

Art 25
Edo Stern

Elijah Hantman

- Games

- Vietnam Romance (film, computer game, performance...)

Art style was a tough choice. Ended up with a comic style with the goal of impressionism.

Lots of reading and researching. Some heroics, some books about the brutality of the war machine.

2D game, with 3d elements, heavily cell shaded, very thick bold outlines.

I kinda dislike his setup. He makes games but in a fine arts way. People can't play his game, I can't dissect how it is made or share it. He only lets his games be played in museums and installations on massive screens.

He claims it has some phenomenological component, I wonder if the experience of being in a museum, of not being able to take your time with the game takes away from its messaging. His art is also deliberately exclusionary.

The game itself is honestly not particularly subtle or nuanced. Its kind a fine but it feels like something which doesn't really benefit from being in a large display.

- Dark Game

Its kinda cool. The tech is more interesting.

Partially inspired by American Taliban, American kidnapping of a kid.

Later versions aimed for hearing and vision impaired people. Idea is to make games which are fun for people with vision or hearing impairments.

Darkgame 5 plays with senses as a resource and game mechanic.

- Man Versus

Based on his wife's novel.

Cyberpunk / Feminist

Foot fetish lmao, health is based on footwear.