



GAMING AND THE CITY



Technology has expanded the canvas upon which artists are able to paint and tell their stories. The concept of video games as an art form have only ever existed in the digital space, where they exist as an amalgam of different art forms integrated with technology. As an industry in India, video gaming is finally on the rise after having struggled for growth in the past two decades. This recent growth spurt in the gaming sector is best seen in the metros, especially Mumbai. **NGMA Mumbai, Ministry of Culture, Government of India and Avid Learning** present this discussion as a prelude to the 4th edition of the **Indian Games Expo (IGX)**, India's largest and longest running video games event, to be held in Mumbai in November 2018. Join *Co-Founder, Studio Oleomungus and Game Designer Dhruv Jani, Senior Editor, NDTV Gadgets 360 Rishi Alwani, Founder and CEO, Photon Tadpole Hrishih Oberoi and Visual Artist and Game Developer Sahej Rahal* who will be in conversation with *Science and Technology Editor at Mumbai Mirror Sameer Desai*. These experts will discuss how video games have become an art form in their own right, the various artistic elements that go into the creation of the game and how game designers, much like artists, build structures which interact and communicate rather than dictate.

Date: Wednesday, 26th September 2018

Time: 6:00 PM - 6:30 PM - Registrations and Refreshments
6:30 PM - 8:00 PM - Discussion

Venue: The National Gallery of Modern Art, Sir Cowasji Jahangir Public Hall,
M. G. Road, Fort, Mumbai - 400032

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