



Emilie Reed

Curatorial Portfolio

Specializing in videogames, new media, and other open-ended art forms with DIY approaches

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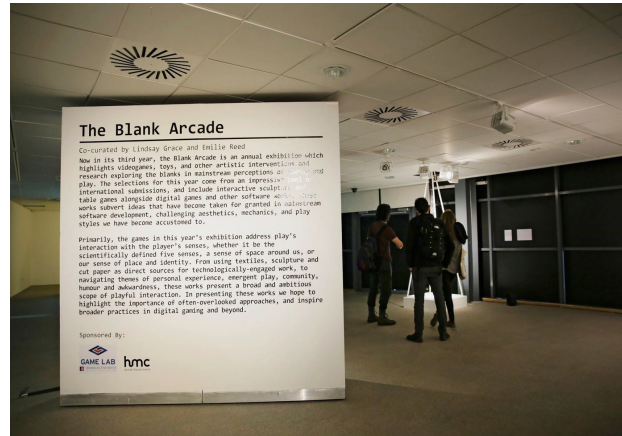
emreed.net

Overview

My curatorial work is informed by my postgraduate research in the history of exhibition approaches for videogames, software, performances, and other immaterial or multipart works. I am interested in DIY approaches and communities that grow around accessible game making tools, as well as how these objects and practices, which are often challenging to typical exhibition strategies, can be more effectively presented in arts contexts.

This document serves as an introduction to my most recent curatorial projects, which I hope to continue to develop to better understand and present emerging art forms. I am excited to discuss any opportunities and can be reached through my website, which also features my full CV: (emreed.net).

- I. The Blank Arcade
- II. Kitty Horrorshow's ANATOMY at Games are for Everyone V
- III. Four new games by FUCKGAMEDEV and Zine Library at Games are for Everyone VI
- IV. Selections from Manifesto Jam at Now Play This
- V. Pixels X Paper
- VI. Now Play This Zine Library and Zine Making Space



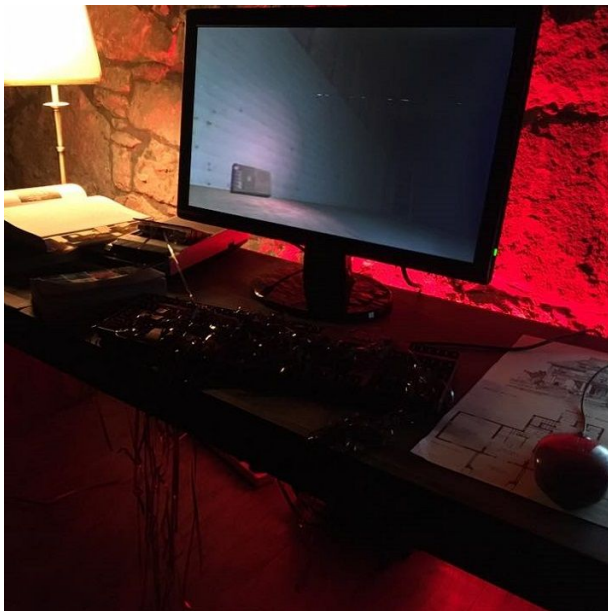
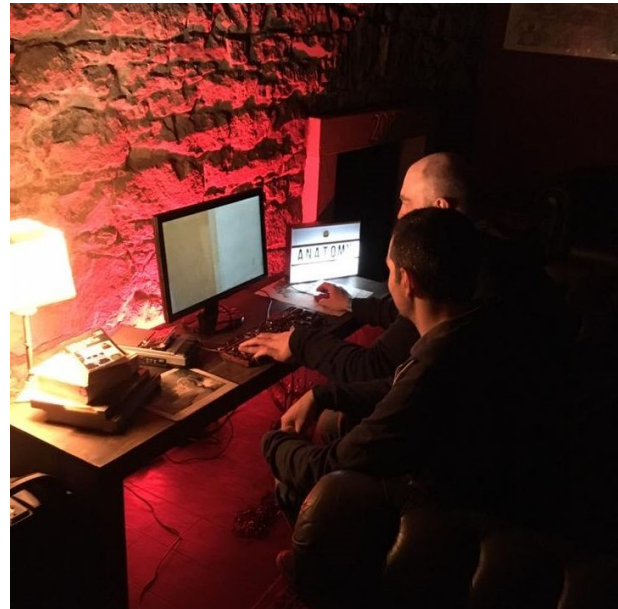
The Blank Arcade

August to October 2016 - The Hannah Maclure Centre, Dundee

Co-Curated with [Lindsay Grace](#), Photographs by Kathryn Rattray

The Blank Arcade 2016 brought the recurring exhibition which accompanies the Digital Games Research Association conference to the Hannah Maclure Centre, a media arts space in the top floor of the Abertay University Student Centre. This year, the showcase presented eight games from an international selections pool that used creative interface design, gameplay, and art direction to challenge the borders of play and videogames.

