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## Una mostra inedita della Reggia di Venaria

22 luglio 2022 - 15 gennaio 2023

 La Venaria Reale



RESIDENZE  
REALI  
SABAUDE

**Play**  
MOSTRE

LA VENARIA REALE

# PLAY

## VIDEOGAME ARTE E OLTRE

Reggia di Venaria, Sale delle Arti

Dal 22 luglio 2022 al 15 gennaio 2023

From 22 July 2022 to 15 January 2023

Curated by Guido Curto and Fabio Viola,

set-up by Officina delle Idee – Turin

### PLAY: VENARIA REALE DEDICATES YEAR 2022 TO THE “GAME” THEME

**2022** is the year during which **La Venaria Reale**, the imposing Unesco World Heritage historic site located a stone's throw from Turin, celebrates its **first 15 years** as an attraction **open to the public**. In conjunction with this important occasion, which must be added to the 25 years since Unesco's 1997 award, the *Reggia* has decided to **fully** dedicate **its yearly exhibition and activity schedule to the “game”** theme and to its numerous references, having been a location devoted to leisure, fun and the playful moments of the Court and its guests throughout history, without forgetting the present day and our need to enjoy a little lightheadedness.

In addition to the two theme exhibitions, seamlessly scheduled from 9 April to 18 September, “*Dalle piazze alle Corti, storie di giochi e spettacoli tra '700 e '800*” (From the squares to the Courts, stories of games and shows throughout 1700 and 1800) and “*Foto in Gioco! Un racconto di 18 fotografi italiani*” (Photos come into Play! A story by 18 Italian photographers), **from 22 July 2022 to 15 January 2023** the *Sale delle Arti* rooms of the *Reggia* will host the **great exhibition *Play - videogame arte e oltre*** (Play-video game art and beyond), an original display looking into video games as the “tenth form of art”, highlighting their profound impacts on contemporary society.

The ideal extension of the exhibition is the “**Venaria Light Show: il Grande Gioco**” (Venaria Light Show: the Great Game), an innovative “**royal and real**” **video game all about interaction and creative cooperation**, specially created for the *Reggia*, which enables visitors to “perform” on the whole facade of the *Galleria Grande* by means of a **giant 4-metre keyboard**, projecting light and image effects onto its baroque surface, in a profusion of colours and settings. The Venaria Light Show will be accessible on the ***Sere d'Estate alla Reggia***, the evening openings that make it possible to visit the *Reggia*, the Gardens and the current exhibitions until 10.30 pm every Friday and Saturday from 22 July to 13 August and Sunday 14 August.

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## THE "PLAY" EXHIBITION

*La Venaria Reale* organises a **great exhibition** looking into **video games as the “tenth form of art” performed by 3 billion people** worldwide, acknowledging its **profound impacts on contemporary society**.

In the year dedicated to the “game” theme, the *Reggia* narrates a creative industry which is still often perceived just as an entertainment world and a mere pastime. But, is it really like that?

**Video games are actually a creative bridgehead** on which ideas and visions are born, meta-art in which architecture, painting, sculpture, music, performing arts, poetry, cinema, and comics cohabit creating stratified collective worlds.

Throughout the **twelve Sale delle Arti** exhibition **rooms, digital canvases by great video game masters interact with renowned masterpieces from the past and the present**, encouraging us to reflect on the new aesthetics, cultures, languages, policies and economies of the 21st century.

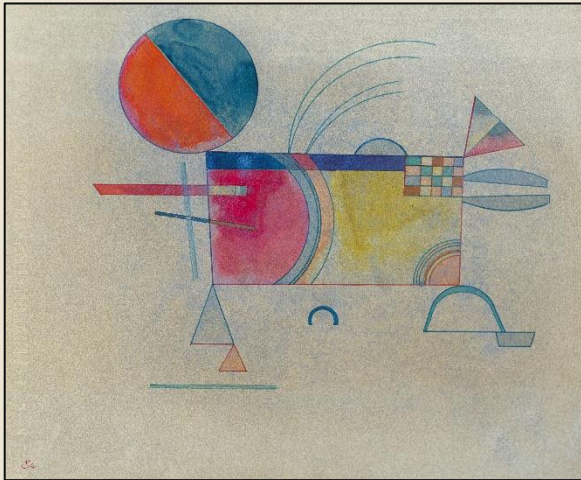
For the very first time you will have the chance to admire the **influences of great masters of the past** including De Chirico, Hokusai, Calder, Dorè, Savinio, Piranesi, Kandinsky, Warhol (along with Hellenic vases dating back to the 5th century BC) **on the aesthetics of video games** such as *Ico*, *Monument Valley*, *Rez Infinite*, *Okami*, *Diablo IV* and *Apotheon*.



