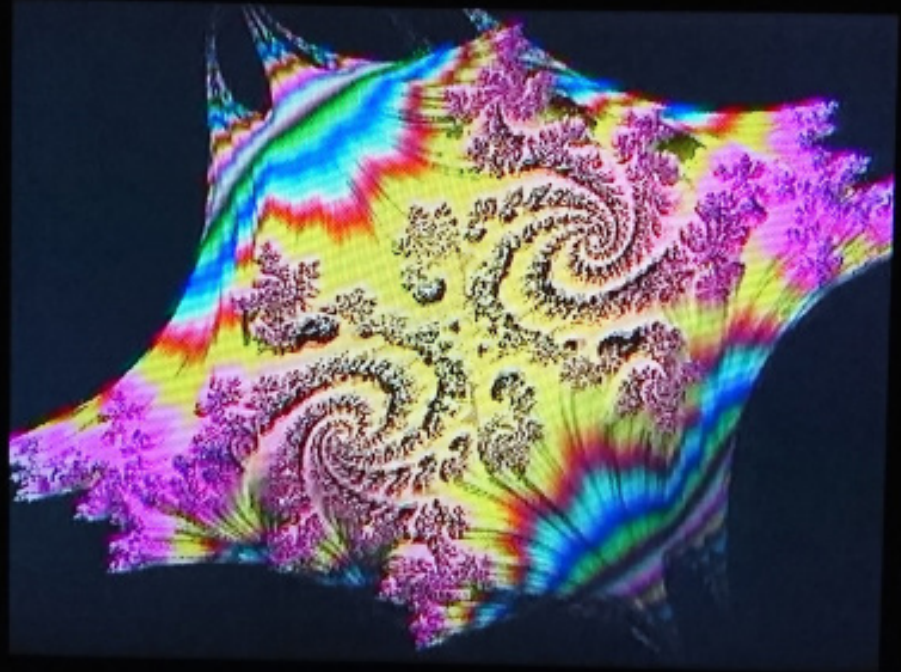


Chicago New Media 1973–1992

November 1 –
December 15, 2018

Opening Reception:
Thursday, November 1
5–8pm



| GALLERY | **400**



Chicago New Media 1973-1992

November 1 - December 15, 2018

Although Chicago is not often thought of as an epicenter for new media art, technology, or industry, the city was home to some of the earliest and most important experiments in new media in the late 20th century. *Chicago New Media 1973-1992* chronicles Chicago's contributions to new media art by artists who worked at the University of Illinois at Chicago's Electronic Visualization Laboratory (UIC's EVL), the School of the Art Institute of Chicago (SAIC), and Midway Games and Bally. Presented in a partnership between Video Game Art Gallery (VGA) and Gallery 400 with support from UIC's EVL, this exhibition features video game artifacts, new media technologies, historical photographs, game stills, playable video game consoles, and virtual reality modules.

Related Programs:

New Media Symposium:
Thursday, November 1
2-4pm

Opening Reception:
Thursday, November 1
5-8pm

CAVE2 Demonstration with
Dan Sandin:
@ UIC'S Research Engineering
Facility, 842 W. Taylor Street,
Room 2036
Wednesday, November 7
6pm

Pixel Art Sprite Making
Workshop:
Saturday, November 17
1-3pm

Chicago New Media
Remix Night:
Wednesday, November 28
6pm

Screening: Selections from
Josh Tsui's *Insert Coin*:
Wednesday, December 5
6pm

Interactive Story/Text-
Based Game Making
Workshop:
Saturday, December 8
1-3pm

GALLERY 400

UIC School of Art & Art History
400 South Peoria Street
Chicago, IL 60607
312-996-6114
gallery400.uic.edu
Tues.—Fri. 10-6, Sat. 12-6



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