GAMASUTRA
The Art & Business of Making Games

SEARCH   LOGIN   GAME JOBS

UPDATES   BLOGS   EVENTS   CONTRACTORS   NEWSLETTER   STORE   SEARCH [ ] GO

ALL | CONSOLE/PC GAMES | SOCIAL/ONLINE GAMES | SMARTPHONE/TABLET GAMES | INDEPENDENT GAMES | GAME DEVELOPER ON GAMASUTRA

Member Login

Email: [ ]
Password: [ ]

[Login]

Forgot Password? Sign Up

PROGRAMMING
ART
AUDIO
DESIGN
PRODUCTION
BIZ/MARKETING

Latest Jobs

View All   RSS

June 12, 2015

▸ Boss Key Productions Inc
Multiplayer Game Designer

▸ Machine Zone Germany GmbH
Senior 3D Artist (m/f) for an unannounced Project

▸ Machine Zone Germany GmbH
Senior Game Engine Developer (m/f)

▸ CCP
Development Director

▸ Crytek
Technical Director

▸ Activision Publishing
Localisation QA Tester (French)

Latest Blogs

View All   Post   RSS

June 12, 2015

▸ Customers [11]

▸ Six Strategies for Protecting Your Mobile Games Against Hackers, Crackers & Copycatters

Smithsonian plans pop-up arcade for December; submissions open now

October 28, 2014 | By Christian Nutt

October 28, 2014 | By Christian Nutt

💬 **3 comments**

More: **Console/PC**, **Indie**, **Business/Marketing**

This winter, one of the world's most prominent art museums will be shining a spotlight -- once again -- on video games.

On December 7, the Smithsonian American Art Museum will feature a pop-up arcade event called Indies from the Middle. It's been planned in partnership with several East Coast IGDA chapters and East Coast game event MAGFest, and brings the work of regional small developers to a larger stage while continuing the museum's work in the game space.

"From the game developer perspective, our goal with this event is to bring attention to indie games in our local areas and better interface with the public about the types of games we make," says Chris Totten, chair of the Washington DC IGDA chapter and American University Game Lab's game artist in residence.

From the museum's perspective, the event is a chance to continue the work it began with 2012's The Art of Video Games.

"The Art of Video Games was an important point in our museum's history because it signaled the first acquisition of video games into our permanent collection, and it pulled in an audience that museums struggle to reach: young people. We appreciate this audience and are working to continue building a relationship with them, and video games are an important element in that outreach," says Kaylin Lapan, the museum's public programs coordinator.

"Within our IGDA chapter, we'd already been working on developing a series of pop-up arcades," says Totten. "Our hope is that we can inspire game developers and game development groups in other regions to have their own local showcases at incubators, museums, galleries, and other venues. Rather than needing to rely on a few worldwide events for outreach, local public showcases widen the opportunities for indies to build audiences and get recognition for their work."

The event, which will only last one day, is targeted primarily at devs in the cities whose IGDA chapters are sponsoring it: Baltimore, Philadelphia, and Washington DC.

"Attending events like Baltimore Artscape and other conventions in the area, a lot of people asked me, 'was this made locally?' Realizing that people like the idea of locally-made video games, but having little to no idea that they exist at all (minus the big studio stuff), I thought we could do something to bring together indies and their local audiences," Totten says.

For its part, the museum has cultivated a dedicated audience ever since it started featuring video game content. Lapan offers this anecdote: "We have a group of gamers who come to our courtyard to play Nintendo DS on a semi-regular basis. Last October during the shutdown, they arrived at our museum to play and found that we were closed, but instead of going home or finding another place to play, they made a YouTube video demanding the end of the shutdown and that the government bring Smithsonian staff back to work."

Features

June 12, 2015

Special Reports

Press Releases

June 12, 2015

PR Newswire

Games Press

Totten, who teaches at American University, also sees the event as a way to help educate people about making their own games.

"Any time I present games, people always come up to me asking how they can get into game development. Having access to game devs demystifies the process for a lot of people. I think that with modern game making tools and focusing on building local game dev communities, game development can become more accessible, diverse, and widespread," Totten says.