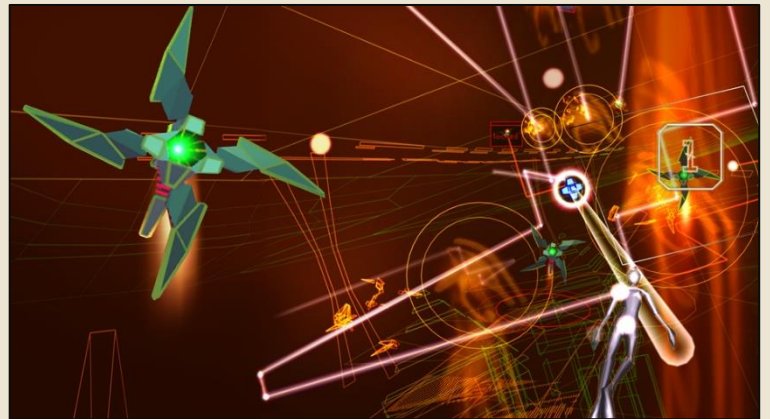
GIORGIO DE CHIRICO, *Enigma della partenza*, 1914, oil on canvas.  
Mamiano di Traversetolo (PR), Fondazione Magnani Rocca.



TEAM ICO, *Ico*, 2001, action adventure game.  
Pisa, Collezione Fabio Viola.



VASILIJ KANDINSKIJ, *Rectangle orne*, 1931, watercolour on paper.  
Monaco, Collezione Amedeo M. Turello, Courtesy Marco Voena.



SEGA, *Rez*, 2001, shooter music game.

The convergence of static image, animated image and interactive image is the focus of the other spaces: **visitors can engage with living artists** like Bill Viola, Invader, Cao Fei, Jago, Tabor Robak, the AES+F collective, and Federico Clapis, who have drawn from the (video) game language to create some of their material and digital works.



JAGO, *Donald*, 2017, marble and wood.  
Anagni (FR), Collezione Angelo Casa -  
Pop House Gallery.



TABOR ROBAK, *Free to play*, 2013,  
4- channel HD video, custom software.  
New York, Collezione Eleanor e Bobby Cayre.



AES+F, *N.1 sculpture, action half-life, warrior#1, warrior#3*, 2005, bronze and brass.  
Artists' Collection – Courtesy Torino, Noire Gallery.



**Following the rooms devoted to the aesthetic and symbolic influences, video games are introduced in connection with contemporary mythology.** A long storyline bonds great human stories. Video games are nothing else than the last link of a chain of testimonies which originated over 4000 years ago with the *Epic of Gilgamesh*, and has been running through *The Iliad*, the *Odyssey* and the *Divine Comedy*, all the way to recent days with *Star Wars*, *The Matrix* and *Harry Potter*. The two rooms dedicated to the themes of Eros and Thanatos introduce visitors to ten video games that have profoundly impacted on the life of millions of people by using new interactive writing forms. Masterpieces such as *Florence*, *Death Stranding*, *To The Moon*, *Life is Strange*, *Gone Home*, *League Of Legends*, *Warhammer 40,000: Battlesector*, and *The Graveyard*, will deeply touch visitors.

