

## Choose your Player. Gaming from Dice to Pixel

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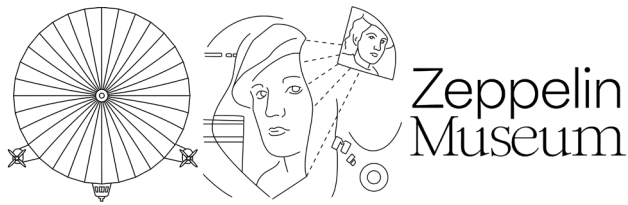
Press Preview: Wednesday, May 15, 2024, 11 am

Opening: Thursday, May 16, 2024, 6 pm, Admission free

**Escapism, striving for success, exploration: why, how or within which contexts do people play, how are they played and how are protagonists portrayed in games? The exhibition *Choose your Player. Gaming from Dice to Pixel* at the Zeppelin Museum Friedrichshafen explores the phenomenon of games as a cultural medium for escaping the present and immersion. It explores game spaces of identity, examines how games reflect power relations between propaganda, war and resistance as well as their contribution to shaping the future and the emergence of new communities. Zeppelin games from the museum's own technology collection from the early 20<sup>th</sup> century to the present are contrasted with works by contemporary artists and gaming classics from game boards to consoles and critically categorized. In the style of role-playing games, visitors decide on one of five characters – explorer, scientist, journalist, hacker or child – which influences their tour through the exhibition. In addition to the individual solo adventure, the exhibition focuses on discourse, immersion and, of course, gaming itself.**

Gaming is a shaping force of culture. People play because it is fun, to compete, to learn or to get together with others. Gaming is universal, games are diverse, adaptable and reflect social discourses. Gamers utilize games, create innovative communities and generate creative content. The exhibition *Choose your Player. Gaming from Dice to Pixel* deals with the socio-political relevance of games under the three main themes of Zeppelin, Art and Gaming and reflects on the impact of gaming in numerous areas of life. The mechanics and game principles are manifold. In the case of survival games, games of patience and skill games such as *Getting Over It with Bennett Foddy* or *Frost Punk*, they demand a high level of frustration tolerance from players. In the e-sports classic *Dota 2*, reflexes and strategic skills are required, while last year's popular hit *Baldur's Gate 3* requires real stamina with hundreds of hours of gameplay.

From the early 20<sup>th</sup> century, airships found their way into quartets, dice games and board games. Thematically, they were seen as a new, superior technology and were a popular motif or figures in war games of the First World War. A fascination that can be seen in today's mass media games and so-called serious games as well: airships can be found in war and resistance scenarios such as in the first-person shooter *Battlefield 1*, in counterfactual scenarios such as in *Wolfenstein* or in the role-playing game *Fallout 4*. In the serious game *Through the Darkest of Times*, players coordinate a resistance group in the Third Reich, including a mission on the airship LZ 129 Hindenburg. Gaming can be reconceived in society, you can slip into other roles, try things out, develop new communities and models of coexistence. In the exhibition, Zeppelin-related games from the collection are contrasted with influential video and console games as well as immersive contemporary artistic works. Artist LuYang uses *NetiNeti Arcade* to immerse visitors in imaginative game universes inspired by anime, science fiction, Buddhism and neuroscience. Larry Achiampong questions whitewashing, racist and gender-specific prejudices in the programming and representation of computer and



console games. Through the work *Where Do The Ants Go* by artist Afrah Shafiq, visitors enter an anthill based on the *Minecraft* look, which contains an immersive video game. With the controller game *Morphogenic Angels* by the artist collective Keiken, a future can be explored in which humans have acquired transhuman abilities through organic changes.

*Let's Plays* provide visitors with guidance, games and their mechanisms are explained, and airships and scenarios are contextualized by experts from the Zeppelin department and the gaming community. In various niches, visitors can play in single or multiplayer mode on large-scale projections, on PCs, on tablets, at tables and in Virtual Reality, sitting, standing and dancing. Original exhibits from the Zeppelin collection from the early 20<sup>th</sup> century onwards are both on display and can be played again as facsimiles.

**Artists:** Larry Achiampong, Keiken, LuYang, Afrah Shafiq

**Games (Selection):** Airships – Northpole Quest, Anno 1800, A Normal Lost Phone, Battlefield 1, Celeste, Cloudage, Der Luftkrieg, Dota 2, Durch die Luft, Europa-Reise, Fallout 4, Frostpunk, Getting Over It with Bennett Foddy, Graf Zeppelins Weltreise, Green New Deal Simulator, Keep Talking and Nobody Explodes, Mario Kart, Portal, PowerWash Simulator, Roblox, Super Mario World, Terra Nil, Through the Darkest of Times, Unravel 2, Viewfinder, Wolfenstein, World of Warcraft, Zeppelin Attack, Zeppelin – Giants of the Sky

**Curators:** Claudia Emmert (Director), Jürgen Bleibler (Head of Zeppelin Department), Mara Kölmel (Head of Art Department), Felix Banzhaf (Research Associate Zeppelin Department) and Stephanie Milling (Research Associate Art Department)

**With thanks to:** gamelab.berlin, research and development platform of Humboldt-Universität zu Berlin, which advised the Zeppelin Museum Friedrichshafen, and Orkenspalter TV for developing the solo-adventures for the exhibition.

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#### **Zeppelin Museum: Kunst trifft Technik am Ufer des Bodensees**

Das Zeppelin Museum Friedrichshafen macht Innovationen in Technik und Kunst multimedial erlebbar und lädt Besucher\*innen zum interaktiven Dialog ein. Interdisziplinär, diskursiv, partizipativ und inklusiv widmet es sich historischen, gegenwärtigen und zukünftigen gesellschaftlichen Prozessen und Fragestellungen.

#### **Zeppelin Museum: Art meets Technology, on the Shores of Lake Constance**

The Zeppelin Museum Friedrichshafen offers a multimedia experience of innovations in technology and art, and invites visitors to engage in an interactive dialog. Interdisciplinary, discursive, participatory and inclusive, it is dedicated to historical, current and future social developments and debates.

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