Open World: Video Games and Contemporary Art is an exhibition that explores how contemporary artists have been influenced by the culture of video games pervasive in popular culture since the 1970s. The exhibition, which was set to open in March 2020 but has been postponed due to Coronavirus, will feature painting, sculpture, textiles, prints, drawings, animation, video games, video game modifications, and game-based performances and interventions.

The artworks in Open World reference a broad cross-section of games, from early text adventure and arcade games to modern multi-player online roleplaying games and first-person shooters. Participating artists are influenced by some of the most popular video game franchises including Super Mario Bros., The Legend of Zelda, The Sims, and Final Fantasy. For more information about Open World: Video Games & Contemporary Art click here.

Activity: Pixelated Collage
Use cut paper on a grid to make a fun collage with a pixelated effect!

Materials:
- Glue or tape
- Scissors
- White and colorful paper
- Ruler
- Pencil

Directions:
- Use a pencil and ruler to add a grid to your white paper. I covered a 9x12 piece of paper with 1-inch squares.
- Cut your colorful paper into squares that match the size of your grid. I find it easiest to cut the paper into long strips and then cut down into squares.
- Lay your colorful squares onto the gridded paper to make a design. This could be a landscape, such as video game inspired flowers or characters, or it could be a pattern or text, such as your initials.
- Once you like your design, glue down the squares to complete your composition.

Tips:
- If you don’t have collage materials, this is a great drawing project! Use crayons, markers, or any other drawing materials you have on hand.

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Feng Mengbo, Long March: Restart, 2008. Interactive video game installation, dimensions variable. Collection of the Los Angeles County Museum of Art, purchased with funds provided by Jane and Marc Nathanson, Ann Colgin and Joe Wender, Mary and David Solomon, Carolyn and John Diemer, and Bryan Lourd through the 2014 Collectors Committee (M.2014.95.1-.3).
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