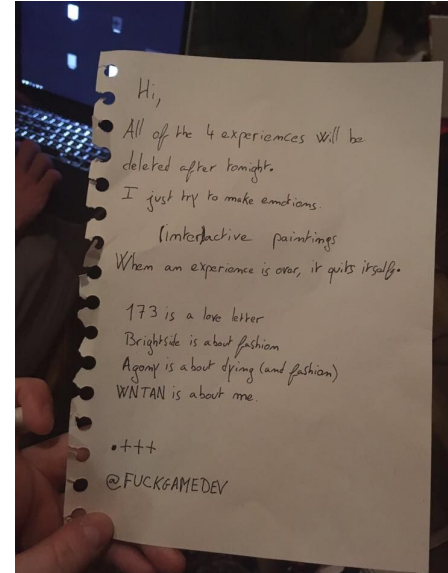
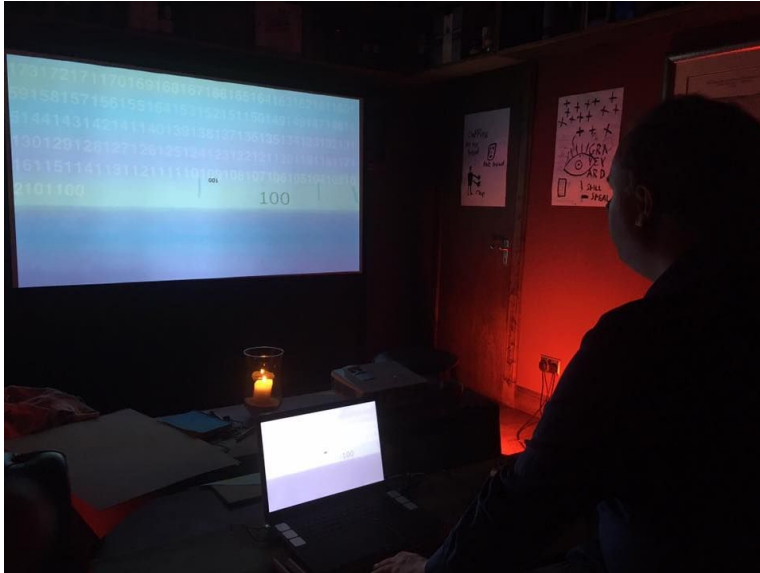
Works include: *Beeswing* by Jack King-Spooner, *Katakata* by Kirsty Keatch, *Orchids to Dusk* by Pol Clarissou, *eBee* by Pins and Needles Collective, *Fugl* by Johan Gjestland and Team Fugl, *You Must Be 18 or Older to Enter* by Seemingly Pointless, *Lissitzky's Revenge* by Christopher Totten and *Abstract Playground AP-1* by Will Hurt.



Kitty Horrorshow's ANATOMY at Games are for Everyone V

April 2017 - The Caves, Edinburgh

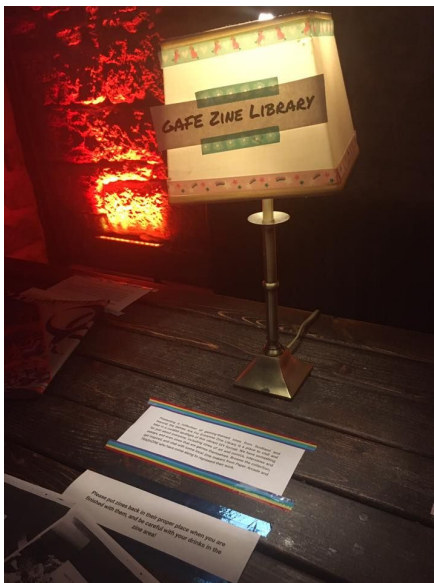
The first of two collaborations with Edinburgh-based curatorial group [We Throw Switches](#), this full-room installation presented [Kitty Horrorshow's ANATOMY](#) in an environment featuring contextualizing imagery and texts and expanding the aesthetic of the game into the players' space.



