

The Secret (Art) History of Games

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**meta
gamer**



GET FRIENDLY.
TALK TO SOMEONE.
GO FAR AWAY.

A **CAFE** BUSTLES. THERE'S AN EMPTY TABLE
IN THE CORNER.

ON THE GROUND, A SMALL, TORN **FLAG** OF
FRANCE. YOU THINK.

A **STUDENT POSTER** WITH A FIST AND A
FLOWER LITTERS THE STREET.



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THE  ART
OF HISTORY
GAMES

**INDIE
CADE**
International Festival of Independent Games



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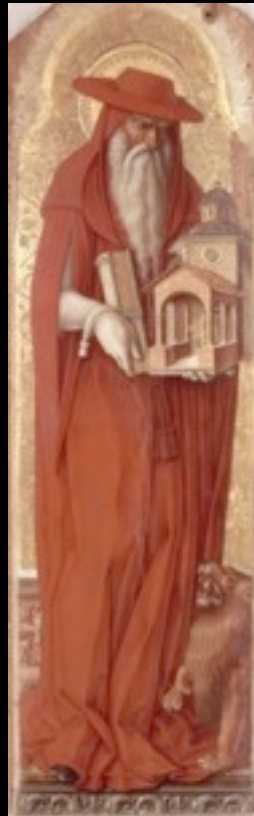


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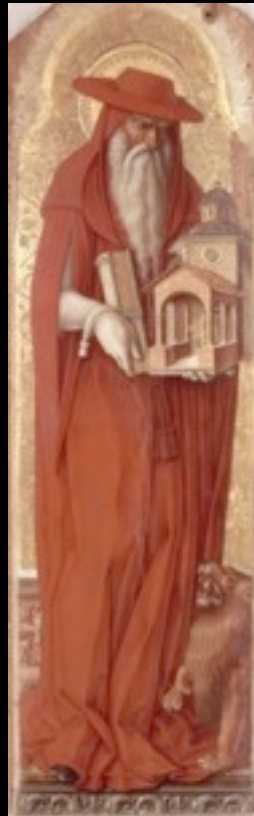


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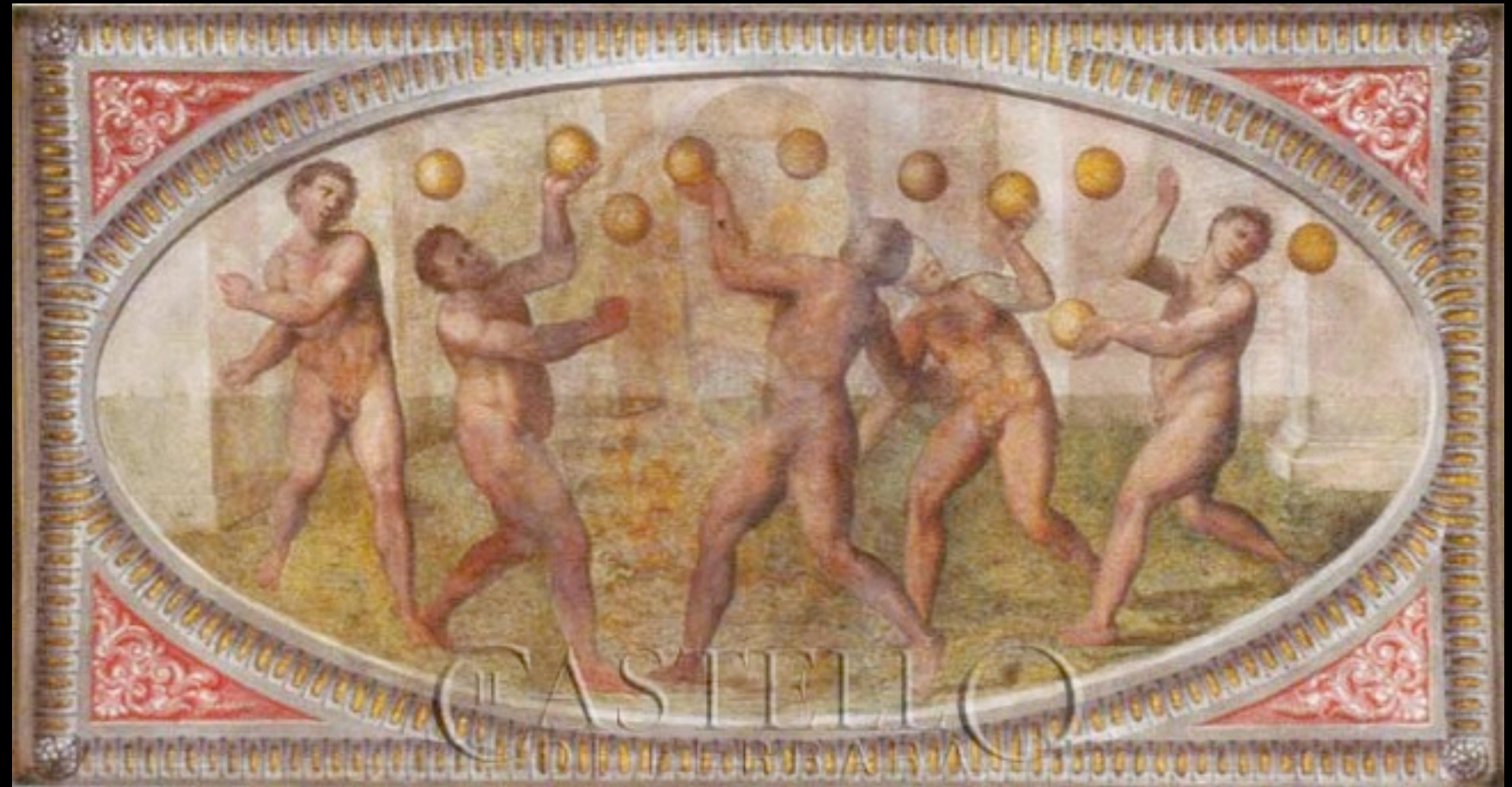
“When cultures change,
so do games”

— MARSHALL MCLUHAN

The Secret (Art) History of Games

*I. The Renaissance
and the birth of
Leisure Culture*





IL GONZAGA SECONDO

O V V E R O

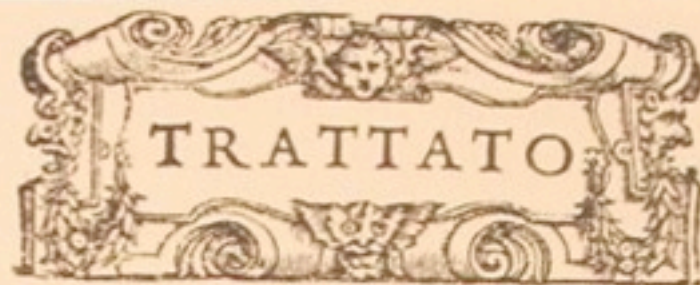
DEL GIUOCO. DIALOGO.

INTERLOCUTORI.

*Signora Margherita Bentivogli, Signor Giulio Cesare
Gonzaga, Signor Annibale Pocaterra.*



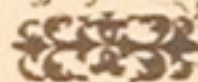
U EL carnevale, che la Serenissima Principessa di Mantova fu condotta a marito dal Principe suo fratello, giovinetto da cui per molto, ch'egli prometta del suo valore, s'aspetta, che più debba osservare; il Conte Annibal Romeo doveva ragionare un giorno del giuoco con esso lei, e colle Serenissime Principesse di Ferrara, quando la novella ne fu portata alla Signora Margherita Bentivogli, che rimirava il Signor Conte suo marito con altri Cavalieri giuocare a primiera, ed intanto cortesemente col Sign. Giulio Cesare Gonzaga suo parente ragionava, ed era con lui il Signor Annibale Pocaterra figliuolo del Signor Alessandro antico servitore della casa d'Este, al quale allora volgendosi la Signora Margherita, disse: O come volontieri vorrei che fossimo presenti a quel ragionamento, per udir quello che Cavaliere così dotto, e particolarmente così intendente del giuoco, com'è il Conte Annibale, ne ragionasse, e quello che da così giudiciose Signore come le Serenissime Principesse sono, ne fosse giudicato; e vi pregherei, che sin là n'andaste, e le cose udite ne raccontaste, se non fosse, che da servigi di questo Signore non voglio allontanarvi. *Gonzaga.* Assai mi terrò io, Signora, sempre servito, ed accompagnato dal Signor Annibale, quando egli si adopri in vostro servizio; onde non solo non desidero, che la mia presenza ritenga lui dal servirvi, ma piuttosto vorrei, che la sua ne' vostri servigi mi framettersse. Se dunque a voi piace, colà potrà andarsene, e udir quel che del giuoco si ragionerà, che per quel che io conosco della



DEL GIVOCO DELLA PALLA DI MESSER

ANTONIO SCAINO DA
SALO', DIVISO IN
TRE PARTI.

CON DVE TAVOLE, L'VNA DE'
Capitoli, l'altra delle cose piu notabili,
che in esso si contengono.



CON PRIVILEGIO.



IN VINEGIA APPRESSO GABR. EL
GIOLITO DE' FERRARI, FF
FRATELLI. M D LV.

Pietro Aretino

Le carte parlanti



Sellerio editore Palermo

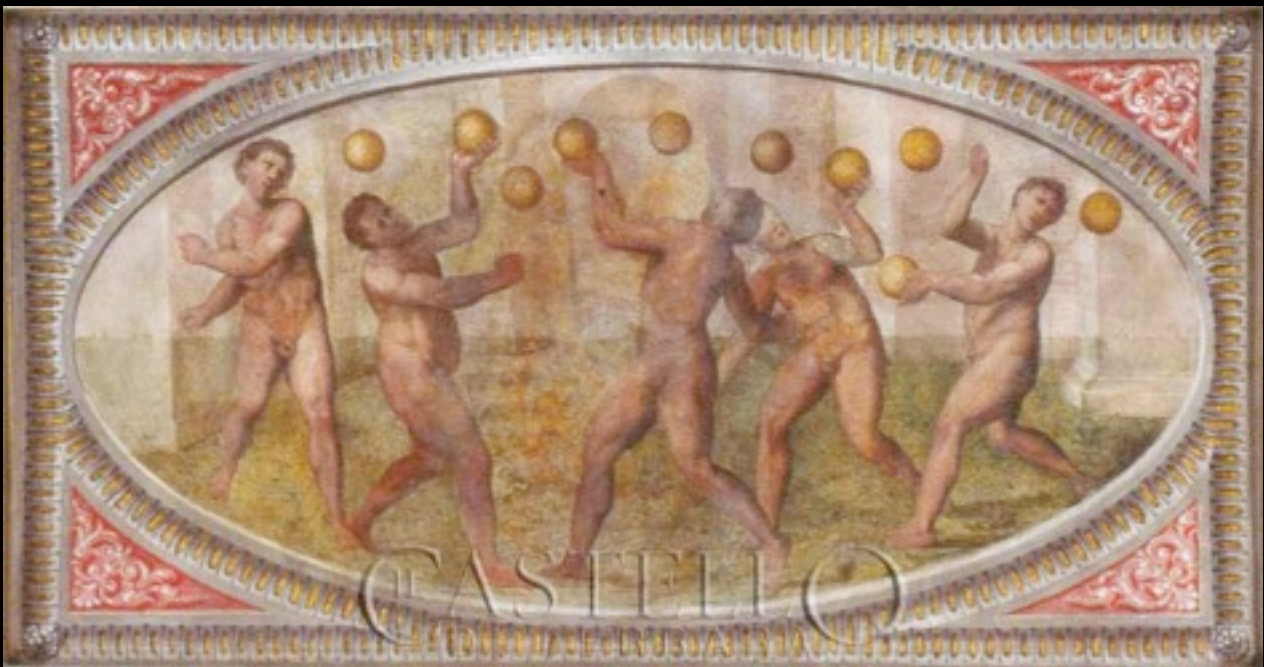
IL GONZAGA SECONDO O V V E R O DEL GIUOCO. DIALOGO. INTERLOCUTORI.

Signora Margherita Bentivogli, Signor Giulio Cesare Gonzaga, Signor Annibale Pocaterra.



