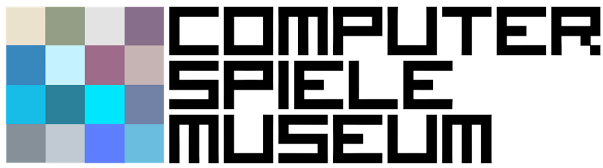


PRESS RELEASE



Karl-Marx-Allee 93a | 10243 Berlin

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www.computerspielemuseum.de

Opening times: 10:00 - 20:00 clock (except Tuesdays)

Special exhibition

Model worlds – Pictures by Matthias Zimmermann

Duration of the exhibition: May 22nd – July 8th, 2013

Vernissage: May 22nd, 6 pm. In the presence of the artist

- Supporting program:
- Greeting, *Andreas Lange*, Director Computer Game Museum
 - Presentation, *Prof. Ulrich Götz*, Zurich University of the Arts
 - Visit the exhibition
 - Following an aperitif

With our exhibition »Modell-Welten (Model worlds) – Pictures by Matthias Zimmermann« the Computer Games Museum approaches this discussion from the opposite direction. This inversion does not address the issue of their purported cultural value, but it investigates of how the theme of computer games can be expressed by pictorial means instead.

„Matthias Zimmermann pictures deal directly with the question of the influence of computer games in the field of the visual arts. So our special exhibition presents an artist who works in this field of exploration.“ says Andreas Lange, director of the Computer Games Museum. „These large paintings show landscapes reminiscent of video games and they tackle the issue of the representation of space in a number of ways.“

But questions relating to the nature of digital space and virtuality are not only raised on the thematic plane. The very production of Zimmermann's pictures functions like an interface in combining analogue and digital techniques of work. The artist calls his landscape „model worlds“: their point of departure are

impressions gained from our world, which he then translates into a artistic language. By means of this register, which is comparable to a construction kit, he can he can assemble and explore them on the canvas in a playful mode. So this conceptual process of experimentation will finally yield fantastic and model-like landscapes endowed with an aura reminding us of »independent games«.

In order to present his paintings Matthias Zimmermann has been commissioned to decorate and re-create the exhibition space like a picture itself: the room has been converted into a digital universe consisting of pixelated stars, in the midst ofwhich his modelled worlds appear to be floating.

MATTHIAS ZIMMERMANN – MEDIA ARTIST - SWITZERLAND

Matthias Zimmermann's creative and academic career covers studies in »Musical Composition«, studies, »Art and Communications«, »Game Design« and »Art Education«. His oeuvre found international reception in exhibitions at museums and galleries and in academic texts by different authors.



Artist websites

HOMEPAGE: <http://www.matthias-zimmermann.ch>

WIKIPEDIA: [http://de.wikipedia.org/wiki/Matthias_Zimmermann_\(Künstler\)](http://de.wikipedia.org/wiki/Matthias_Zimmermann_(Künstler))

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SONDERAUSSTELLUNG

MODELL-WELTEN

Gemälde von Matthias Zimmermann

22. MAI - 8. JULI 2013, Vernissage: 22. MAI

COMPUTERSPIELEMUSEUM

www.computerspielemuseum.de

Karl-Marx-Allee 93a, 10243 Berlin

Täglich 10-20 Uhr, außer Dienstags

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Note to editors:

About the Computer Games Museum Berlin

The »Computerspielemuseum Berlin« (Computer Games Museum Berlin) was founded in 1997. From 1997 to 2000, it had a permanent exhibition in Berlin. Afterwards, it became an online only museum. In 2011, it reopened its permanent exhibition in Berlin's neighborhood of Friedrichshain. During the first month of its permanent exhibition, it had 12,000 visitors.

The »Computerspielemuseum« opened the first permanent exhibition in the world for digital interactive entertainment culture in 1997 in Berlin. After that, it became responsible for 30 national and international exhibitions. Among these was the project "pong.mythos" sponsored by the German Federal Cultural Foundation, Germany's most successful traveling exhibition in the history of computer games. In the last five years, over 470,000 visitors have seen this exhibition. The museum contains around 16,000 game titles, around 10,000 technical magazines, many historical home computers and console systems, which were sold in Europe, and an extensive amount of other documents, for example: videos, posters and handbooks. It contains one of the largest collections of entertainment software and hardware in Europe.

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For more information: www.computerspielemuseum.de

