

PUNK

ARCADE



PUNK ARCADE IS A TRAVELING DIY GAMES EXHIBIT PRESENTING WORKS THAT ARE INDEPENDENT, MINIMAL, OFFBEAT, AND SOMETIMES GRITTY. ALL THE FEATURED GAMES HAVE BEEN CONSTRUCTED RAPIDLY, BY ONE PERSON OR A SMALL TEAM, OUTSIDE OF THE AAA WORLD OF MAINSTREAM VIDEOGAMES."

THESE WORKS ARE THE PRODUCT OF INCREASED ACCESS TO GAME-MAKING SOFTWARE TOOLS WHICH HAVE OPENED UP THE FIELD OF GAME-MAKING TO PUBLICS WHO HAD PREVIOUSLY NEVER HAD THE NECESSARY SKILLS.

THESE NEW DESIGNERS OR "VIDEO GAME ZINESTERS" (AS DUBBED BY GAME DESIGNER ANNA ANTHROPY), ARE SHIFTING THE PRE-EXISTING PARADIGM FOR THE CREATION AND DISTRIBUTION OF GAMES BY CREATING RADICAL WORK THAT CAN BE DISTRIBUTED ONLINE FOR FREE.

PUNK ARCADE AT UCLA WAS A THREE-DAY WORKSHOP WITH STUDENTS, DESIGNERS, ARTISTS AND FILMMAKERS, CULMINATING IN A ONE-NIGHT EXHIBITION ON SATURDAY, NOVEMBER 9, 2013.

CURATED BY SARAH BRIN + LEE TUSMAN

BEAT DOWN

DAVID ELLIOT
PETER LU
ALEX RICKETT



BEAT DOWN IS A SIMPLE TWO PLAYER PHYSICAL GAME
PLAYERS WEAR THE FOAM CONTROLLERS ATOP THEIR
HEADS AND WHEN THE BUTTONS LIGHT UP

IT'S SLAPPIN' TIME!

BUT WAIT, PLAYERS CAN ONLY SLAP BUTTONS WHEN
THEY LIGHT UP, AND ACTUALLY SLAPPING YOUR
OPPONENT IS STRICTLY AGAINST THE RULES.

STILL, IT'S A GREAT WAY TO SLAP YOUR
FRIENDS WITHOUT MAKING ENEMIES.



FROMAGE

À TROIS

CHRIS REILLY
ALEX RICKETT
KHALIL KLOUCHE



IN THIS THREE PLAYER AUGMENTED REALITY GAME, A PORTAL IS
OPENED AND CHEESE BEINGS START FALLING FROM THE SKY

PLAYERS CAN SAVE THEM FROM A MESSY FATE,
BUT THEY'LL HAVE TO WORK TOGETHER

USING CHAINS TO DRAG A HEAVY CART, PLAYERS MUST
POSITION THE CART BENEATH THE FALLING PEOPLE TO
SEND THEM SOARING BACK TO SAFETY



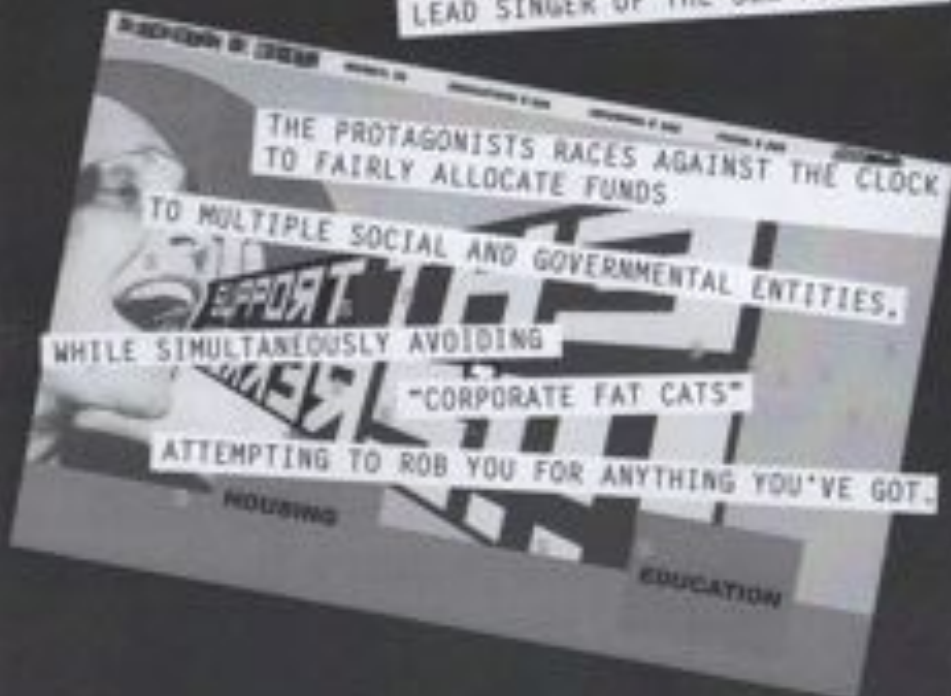
DISTRIBUTION OF WEALTH

MICHAEL WILDE

IN DISTRIBUTION OF WEALTH, THE PLAYERS ACTS AS

JOHNNY ROTTEN,

LEAD SINGER OF THE SEX PISTOLS



HOLLA'

PAIN

YO!

ALEX RICKETT
AMANDA HO

JOHN BRUMLEY

STEVEN AMRHEIN

HOLLA' PAIN YO! IS A PERFORMATIVE GAME
THAT EXPERIMENTS WITH

IDEAS OF ENDURANCE AND AGONISTIC STRUCTURES.

PLAYERS WIN BY TIPPING THE SCALES IN THEIR FAVOR

AND BY CHALLENGING EACH OTHER TO SEE WHO CAN CONSUME
THE MOST HABANERO WATER

THE QUICKEST



RASPUTIN

CONSULTING
AGENCY

SIMON WISCOMBE

BY CREATING A FICTIONALIZED CONSULTANCY, WISCOMBE'S PROJECT OFFERS PARTICIPANTS AN OPPORTUNITY TO GAZE DEEP INTO THE EYES OF



THE OFT MYTHOLOGIZED AND PURPORTEDLY SINISTER ADVISOR TO THE ROMANOV FAMILY

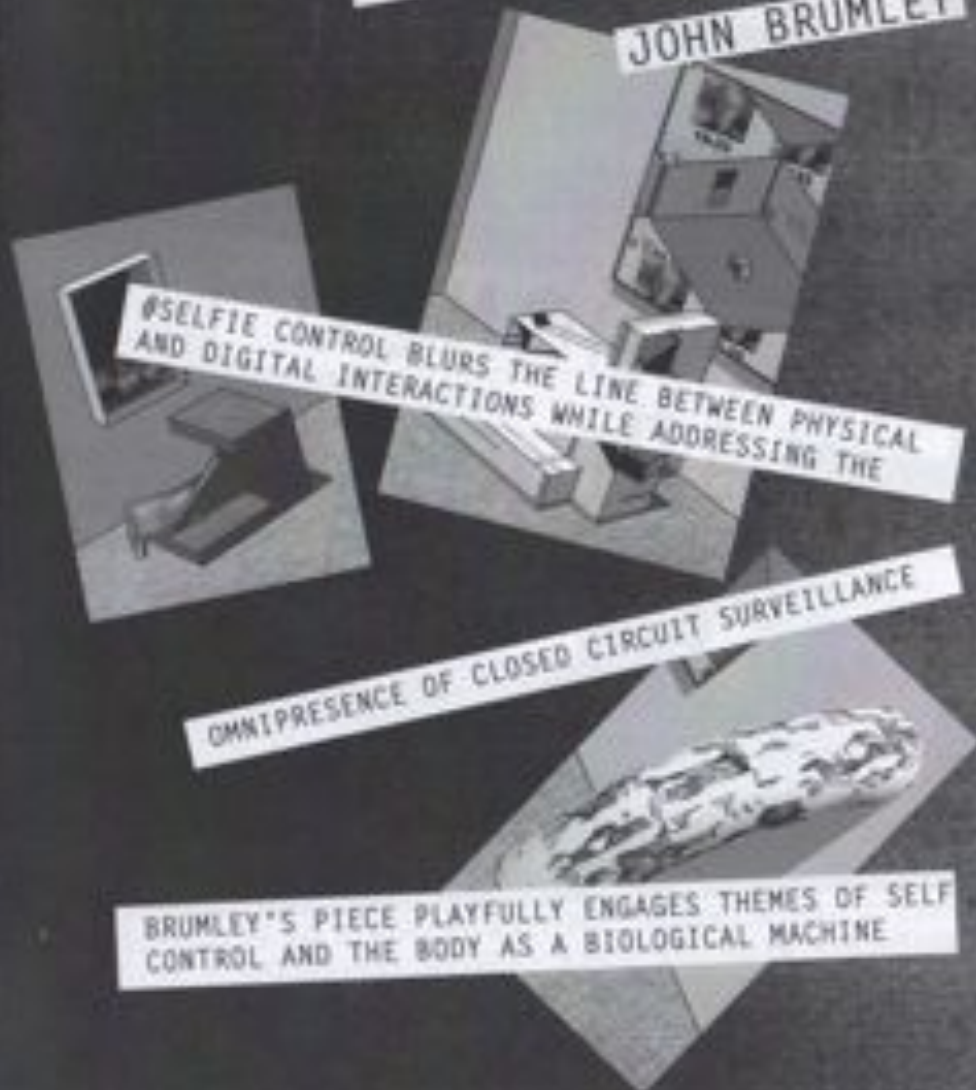
THIS HISTORICALLY INSPIRED FORTUNE-TELLING PIECE OFFERS A REBRANDED AND MORE UPDATED TAKE ON THE

CRAZED MYSTICISM OF THE "MAD MONK" IN ITS ADVICE TO GALLERY VISITORS

#SELFIE

CONTROL

JOHN BRUMLEY



BRUMLEY'S PIECE PLAYFULLY ENGAGES THEMES OF SELF CONTROL AND THE BODY AS A BIOLOGICAL MACHINE

GLITTER BOMB

ALEJANDRO QUAN-MADRID

GLITTER BOMB IS A "CRITIQUE OF NATIONALISM, THE WAR ON TERRORISM, AND MILITARY FIRST-PERSON SHOOTERS".

WHILE GLITTER BOMB FEATURES A HOVERING MACHINE GUN THAT TRAVERSES THROUGH VARIOUS TERRAIN,

THE GAMEPLAY EFFECTIVELY NEUTERS THE FIREARM BY SUBSTITUTING A SMATTERING OF GLITTER FOR BULLETS.



ABANDONED ARCADE SHELTER

PHIL SCOTT



PHIL'S INSTALLATION COMBINES ELEMENTS OF CHILDHOOD NOSTALGIA WITH THE OFTEN INSULAR YET INTIMATE AESTHETICS

OF PUNK CLUBS LIKE NEW YORK'S CBGB,

BECOMING A HANGOUT SPACE FOR GALLERY VISITORS

CURATORS NOTE

WE ARE SO THANKFUL TO TYLER STEFANICH AND EDOO STERN FOR ALL OF THEIR TIME AND HARD WORK. IT'S BEEN SO GREAT TO WORK WITH UCLA GAME LAB AND OF COURSE WE ARE SO THRILLED AND IMPRESSED BY ALL THE STUDENTS AND PARTICIPANTS WHO HAVE WORKED ON THE EXHIBITION. IT'S BEEN A REAL TREAT TO WORK WITH SUCH INNOVATIVE, FUN AND SPIRITED FOLKS.

THANKS TO

EXHIBITION: PHIL SCOTT
LAUREN MAHON
ZINE: LILY ZHOU
ART: SEAN MCMBER