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TRATTATO
DEL GIOCO DELLA
PALLA DI MESSER
ANTONIO SCAINO DA
SALO, DIVISO IN
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CON DUE TAVOLE, L'UNA DE'
*Capitoli, l'altra delle cose piu notabili,
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CON PRIVILEGIO.



IN VINEZIA APPRESSO GABRIEL
GIOLITO DE' FERRARI, FF
FRATELLI. M D LV.



*II. 17th Century
Tokugawa Japan &
the Play of War.*





“I am serving the Shogun with the art of Go, and when we Go masters enter a contest, it is in the same spirit as warriors go upon the field of battle, staking our life, if necessary, to decide the contest.”

— HONINBO SANYESTU, 3RD GO MINISTER



III. 18th Century & games as pastime.





“... women there assume a bearing even freer than elsewhere, and the game of the swing permits many entertaining licenses for the spectator, which nevertheless can be attributed to accidental causes”





*IV. The 19th century and
the arts and sciences of
amusement & curiosity.*

“Prejudice apart, the game of push-pin is of equal value with the arts and sciences of music and poetry. If the game of push-pin furnishes more pleasure, it is more valuable than either.”

—JEREMY BENTHAM

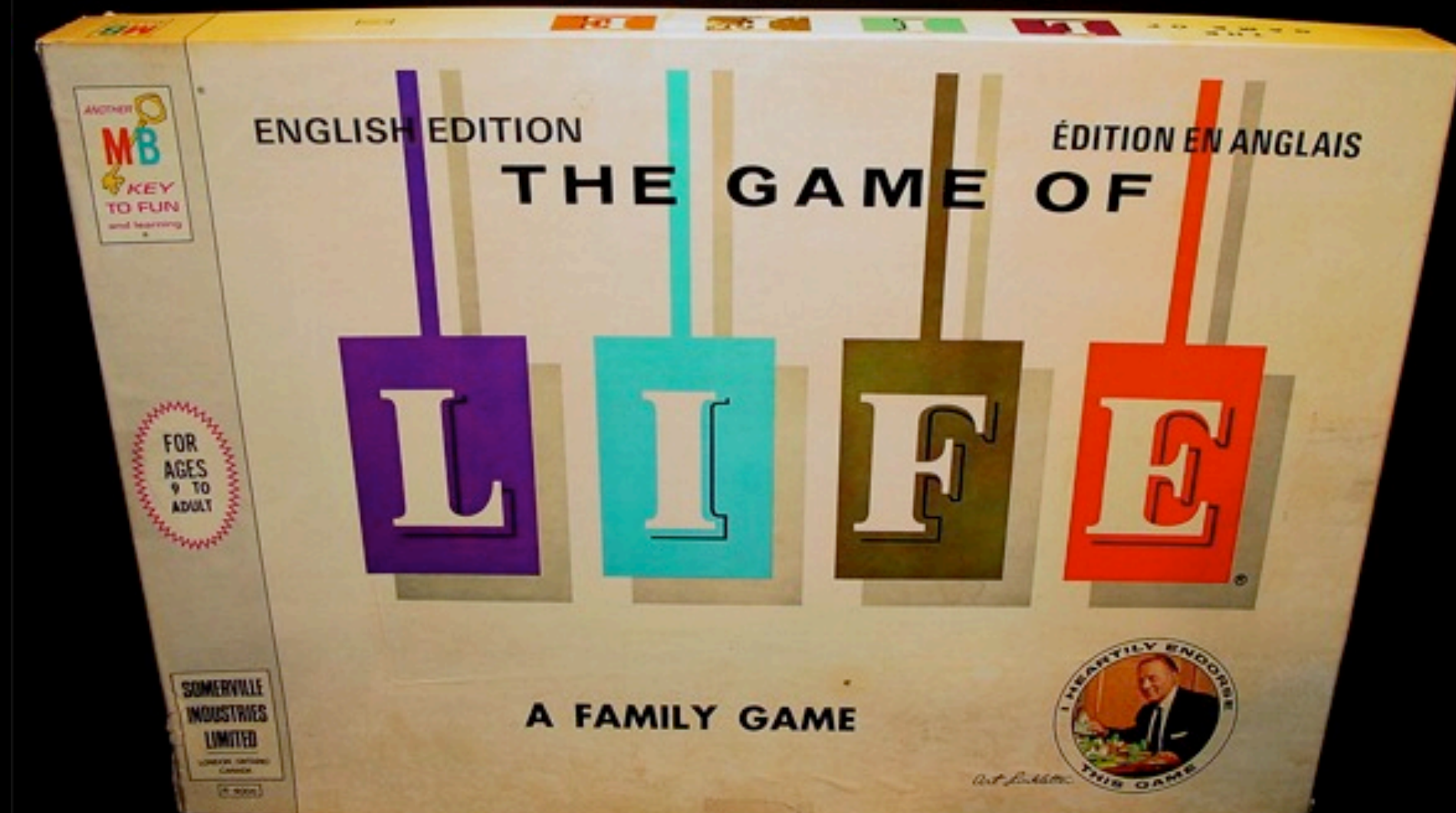
“If poetry and music deserve to be preferred before a game of push-pin, it must be because they are calculated to gratify those individuals who are most difficult to please.”

—JEREMY BENTHAM

*V. The 20th century,
the Industrial revolution
and the unease of
leisure time.*

“That is why our time, being the
most intensely technical, is also the
emptiest in human history.”

—JOSE ORTEGA-Y-GASSET







PLAYLAND

SHOOTING GALLERY

RECORD
VOICE

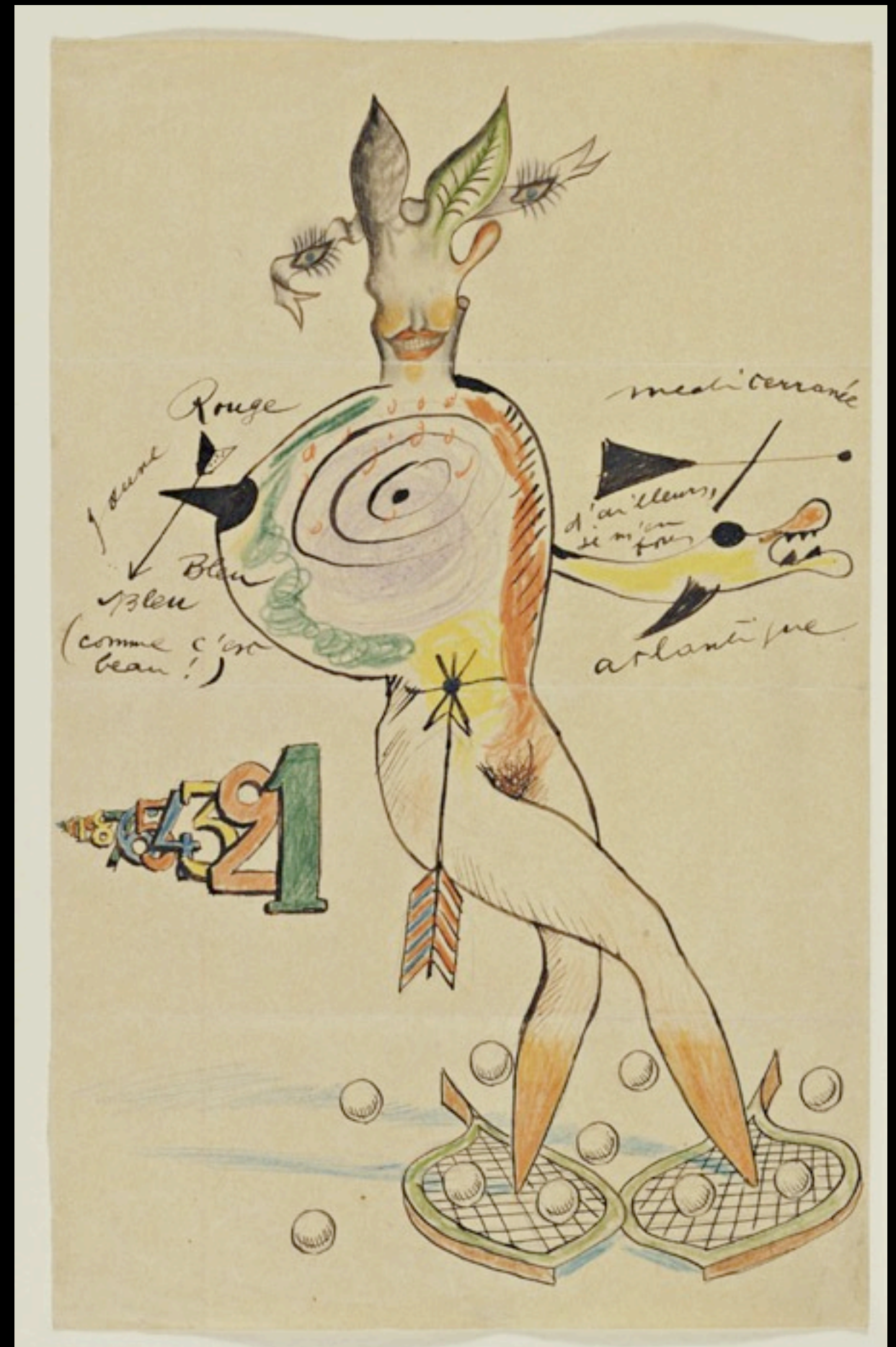
REAL
BULLETS

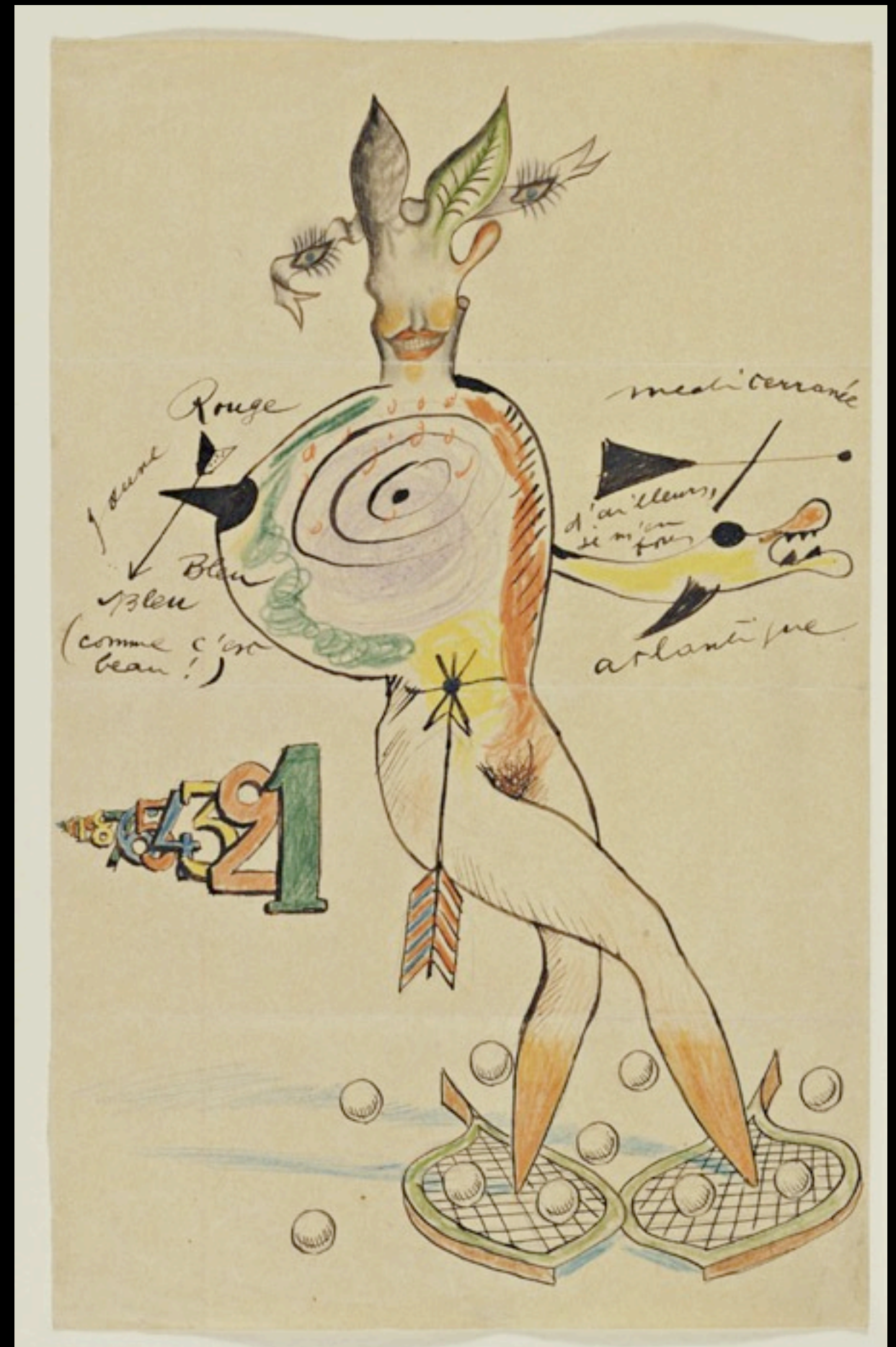
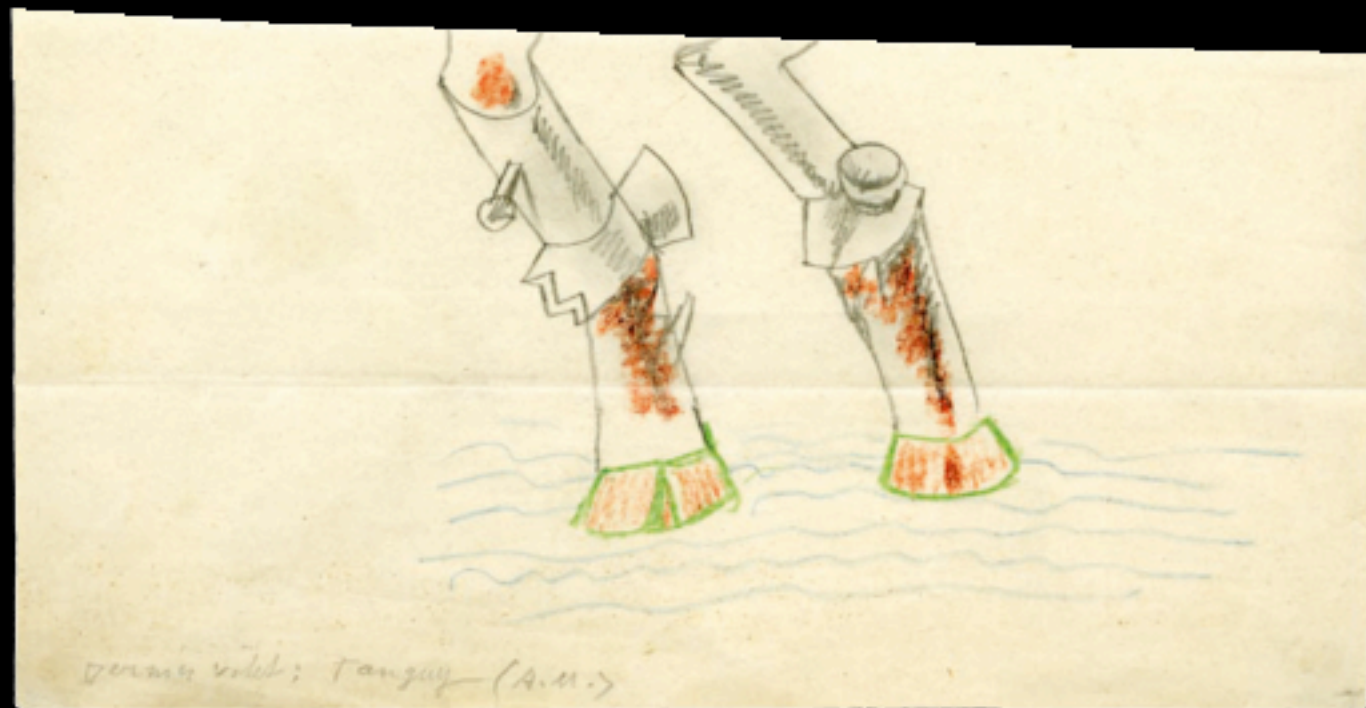
GIANT MALTEDS

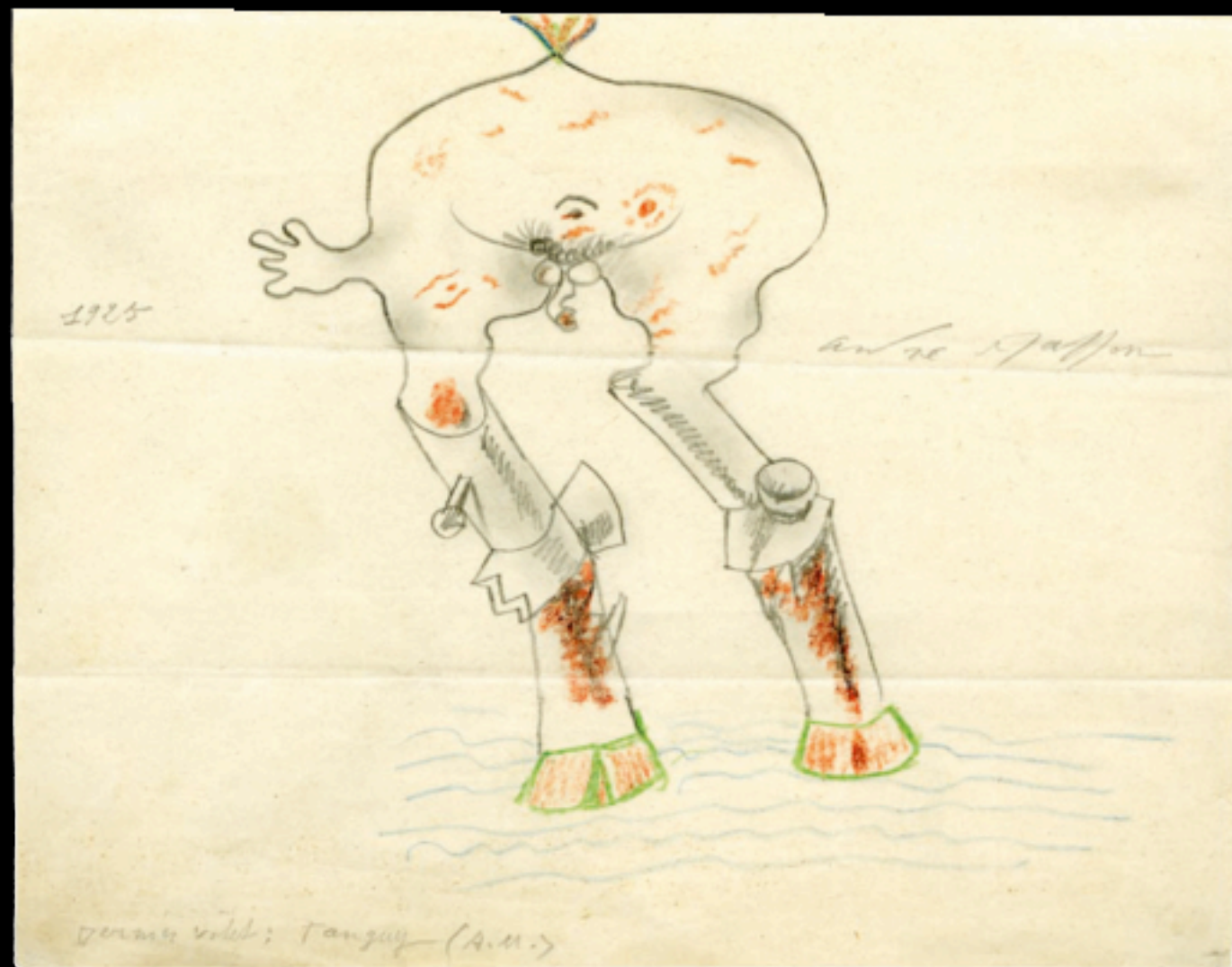
ROMANCE? DRAMA? WAR?
SWEET LOVE

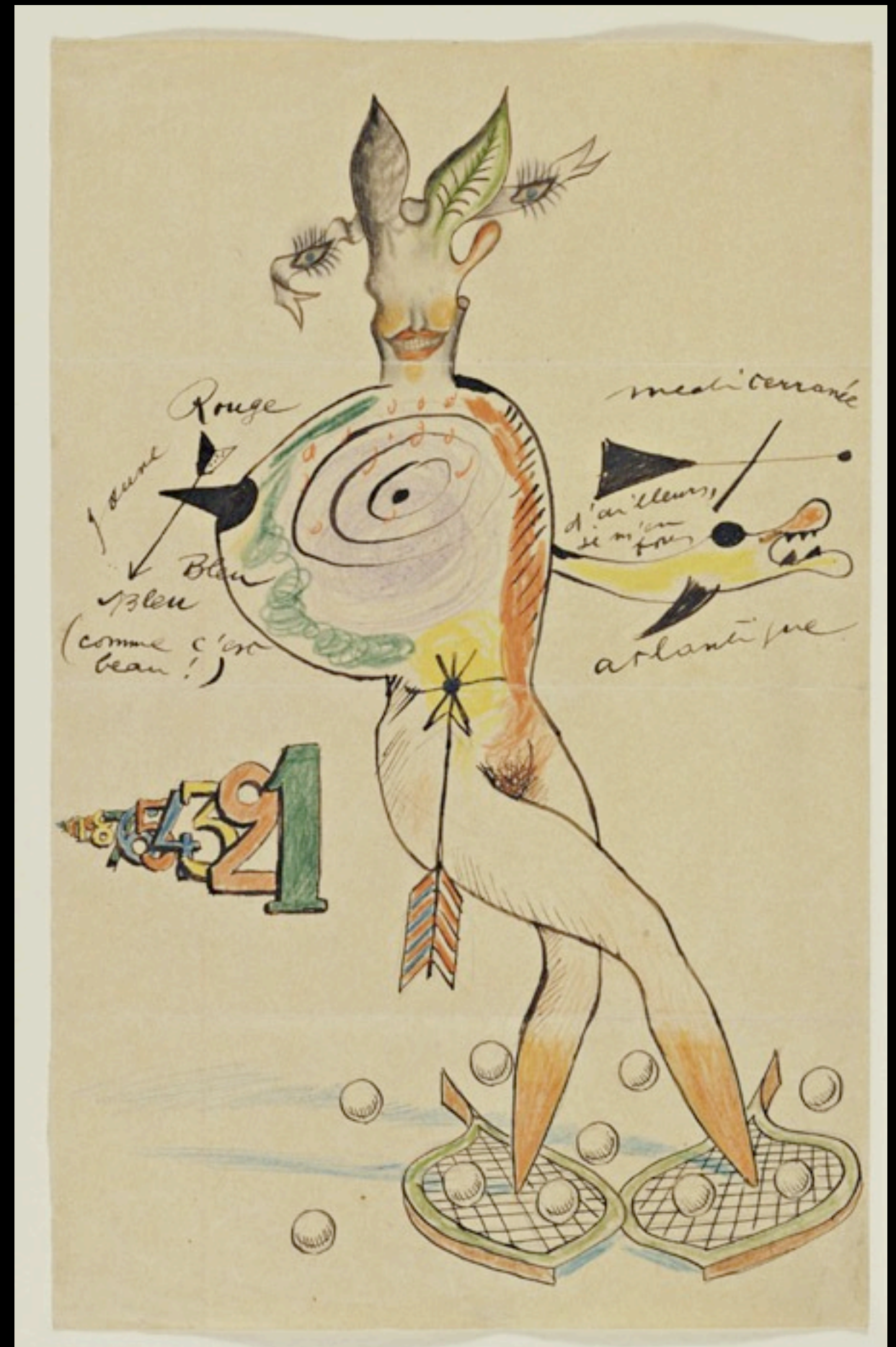
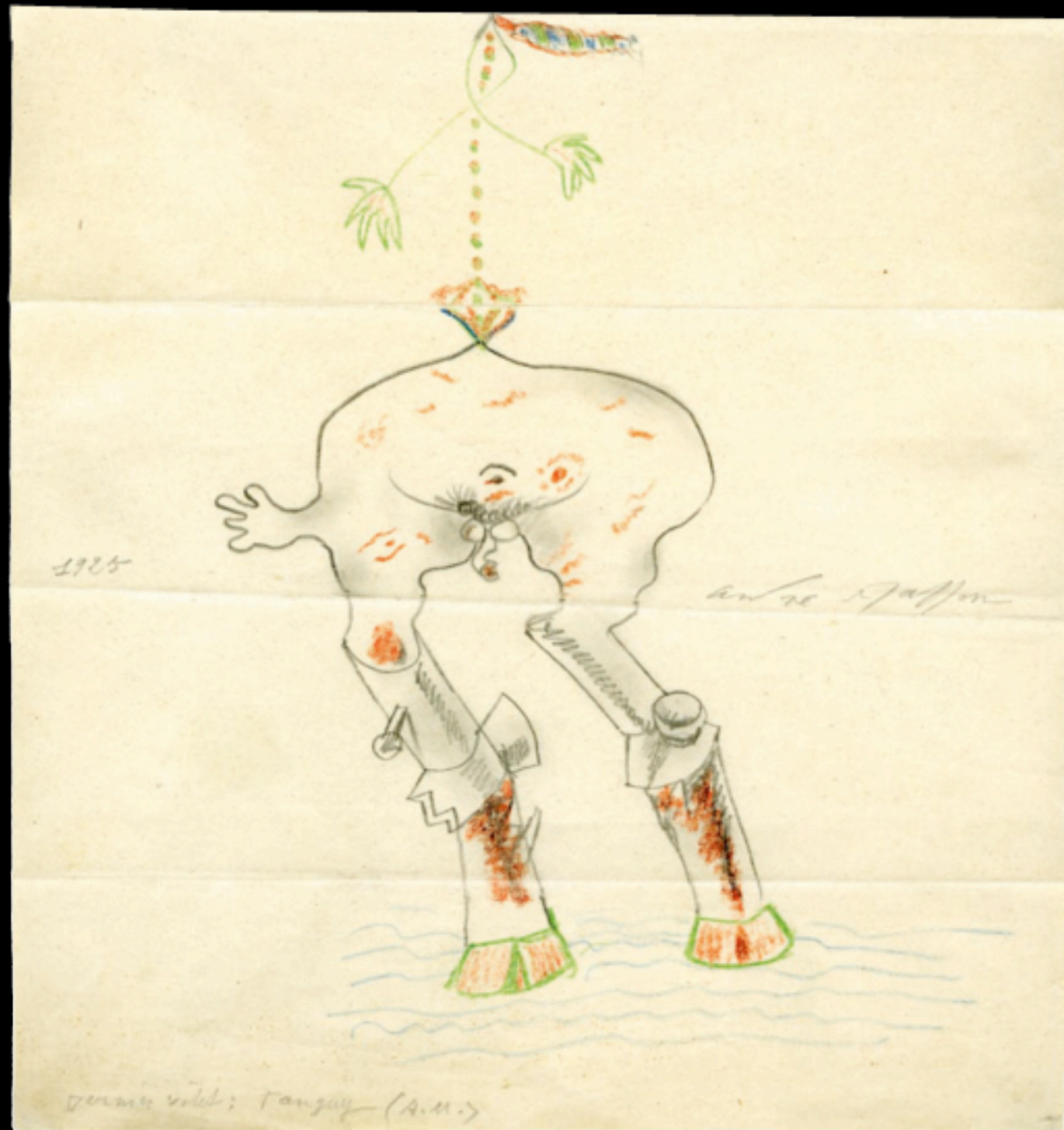
“Himself vs. the machine. Willie vs. Destiny. His skill and daring vs. the cunning and trickery of the novelty industry of America, and the whole challenging world. He is the last of the American pioneers, with nothing more to fight but the machine. He is the last challenger, the young man with nothing to do in the world.”

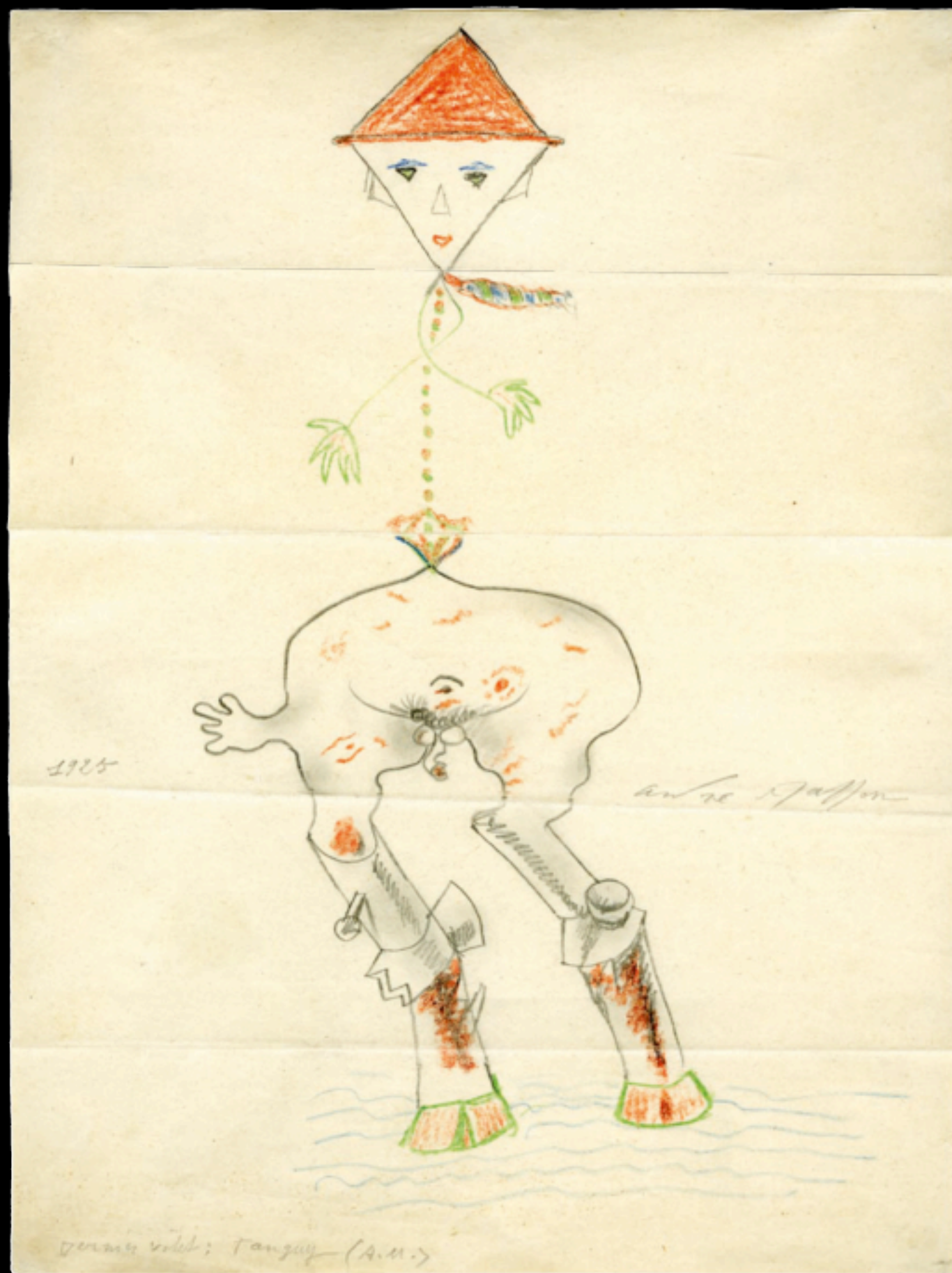
VI. The 20th century and the Gaming of Art.













“... and with chess one creates beautiful problems and that beauty is made with head and hands.”

— MARCEL DUCHAMP

*VII. The mid 20th
century & the Promise
of Computers.*

“It was not an artistic urge that gave rise to the discovery and gradual perfection of a new technique; it was a technical invention that gave rise to the discovery and gradual perfection of a new art.”

— IRWIN PANOFSKY

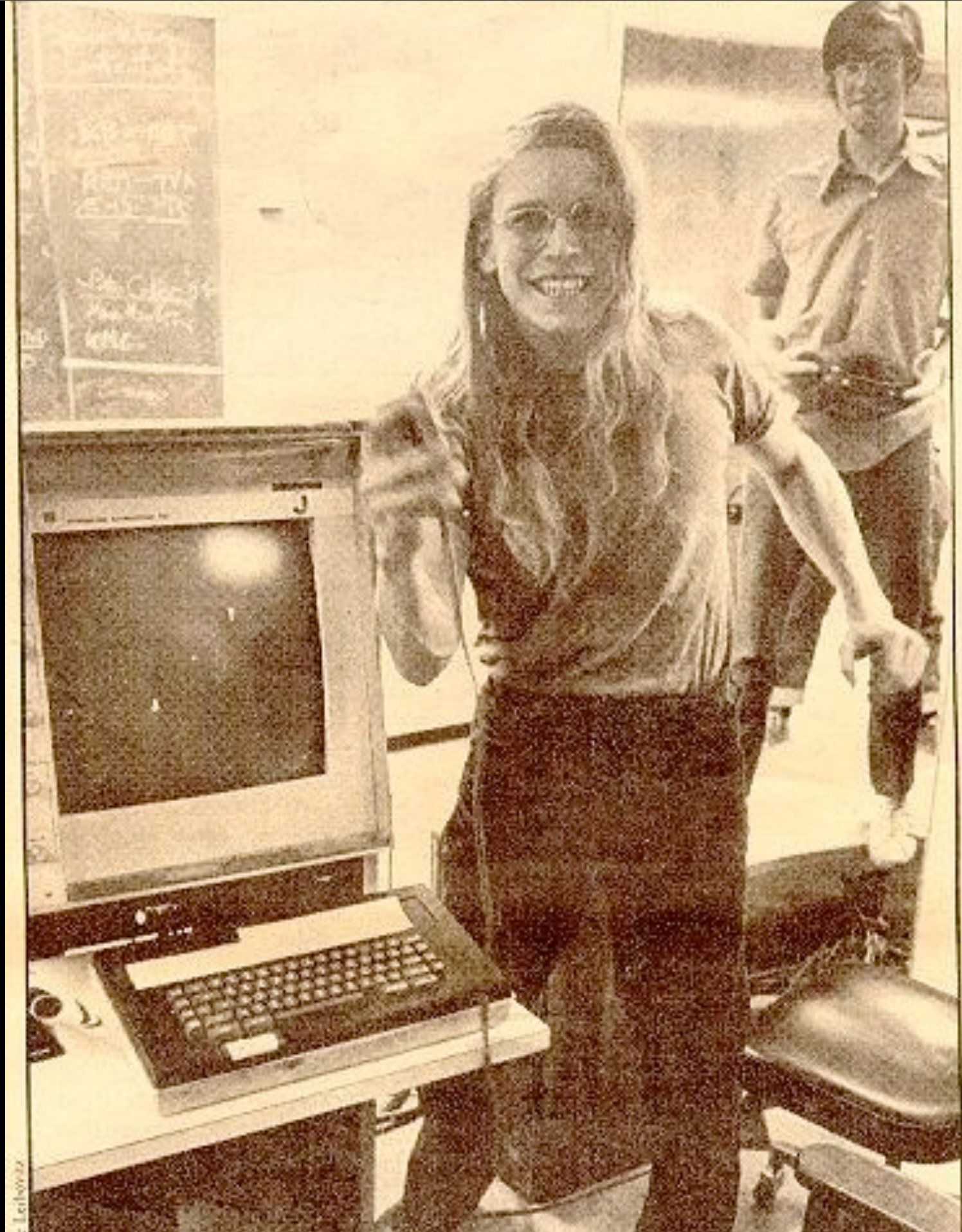
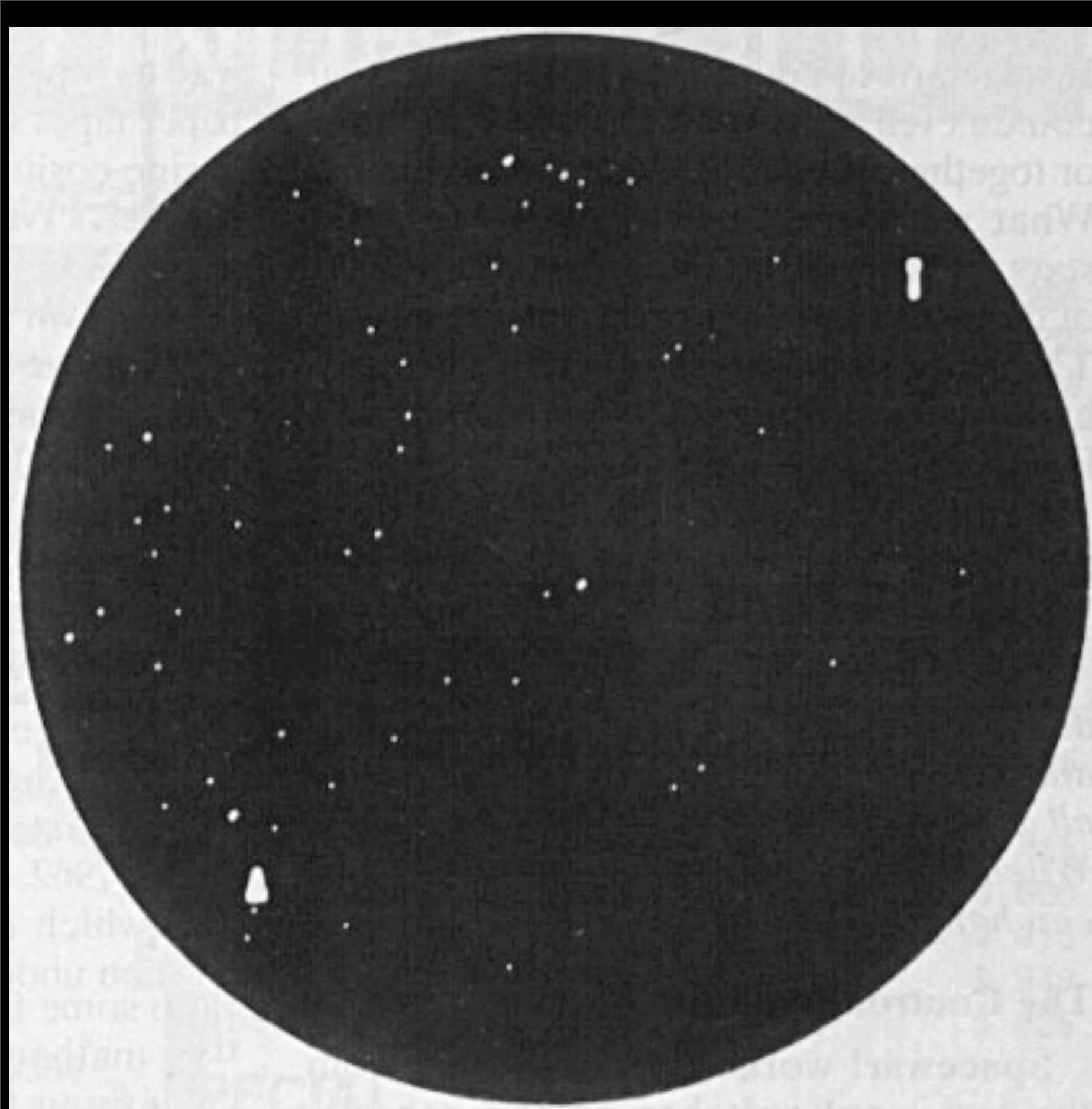


