiences, interview comments, information on infographics or curator texts, or connections you make across these during your visit.
4. Compose a reflective review as a blog post on the site using the "Commentary" category that shares the details of a learning experience afforded by your visit.
5. Reviews should be *around* 1000 words and include at least one image to be used in the "Featured Image" function of the blog. This image can be of anything at the exhibit, but ideally something suggestive of what you chose to write about.

Evaluation

These reviews will be evaluated for clarity and the quality of your insights into the exhibit material. Good reviews will connect to the course readings, lecture, or game experiences.