Four new games by FUCKGAMEDEV and Zine Library at Games are for Everyone VI

November 2017 - The Caves, Edinburgh

The second collaboration with Edinburgh-based curatorial group [We Throw Switches](#). During the sixth Games Are For Everyone event I organized a new commission and a zine reading space. The new commission was a full-room installation of four new games by [FUCKGAMEDEV](#) to only be available during the event, accompanied by performance and painting by the developer. The zine library space offered an alternative to the high-activity spaces elsewhere in the venue, and also presented a collection of local and international zines collecting work about videogames.





Selections from the Manifesto Jam at Now Play This

April 2018 - Somerset House, London

A selection of playful manifestos from the [Manifesto Jam](#), a games writing jam I organized on the online independent games platform [itch.io](#), presented in the entrance area of the exhibition.



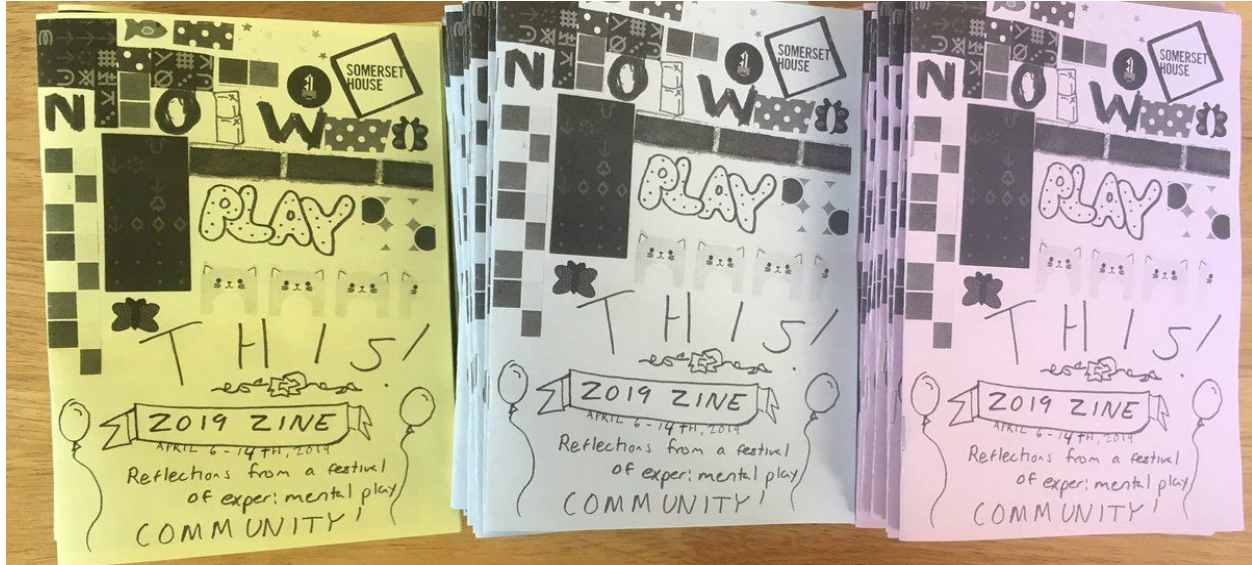
Pixels X Paper

August 2018 - Babycastles Gallery, New York

Co-curated with [Blake Andrews](#) and [Ebeth](#).

A collaborative exhibition highlighting new approaches to personal small game making emerging in the Bitsy and Flatgame communities. The exhibition presented several experimental approaches to displaying videogames available for free online in a unique way within the gallery space, and also making the defining qualities of the tools and processes of the communities visible.

Full artist list and more images [here!](#)



Now Play This Zine Library and Zine Making Space

April 2019 - Somerset House, London

This space presented the opportunity for visitors to [Now Play This](#) to browse a curated selection of zines about games, play, communities and technology, reflecting themes of the works in the exhibition, and also create their own responses to the festival, which were compiled and distributed in a zine that was created and assembled within the gallery space.

