

IDEAS_14:



International Digital Media & Arts Association

IDEAS_14: Exhibition Catalog

*International Digital Media & Arts
Association 2014 Summit*

Utah Valley University

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The annual International Digital Media & Arts Association (iDMAa) Summit has had a long history of bringing people with similar values together, focusing on innovation, creativity, and eclecticism in the research and investigation of the digital realm. Running concurrently with the summit, the *IDEAS Art and Design Exhibition* provides a venue for those who best express themselves and their research visually. This form of dissemination invites artists and designers to challenge the beliefs, technologies, and aesthetic ideas that exist in the world today through exhibiting their work.

With the largest submission and participant numbers in the history of iDMAa, this year's *IDEAS_14 Exhibition* is blazing new and exciting paths in the field of digital art, design, and new media. The accepted work covers a myriad of important issues, ranging from such topics as the environment, gender, mass media, and sexuality. The use of media in this year's exhibition demonstrates both the evolution of DIY culture in technology, while also highlighting the mastery by the artists in their specific medium; including such areas as games, video installations, websites, wearable tech, motion sensors, and code.

I believe that *IDEAS_14* is the freshest and quite possibly most impressive iDMAa art exhibition to date. The professional quality and innovation of the submissions proves that this organization continues to be a gathering place of new ideas and inspiration, and provides hope and excitement for the future of art and design.

Dave Beck
IDEAS_14 Exhibition Director & Head Juror
davebeck.org

Lindsay D. Grace
You, A Very Meaningful Game
2014
Digital Game - Android/ iOS

You is a game about play and the illusive pursuit of meaningful play. Each level of the game is about problem solving a space for You to meet objectives while making sense of the in-game content. Using the player character You, the player is both making meaning out of nonsense and finding meaning where it is absent. The game is designed as a light-hearted critical reflection on the intersection of narratology and ludology. Players must play with You, I and Them in the immutable structure of meaning making that forms the challenge of the game.

The game offers a second layer of meaning via a series of hidden objectives in each level. If the player chooses to ignore the pursuit of meaning and simply play they get a different experience. It is the 10th game in the Critical Gameplay collection, a 5-year project to offer alternative ways to play.

CriticalGameplay.com



You

This is a very **meaningful** game.

