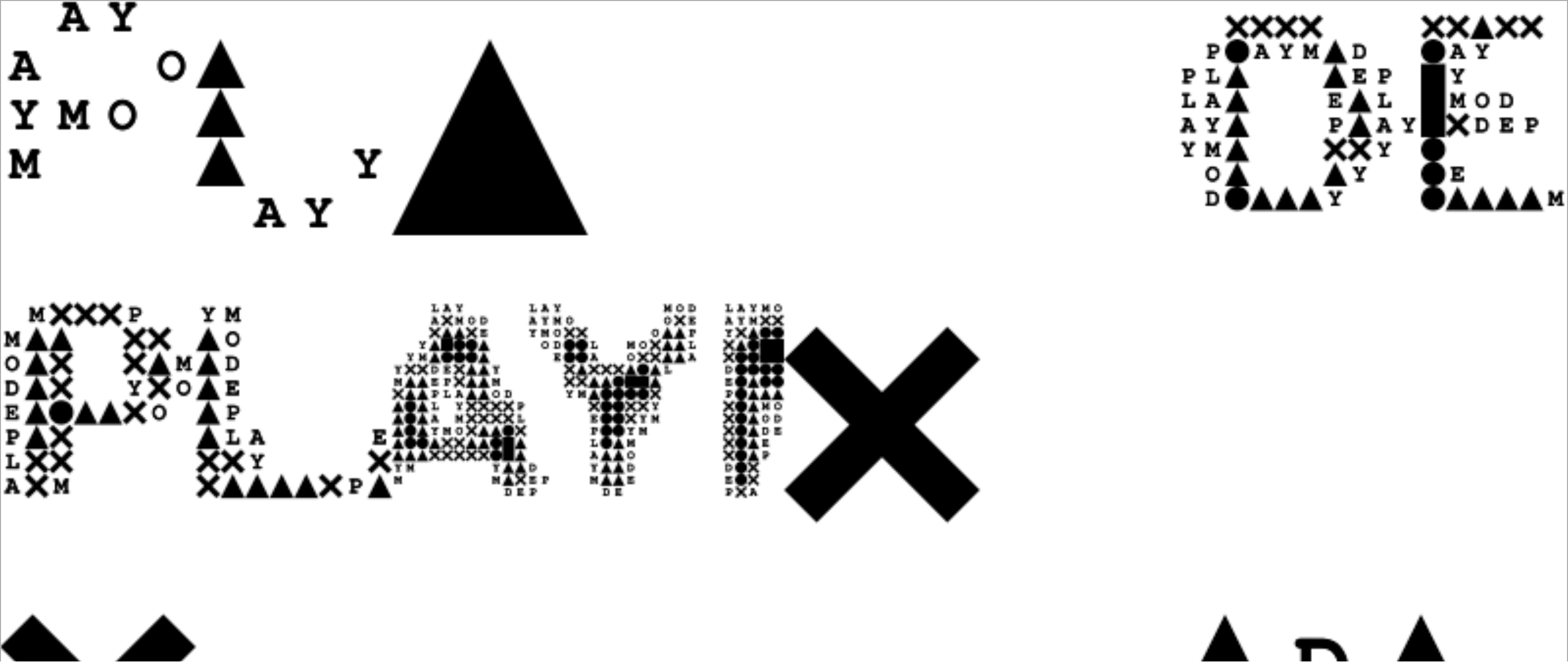


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PLAYMODE

It is said that play has saved entire peoples, who, in order not to succumb to hunger, resorted to playing games for hours at a time. While the Lydians, that distant people from Anatolia, invented games as a mode of surviving, play from the beginning has been an invention linked to a vital need – to stay alive and withstand the darkness, immobility and extinction.

The artists understood early on the transformative power of play and began integrating it into their works for various purposes – escaping reality, social construction and transformation, subversion or

as a criticism of game and play mechanisms themselves.

The exhibition Playmode offers a reflection on these aspects and on the era of ludification that contemporary societies are now experiencing, bringing together pieces by several artists, organized in three different thematic areas: «Mode of deconstructing, modifying and speculating», «Mode of participating and changing» and «Mode of transforming, dreaming and working».