This won't be the last game-focused event at the museum, it seems: "Hopefully this is all a precursor to further game-related collaborations down the line -- it's a good time to be a gamer in DC," says Lapan.

The deadline for submissions to the event is October 31; if you're interested in taking part, you can apply to be part of Indies from the Middle at this link.

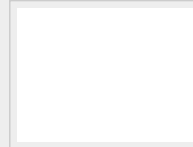Tweet 35   Like 47   Share 6

Related Jobs
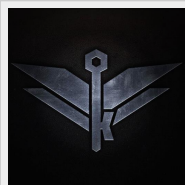
Boss Key Productions Inc — Raleigh, North Carolina, United States
[06.12.15]
Multiplayer Game Designer

Machine Zone Germany GmbH — Hamburg, Germany
[06.12.15]
Senior 3D Artist (m/f) for an unannounced Project

Machine Zone Germany GmbH — Hamburg, Germany
[06.12.15]
Senior Game Engine Developer (m/f)

CCP — Newcastle, England, United Kingdom
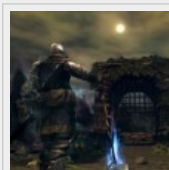[06.12.15]
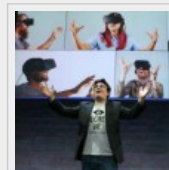Development Director

[View All Jobs]

Top Stories

The essence of *Splatoon*, and what it gets right

Perks and pitfalls of part-time game development

Thoughts on the design of *Dark Souls*

Devs react: Oculus debuts consumer Rift, teases motion controller

[Next News Story]   **[View All]**
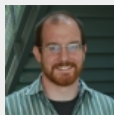
Comments

| Larry Carney | 28 Oct 2014 at 8:55 am PST |

I do wonder what metrics shall be used in determining which games will be entered into this exhibit, as presenting the industry and the creators of the industry to the general public is always a good way to dispel lingering myths.

Login to Reply or Like

| Christopher Totten | 28 Oct 2014 at 10:21 am PST |

Hey, organizer of the arcade here. We're working with the following criteria:

To be considered eligible for inclusion in the arcade, your game must be developed to a point where it can be played continuously as intended for at least 5 minutes.

Portion of game being shown must be considered "feature complete" or have all included

Calendar

About

Gama Network

If you enjoy reading this site, you might also want to check out these UBM Tech sites:

Game Career Guide

Indie Games

---

features at a level of completion (i.e. If you exclude a feature from your entry that you intend to be in the final version of the game, it should not be obvious to someone playing the game for the first time)

Your game must have art that represents how the game will look in its final form (no "programmer art")

Game content must adhere to the ESRB standards of a "T for Teen" rating at the highest. This may include games where blood/language/etc not integral to the experience are excluded from the build.

You must be able to attend the event and stay by your game demo to show it to players or elect a representative to do so for you. You or your representative should be present during the entire event.

Game must have been thoroughly tested before the submission date and be free of game-breaking bugs. Your game must be able to run attended.

Games should provide a polished, glitch free experience. Games with obvious, easily identifiable glitches (e.g. broken animations, inoperable gameplay objects, and/or collision errors) will not be accepted.

The development team must submit:
Working version of game (any platform as long as setup/takedown can be done efficiently and professionally - game should not require large amounts of extra space.)
At least 5 high resolution screenshots
A 1:00 trailer
Text describing your game no shorter than 1-2 paragraphs and no longer than ½ page
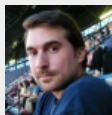Your studio's logo
Team member names
A team picture if possible

Login to Reply or Like   1

Kevin Fishburne   28 Oct 2014 at 11:05 pm PST

It would be cool to see a permanent arcade with MAME and common-OS (Win/Mac/Linux) games, selectable from an algorithmically sorted curation menu, with game-supplied LCD cabinet walls for individuality and dynamism. The ultimate arcade, well-funded and managed.

Login to Reply or Like

Login to Comment