

Salon

Spring

2024

OnlyFor2

VISUAL STUDIES
WORKSHOP

HARDWARE AND SOFTWARE BY BARNYARDIA



EXPERIMENTAL VIDEO GAMES
VISUAL STUDIES WORKSHOP
THURSDAY
APRIL 25 6 TO 10PM
31 PRINCE ST
ROCHESTER NY



Join us April 25, 2024, for one-night pop-up arcade with Barnyardia, a NYC-based experimental games collective pushing the boundaries of gameplay, interaction, and controllers. Their work focuses on live, collaborative play through subversive or silly game mechanics and all-controllers. Barnyardia will have an interactive installation of a dozen games of varying length for audience members to play and participate in. The evening will culminate in a live performance. Barnyardia is Blake Andrews and Frank DeMarco.

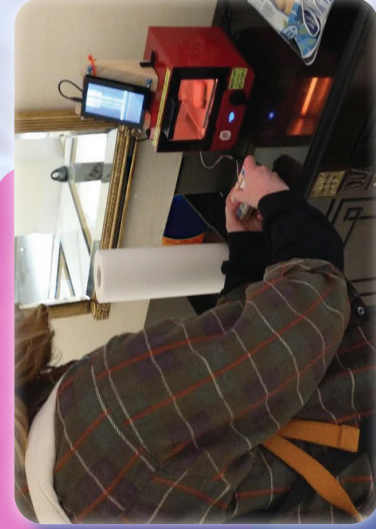
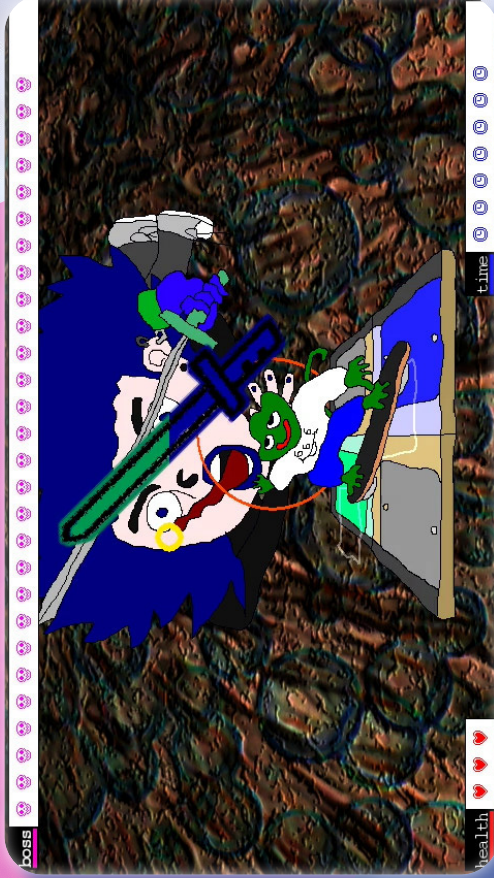
Frank DeMarco creates games, game hardware, and arcade installations, independently in New York City. He has cooked and sold chicken nuggets as a game for years in various forms, one of which is a device called the Playzing which is a toaster oven that is also a video game console. His games have been featured at all.ctrl GDC, Experimental Gameplay Workshop, MAGFest, Wonderville, and Play NYC, and have been covered in PC Gamer, Polygon, VICE Motherboard, and Kill Screen. He is currently working on a web game called Cakefoot for release in 2024.

Blake Andrews is a game designer, illustrator, animator, and instructor living in Brooklyn, New York. Blake has published hundreds of short experimental web games since 2013 on websites like itch.io and Glorious Trainwrecks. Primarily, Blake has posted under the aliases snakesandrews, everythingstaken, Pumpkin Clowning, April Ghoul, and Yoke Mart. Blake has published larger scope games with the game collective JRPG Combat Systems. Blake is currently developing their No Quarter commissioned party game called Motor Away Trip.

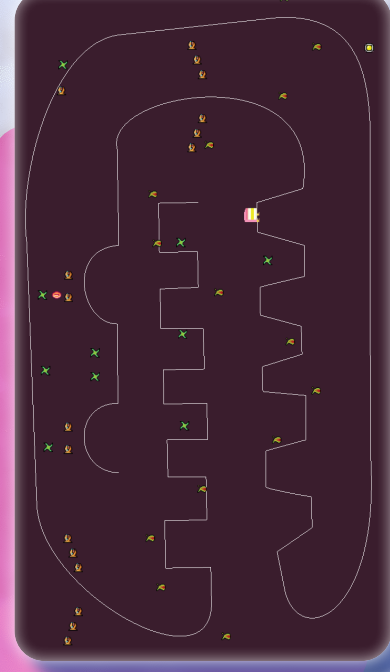
This event is curated by wilson carroll, VSW Assistant Curator/Preservation Specialist