The ***Sala dei Maestri (Master's Room)*** celebrates a selection of video game pioneers endowing them with the status of art representatives. People who have changed the history of video game media, generating long-lasting cultural impacts on imagination. You will get the chance to sit at the desks and enjoy the company of works by visual artist **Yoshitaka Amano**, the iconic designer of *Final Fantasy*, game designer **Yu Suzuki**, the creator of a wealth of Sega video games, screenwriter **Christian Cantamessa**, author of the stories in *Read Dead Redemption 2*, and by Piedmont-born **Andrea Pessino**, the founder of *American Ready at Dawn* who has worked on icons including *God of War*, *Okami* and *Dexter*. The room is completed by one of the musicians who have marked the history of video games, **Jesper Kyd**, who is associated to the melodies of *Assassin's Creed*. The five masters symbolise the **complexity of a collective industry** which can require as many as over 300 creatives for making a single video game, **generating fresh employment and moving 200 billion dollars every year worldwide.**



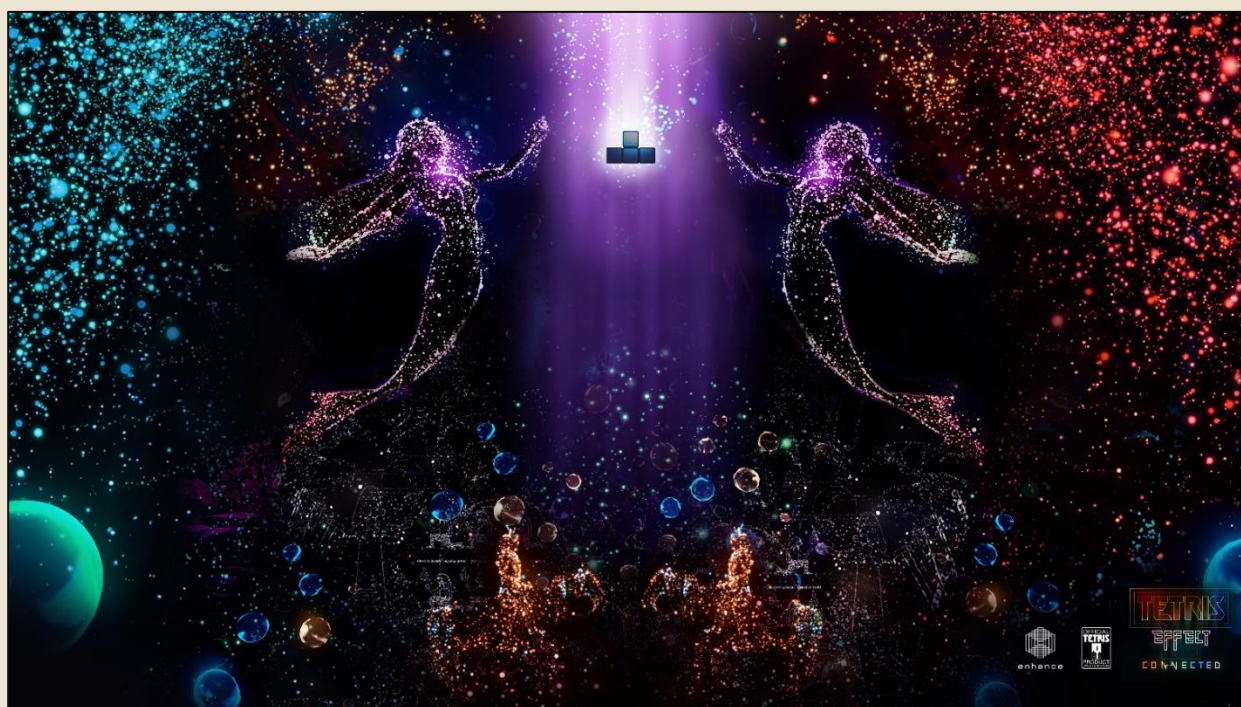
YOSHITAKA AMANO, *Final Fantasy X - Logo design*, 2001, giclée print on paper. Courtesy the artist.

Today, video games also stand as an **innovative social and political hotbed**. From the pacifist marches for Ukraine in *The Elder Scrolls Online* to titles that trigger stances linked to the great themes of the 21st century: ecology, geopolitics, war, gender identity, privacy. Works such as *Paper, Please, Riot, This War of Mine* will be playable and will return **careful consideration of the times to come**.

**The Play Homo Ludens room concludes the exhibition.** The reconstruction of four “settings”, ranging from an early '80s Japanese arcade to the Metaverse of the future, have the goal to recount the **evolutionary timeline of video games**, leading adult visitors down memory lane, and helping much younger ones to understand the video game stratigraphy, from the commercial debut to the near future. You will have the chance to play with *Pacman*, *Street Fighter* and *Space Invaders* arcade machines, to sit on a lounge to reexperience the era of Sony's first Playstation, and to challenge the latest Xbox console video games before putting on a visor and leaping into the future.