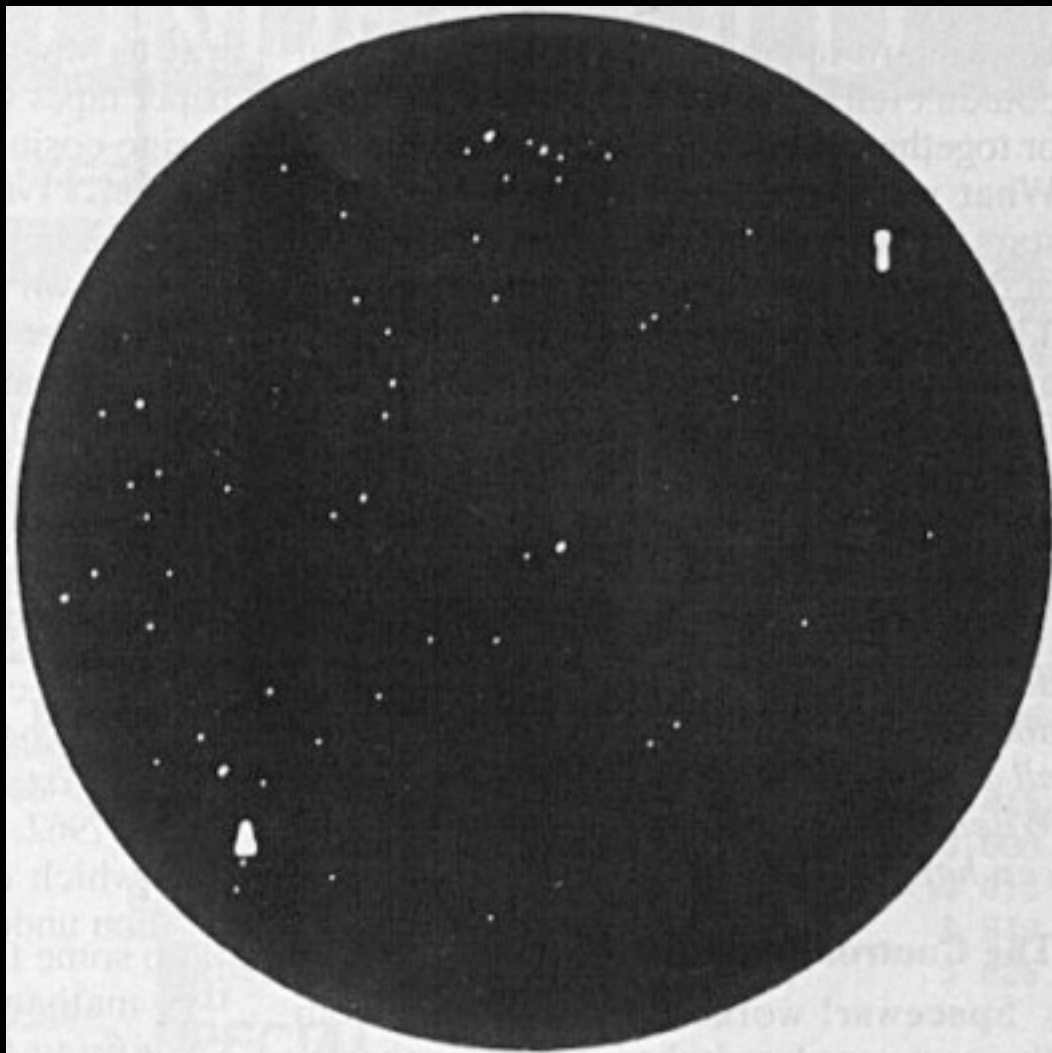
“It should show off as many of the
computer’s resources as possible, and
tax those resources to the limit.

Within a consistent framework, it should
be interesting, which means that every run
should be different.

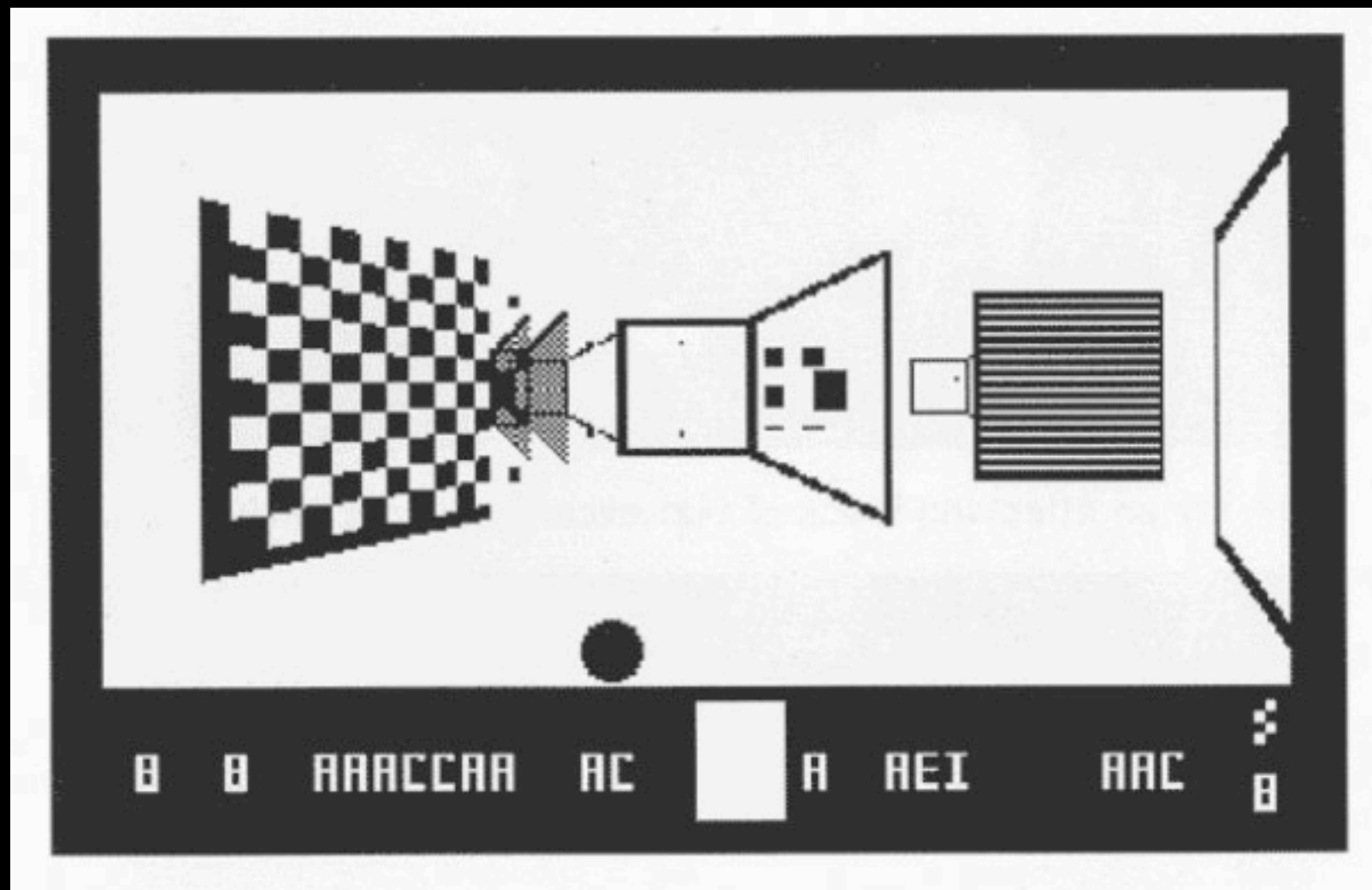
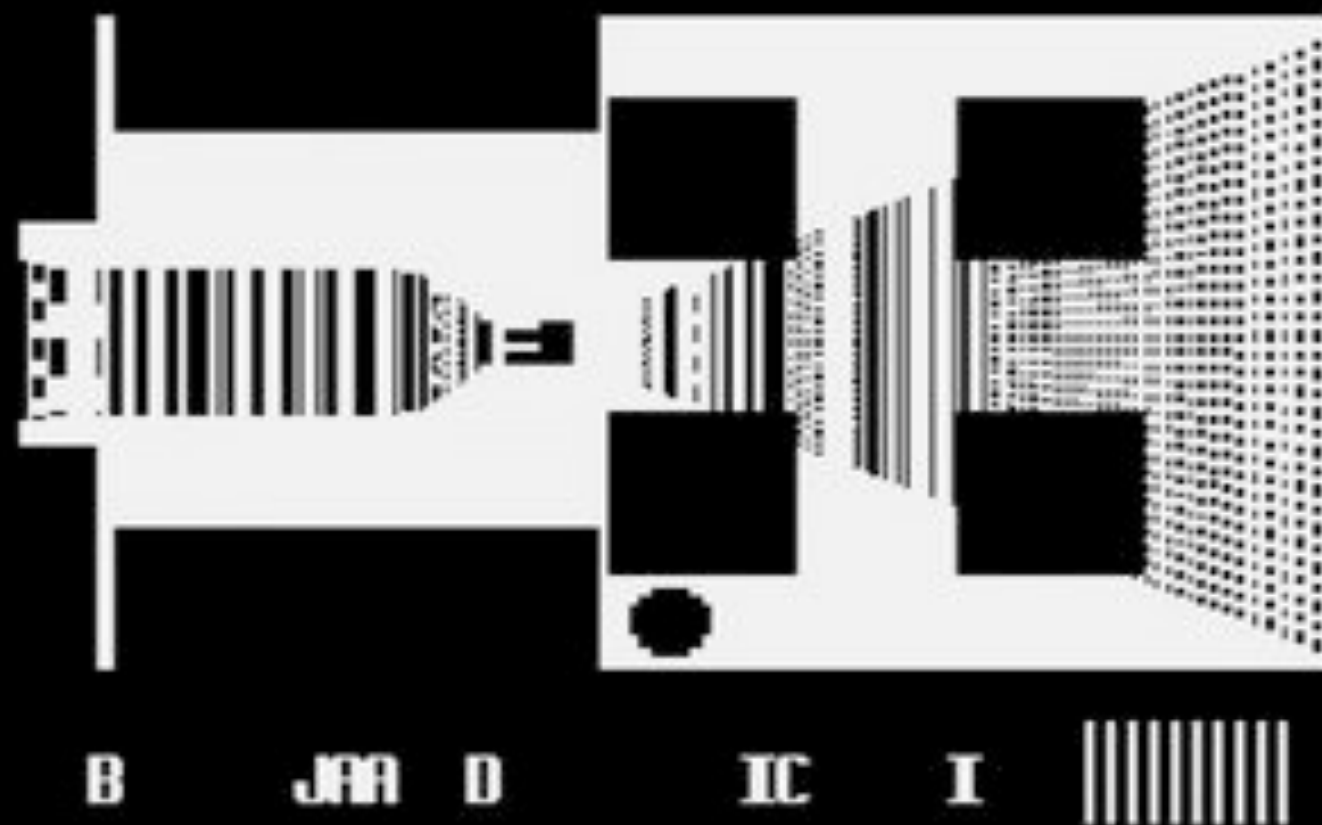
It should make the viewer a participant.”

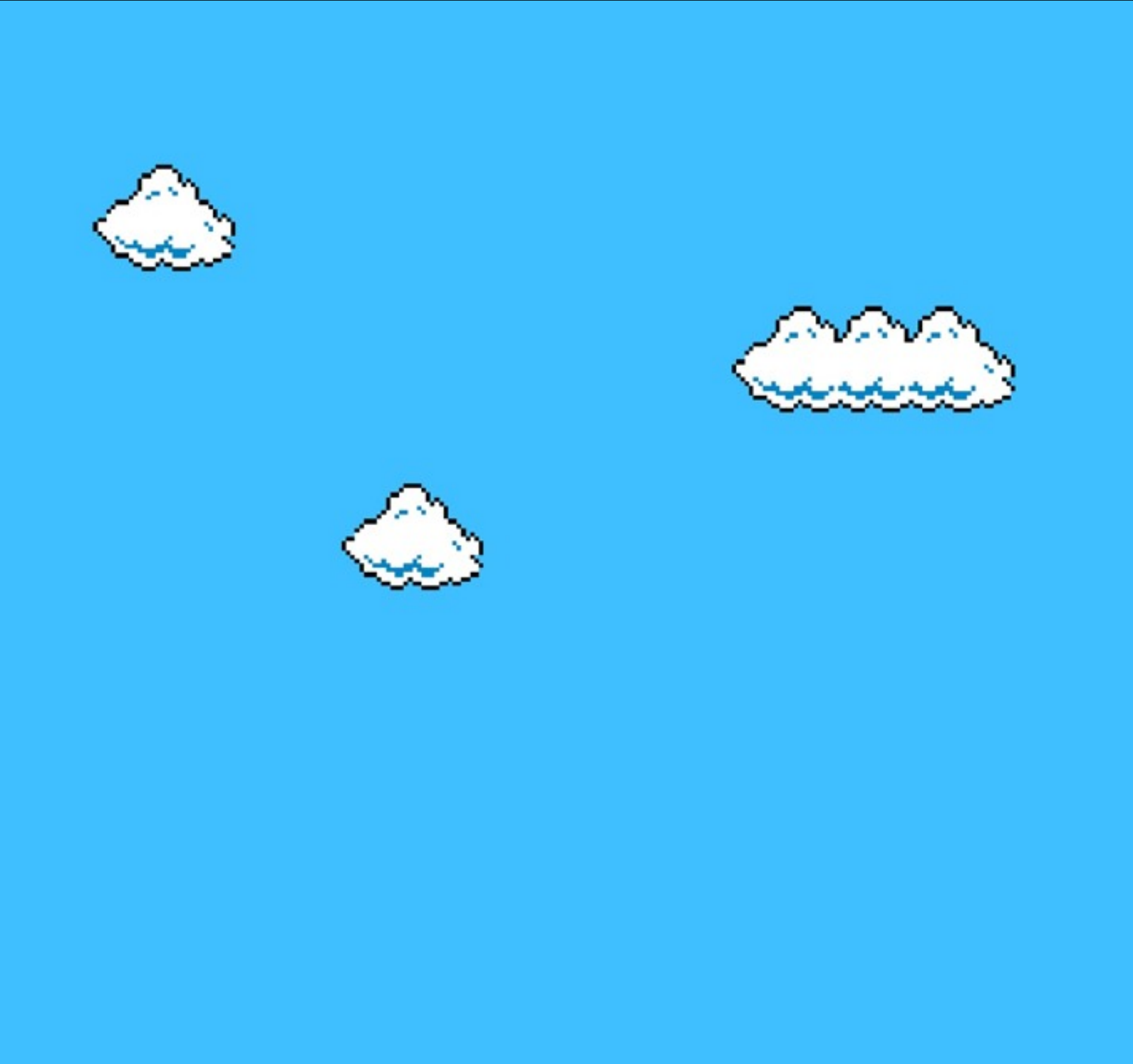
— THE HINGHAM INSTITUTE STUDY GROUP ON
SPACE WARFARE’S THEORY OF COMPUTER TOYS

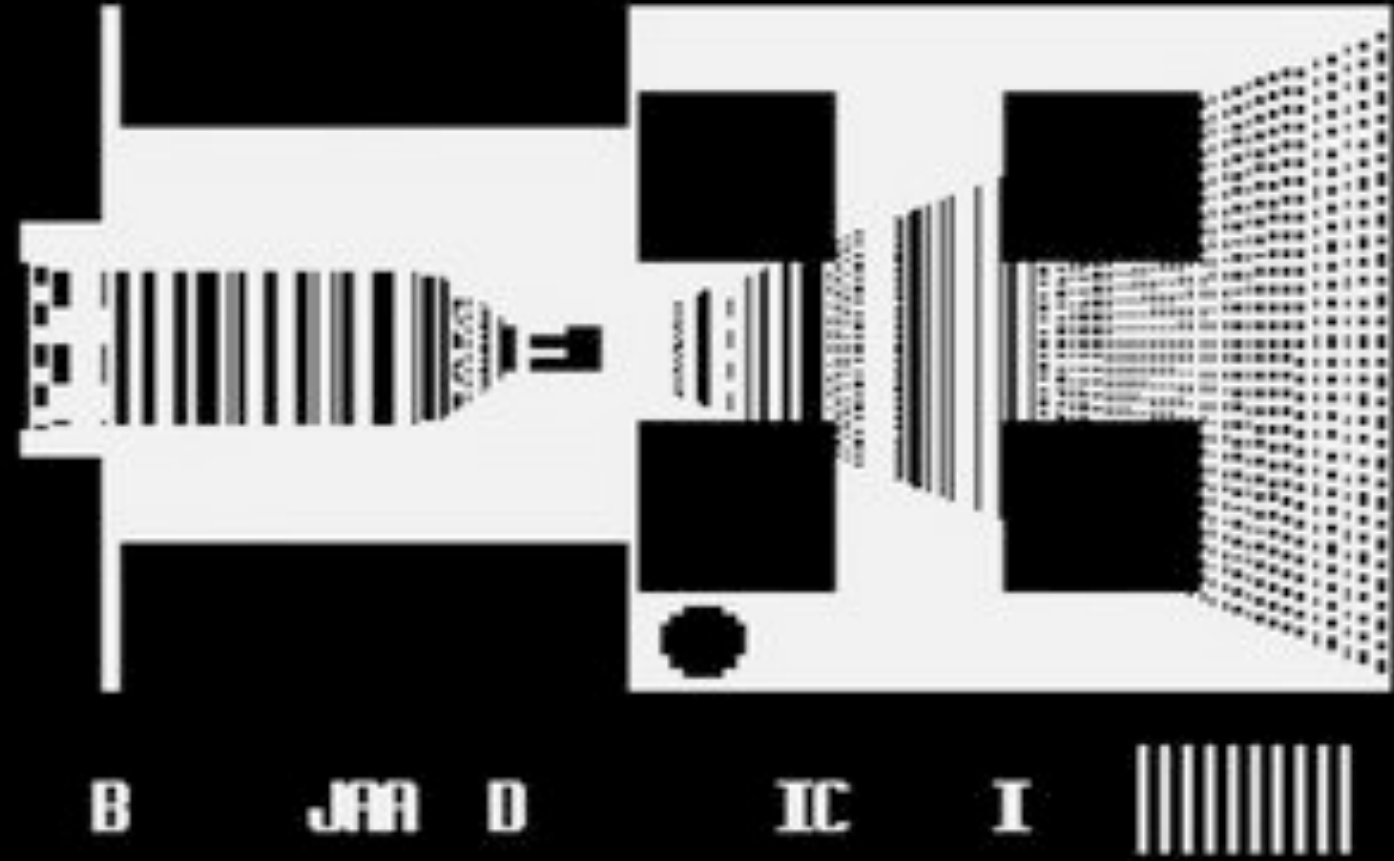
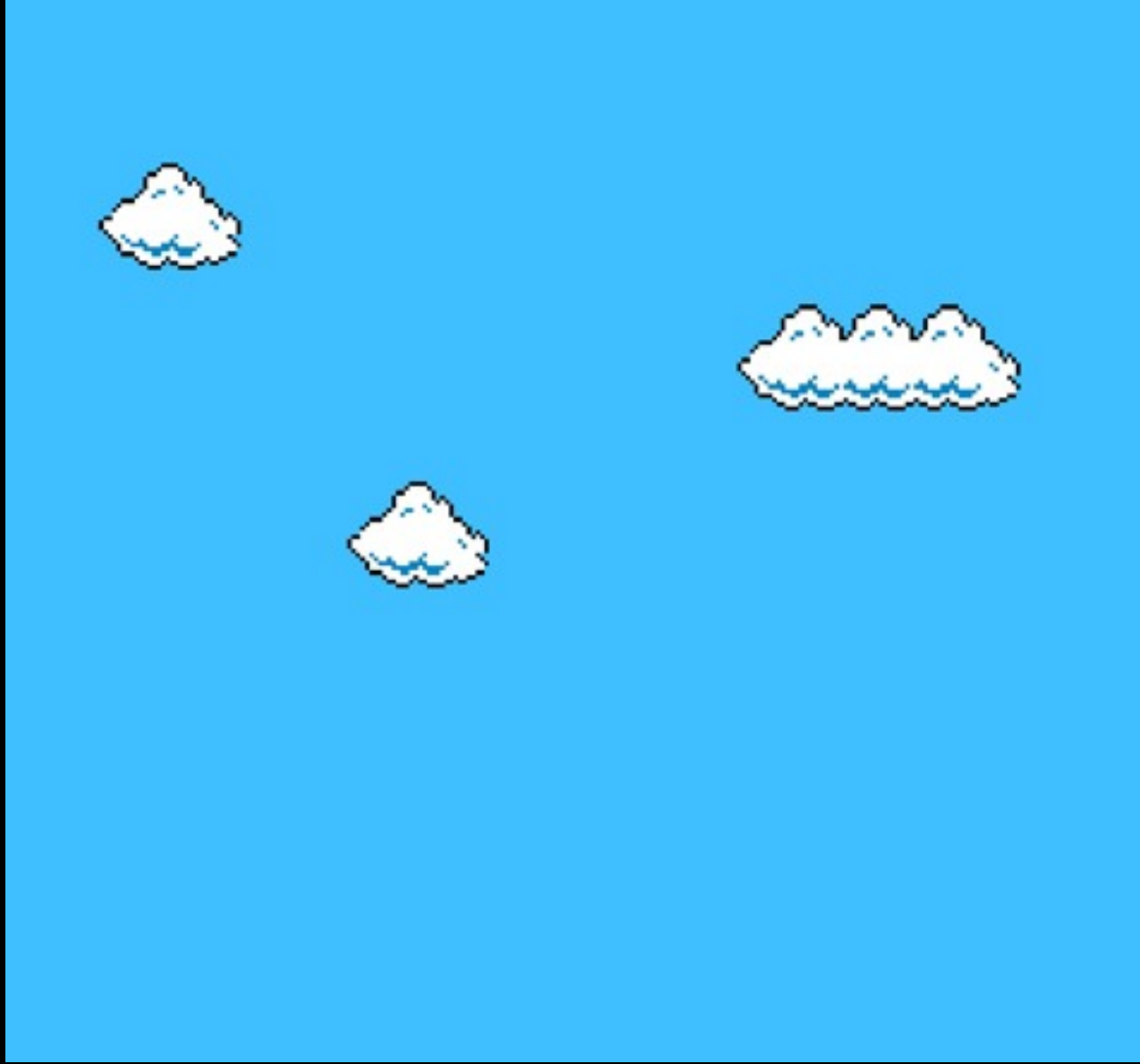