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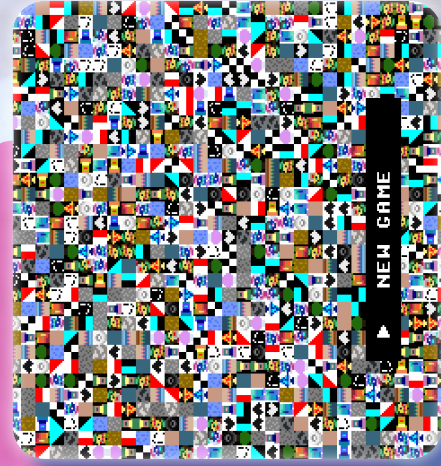
SCRAPEBOARD
BARNYARDIA
MADE IN PYGAME



Playzing
FRANK DEMARCO
MADE WITH OPENGL
AND SDL



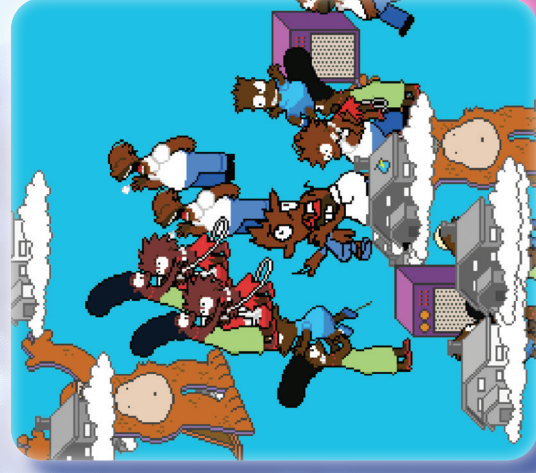
Cakefoot
FRANK DEMARCO
MADE WITH OPENGL
AND SDL



Picture Processing
FRANK DEMARCO
MADE IN PYGAME



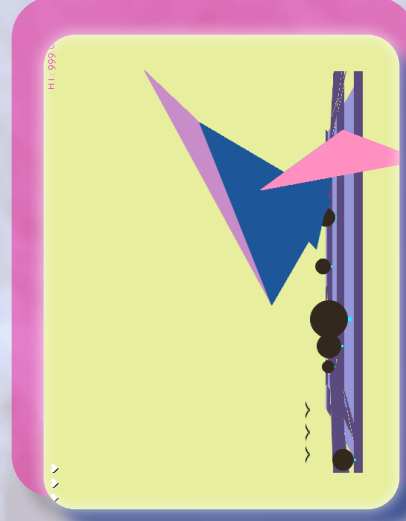
ABC2
BLAKE ANDREWS



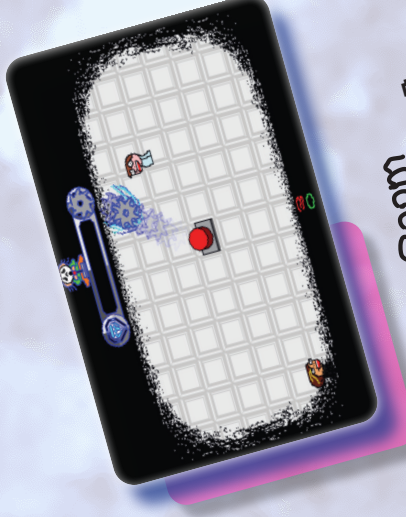
Home R Where the Heart Is
BLAKE ANDREWS



You Can Fall in Love
BLAKE ANDREWS



HUMANS ROOM
BLAKE ANDREWS



HUMANS ROOM
BLAKE ANDREWS

and Twin Snakes
BLAKE ANDREWS

FEATURING

ALL BLAKE ANDREWS GAMES
MADE IN **CLICK 2: FUSION**


PLUS SECRET YOKE MART GAME!!!???

Visual Studies Workshop nurtures experimental and expansive approaches to photography and media arts,

and builds community among artists and the public through exhibitions, publications and residencies.

The VSW Salon is a bi-monthly engagement in the VSW microcinema featuring film screenings, artist talks, Community Curator events, performances, photo presentations and conversations. VSW Salon showcases the work of local and national artists, and invites them to present their work in an intimate “microcinema” equipped to show 16mm, Super 8, digital photography and video on state of the art equipment.

LONG LIVE EXPERIMENTAL CINEMA



The VSW Salon is made possible by the New York State Council on the Arts and by the ArtWorks program of the National Endowment for the Arts.

VSW envisions a society that values the human need to create and share ideas.



**VISUAL STUDIES
WORK
SHOP**

31 Prince Street, Rochester, NY

Learn more at

vsw.org