The *Homo Ludens* area will be enhanced by the collaboration with **Lucca Comics & Games**, which will loan original tables signed by international pop culture masters, including Jim Lee and Michael Whelan. The original works displayed in the rooms will also feature drawings for *Batman*, *Captain Tsubasa* and *Superman*.

Finally, visitors can enjoy time for reflexion and wonder in a selection of **small panoramic rooms**, with an exclusive view of the *Reggia* Gardens, dominated by **nine intriguing questions** designed to induce you to look into the themes dealt with in the exhibition from your own point of view, in a meditative transition from virtual to real.



ENHANCE AND THE TETRIS COMPANY, *Tetris Effect: Connect*, 2018, Puzzle Game.

The exhibition is curated by **Fabio Viola**, game designer, professor, essayist and founder of the *TuoMuseo* artistic collective, and by **Guido Curto**, director of the *Consortium of Savoy Royal Residences*.

## THE *PLAY* POSTER: *HIRO* BY SILVIO GIORDANO

The poster representing the exhibition is a custom-designed work of art.

**Hiro** is the title of the work of the **master's poster**, created by visual artist Silvio Giordano for the *Play* exhibition. It depicts a boy seen through a video game monitor featuring bright colours and interference glitch. Hiro is also the protagonist of cyberpunk novel "Snow Crash" by Neal Stephenson, in which the word *Metaverse* was coined for the very first time.

**Silvio Giordano** is a visual artist who creates electronic images bordering both immersive video art and artificial intelligence. This *Leone d'argento* for Creativity award winner is also the Creative Director of the *Matera Film Festival*.

### LENDING MUSEUMS:

Anagni (FR), Collezione Angelo Casa, in exhibition at Pop House Gallery  
Bergamo, Collezione Federico Salerno  
Bolzano, Collezione Maurits - [www.maurits.bz](http://www.maurits.bz)  
Collezione Videogame Legends  
Londra – Torino, Mazzoleni  
Long Beach, California, Bill Viola Studio and USC Game Innovation Lab  
Lucca, Lucca Comics & Games Powered by Lucca Crea  
Mamiano di Traversetolo (PR), Fondazione Magnani Rocca  
Milano, Galleria Deodato Arte  
Monaco, Collezione Amedeo M. Turello - Courtesy Marco Voena  
Napoli, MANN, Museo Archeologico Nazionale  
New York, Collection of Eleanor and Bobby Cayre  
Pisa, Collezione Fabio Viola  
Roma, Archivio Antonelli  
Roma, Museo Carlo Bilotti – Aranciera di Villa Borghese  
Torino, GAM - Galleria Civica d'Arte Moderna e Contemporanea  
Torino, MAO - Museo d'Arte Orientale  
Torino, Museo Piemontese dell'Informatica - MuPIn  
Torino, Musei Reali - Biblioteca Reale  
Torino, Noire Gallery  
Varese, Collezione Davide Turco

### COURTESY OF THE ARTISTS:

AES + F, Yoshitaka Amano, Christian Cantamessa, Federico Clapis, Robbie Cooper, Cao Fey e Vitamin Creative Space and Sprüth Magers, Jesper Kyd Jacobsen, Andrea Pessino, Yu Suzuki.



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## **ADMISSIONS AND TICKET OFFICE**

### ***Play - videogame arte e oltre***

Reggia di Venaria, Sale delle Arti

From 22 July 2022 to 15 January 2023

- ♦ **Full ticket:** 14 euro
- ♦ **Discounted:** 12 euro  
Groups of at least 12, max. 25 people
- ♦ **Discounted:** 8 euro  
Young visitors aged 6 to 20 and University students under 26
- ♦ **Schools: 4 euro per student**  
Groups of at least 12, max. 25 students, free admission for 1 adult every 12 students
- ♦ **Free: Children under the age of 6**

For further information, free and discounted admissions: [lavenaria.it](http://lavenaria.it)



### **PRESS OFFICE:**

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