VIII. Contemporary Art & the Disruptive Gesture







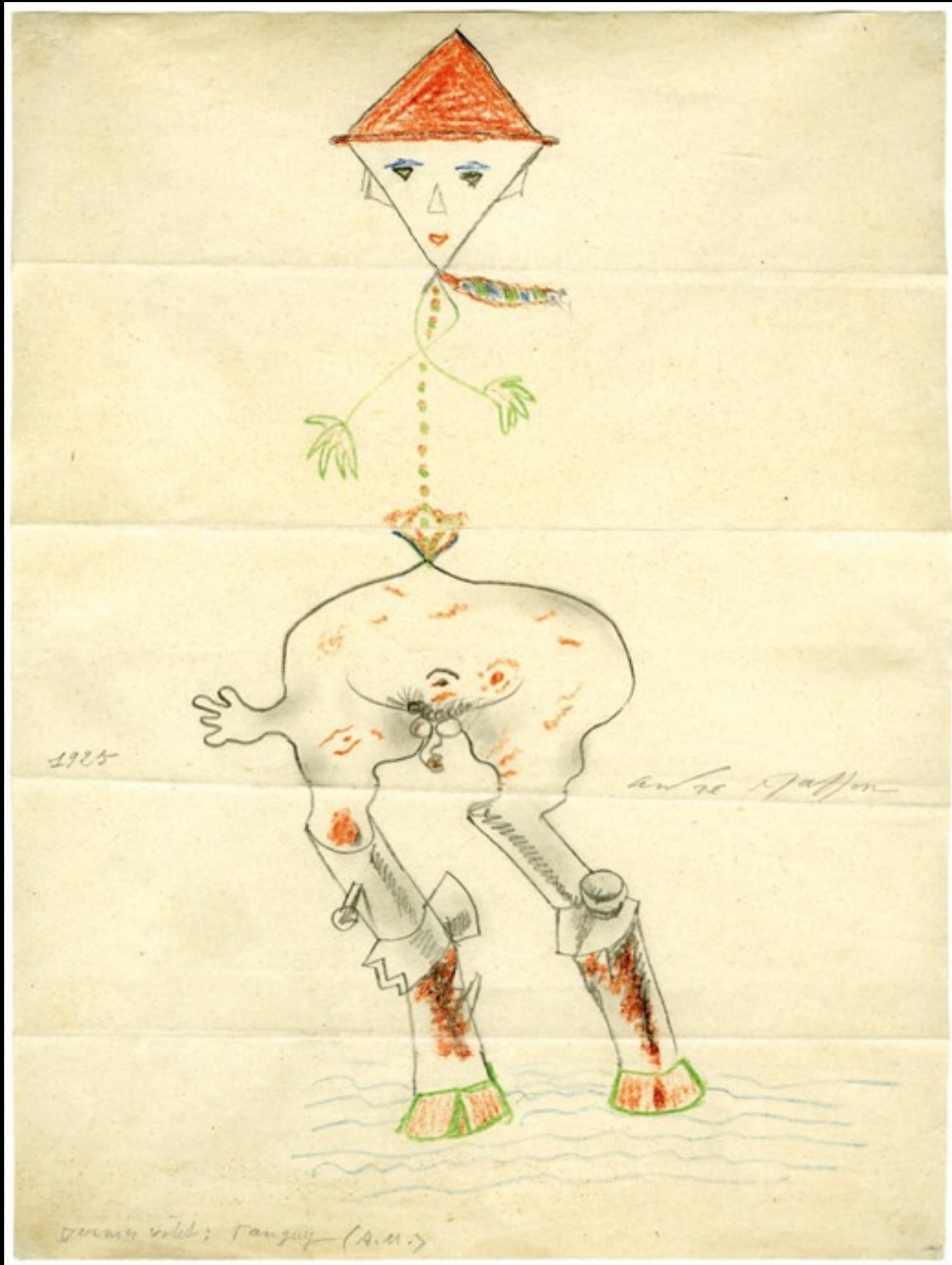
IX. The Secret History of Games

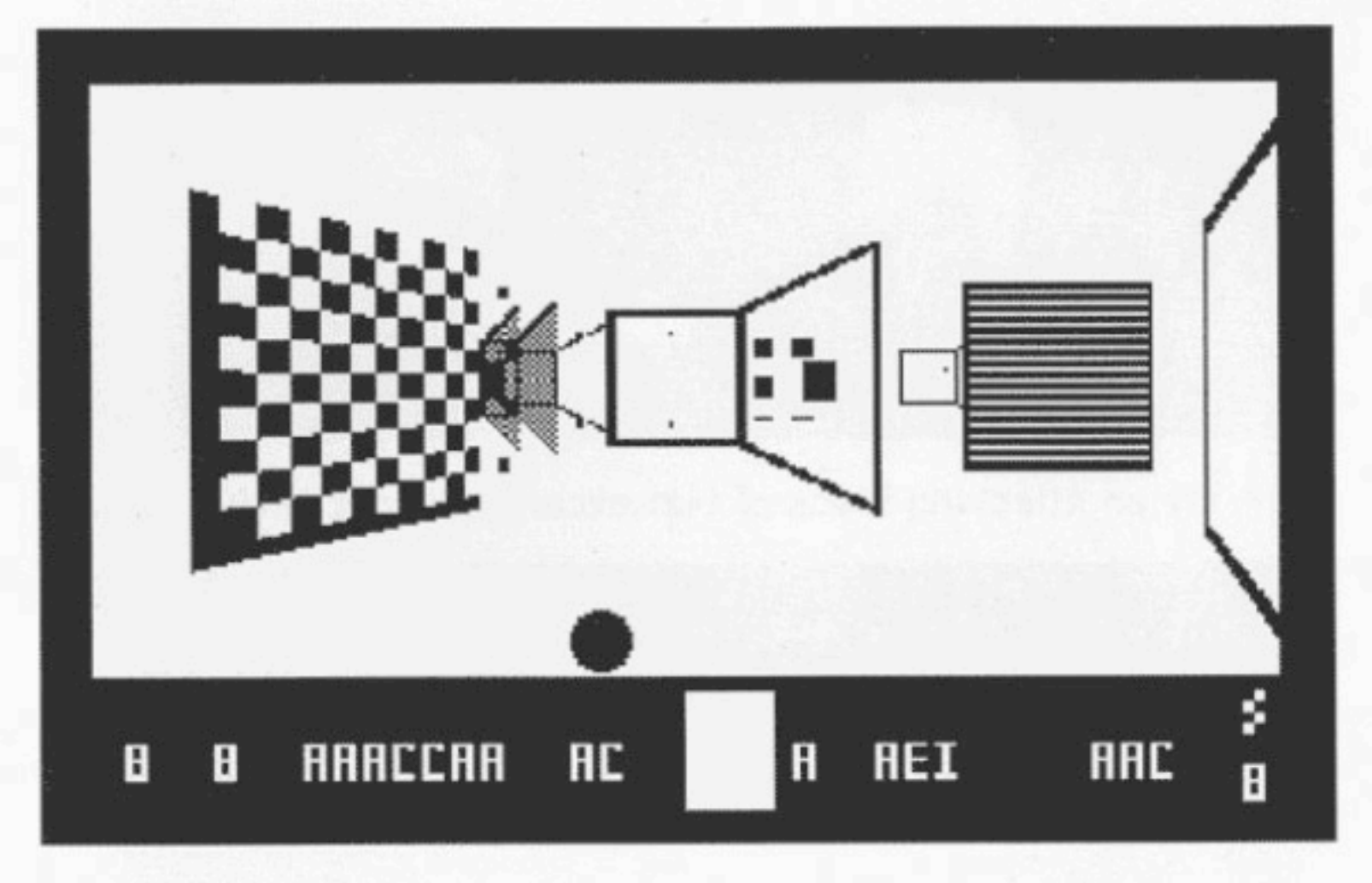
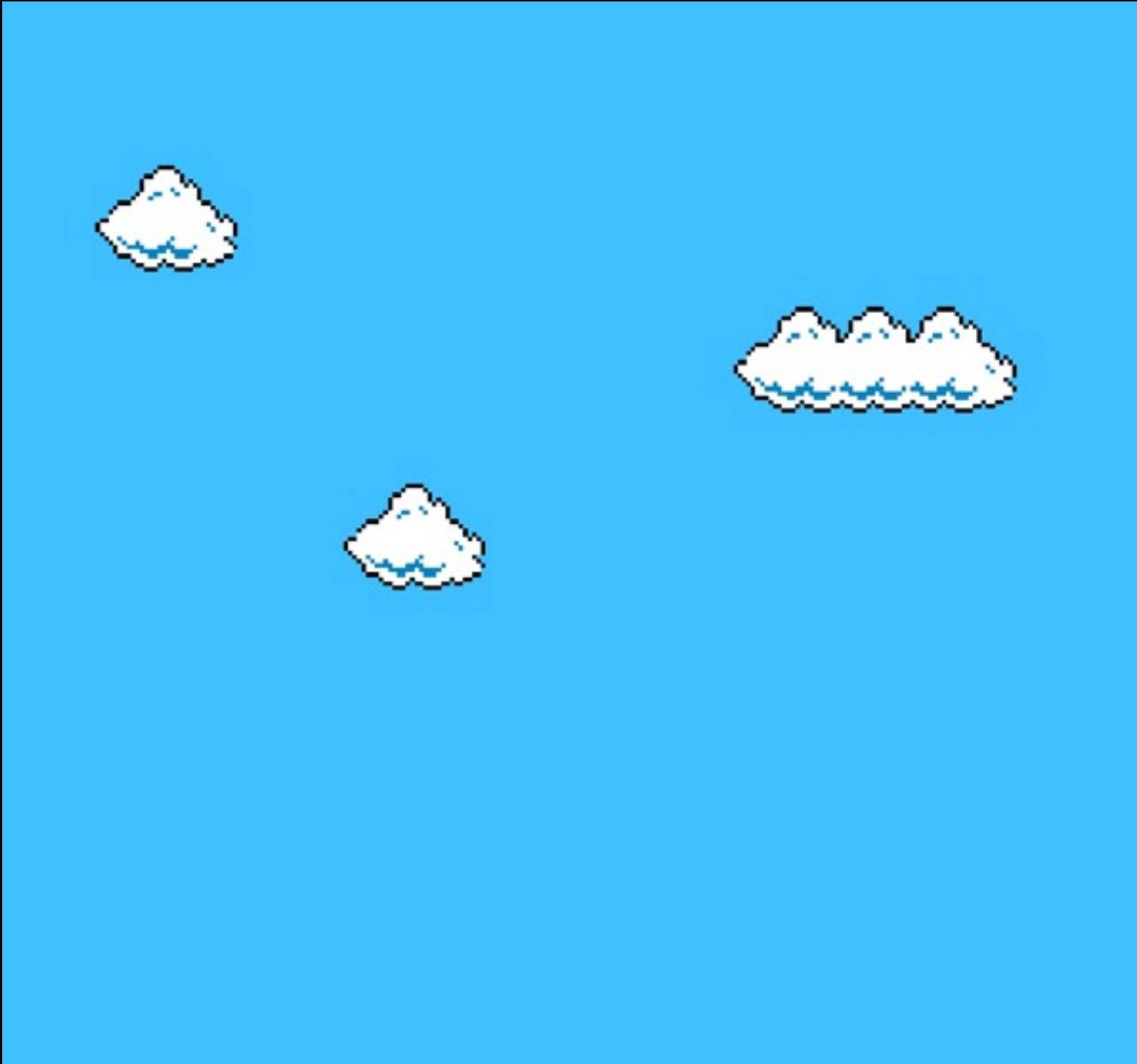


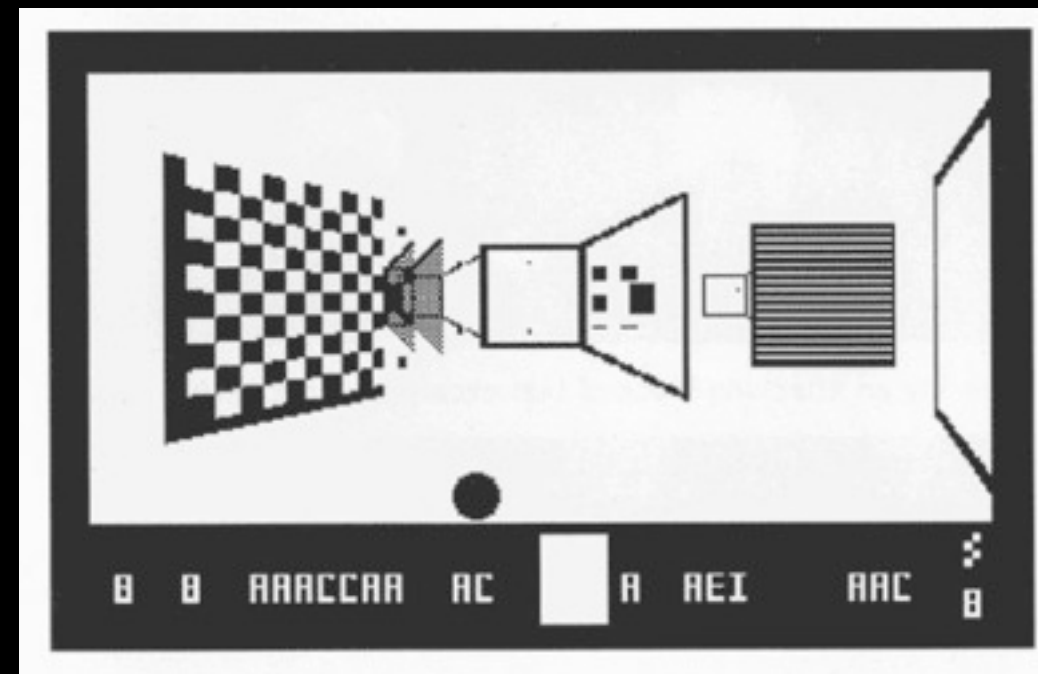
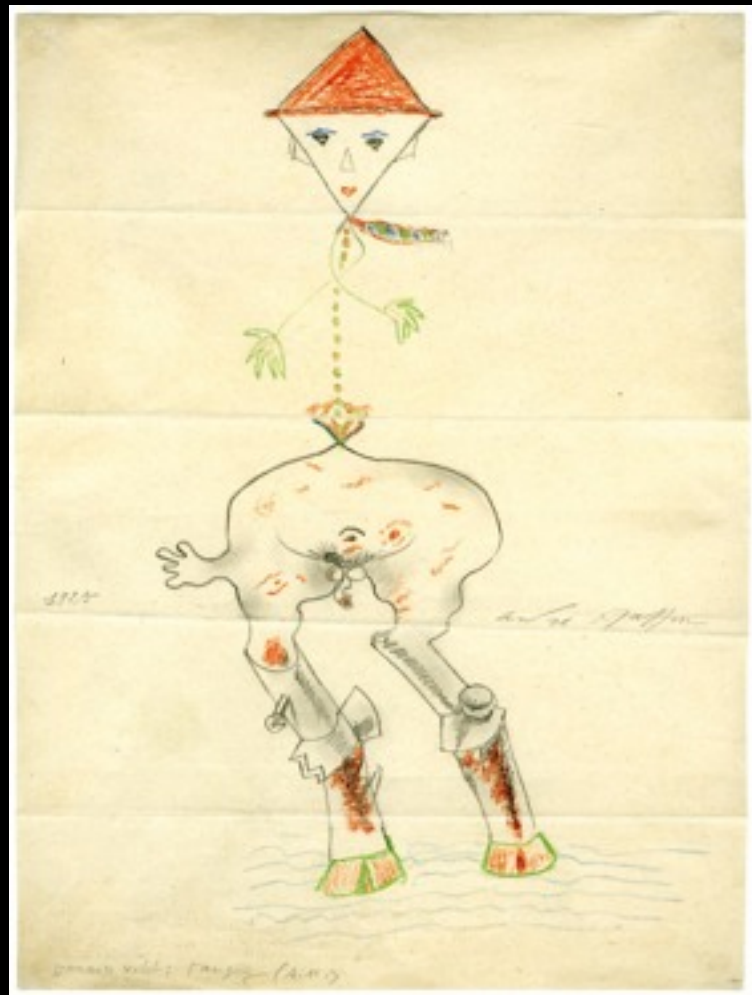


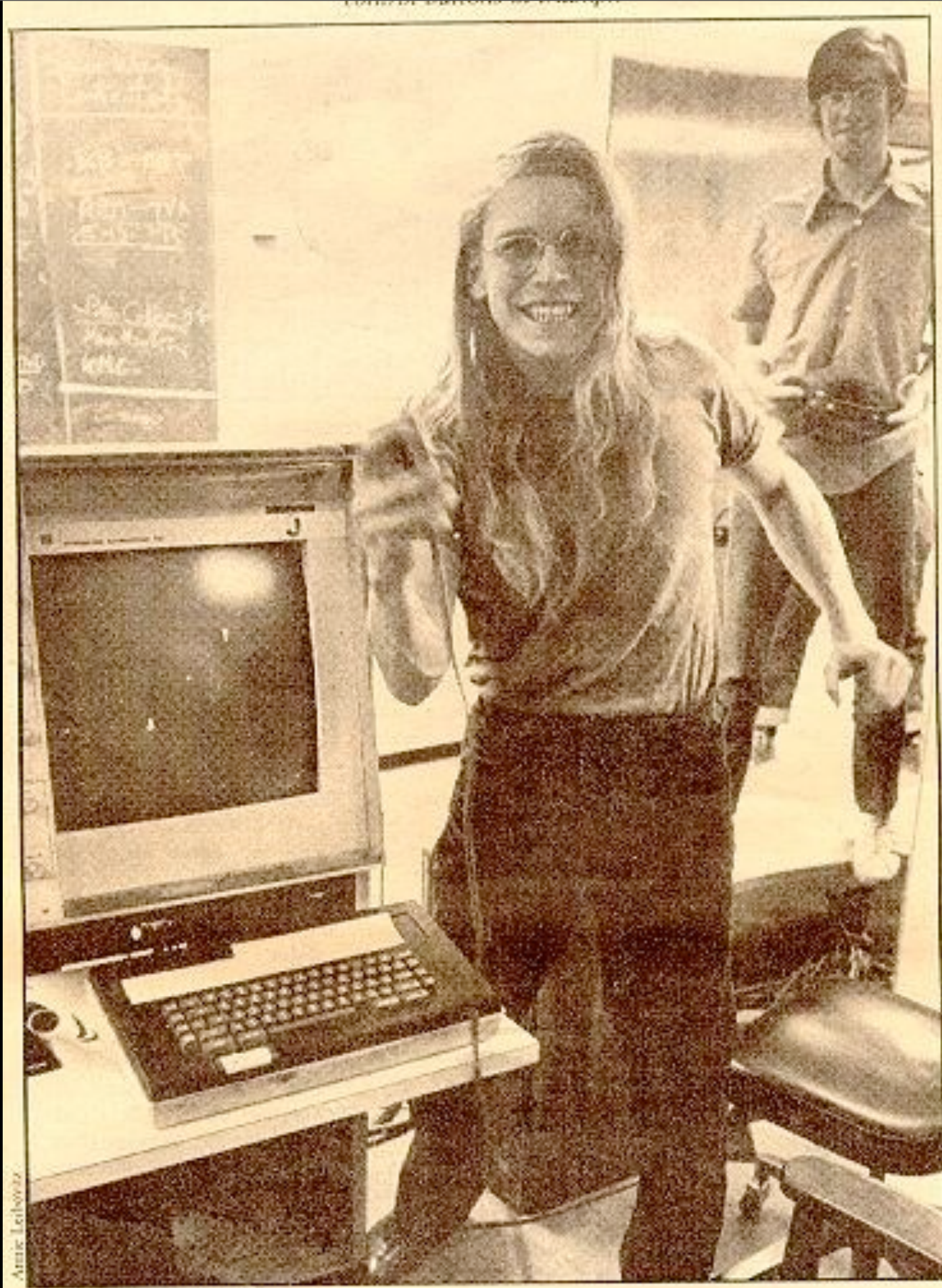












Annie Leibovitz



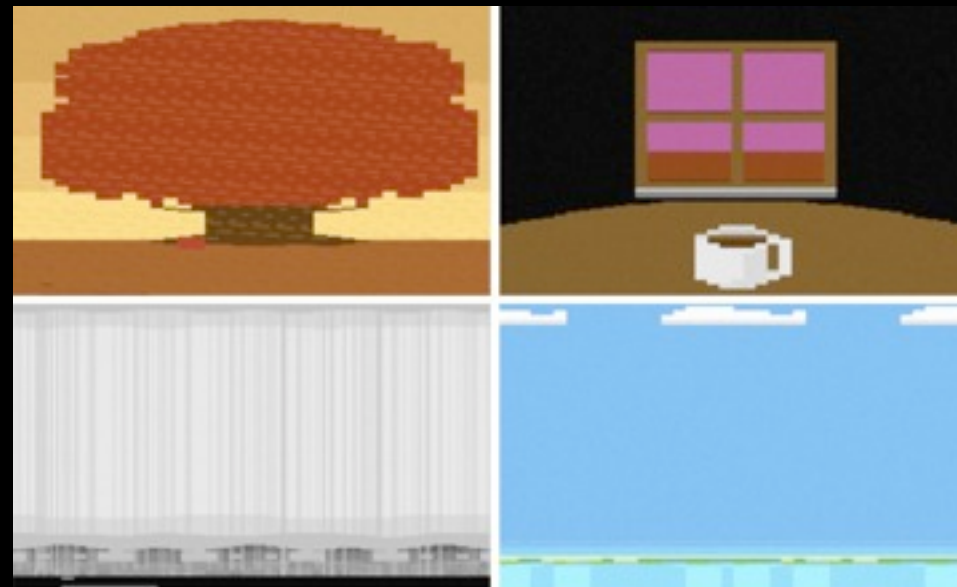
“When cultures change,
so do games”

— MARSHALL MCLUHAN

*X. Now what?**

** or: WTF happened?*









“There is absolutely no inevitability
as long as there is a willingness to
contemplate what is happening.”

— MARSHALL MCLUHAN, *The Medium is the Massage**

* Not a typo.

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