



◀ **ENTRANCE/EXIT**
via stairs & lift

◼ **EXIT ONLY**
via escalators

* **MA15+ Games**

A **ARCADE HEROES**

B **GAME CHANGERS**

- ① NINTENDO
- ② HIDEO KOJIMA (MA 15+)
- ③ BLIZZARD ENTERTAINMENT (MA 15+)
- ④ YU SUZUKI
- ