



The Art of Video Games: From Pac-Man to Mass Effect (Hardback)

By Chris Melissinos

Rizzoli International Publications, United States, 2016. Hardback. Condition: New. Language: English . Brand New Book. In the forty years since the first Magnavox Odyssey pixel winked on in 1972, the home video game industry has undergone a mind-blowing evolution. Fueled by unprecedented advances in technology, boundless imaginations, and an insatiable addiction to fantastic new worlds of play, the video game has gone supernova, rocketing two generations of fans into an ever-expanding universe where art, culture, reality, and emotion collide. As a testament to the cultural impact of the game industry's mega morph, the Smithsonian American Art Museum, with curator and author Chris Melissinos, conceived the forthcoming exhibition, The Art of Video Games, which will run from March 16 to September 30, 2012.* Welcome Books will release the companion book this March. Melissinos presents video games as not just mere play, but richly textured emotional and social experiences that have crossed the boundary into culture and art. Along with a team of game developers, designers, and journalists, Melissinos chose a pool of 240 games across five different eras to represent the diversity of the game world. Criteria included visual effects, creative use of technologies, and how world events and popular...



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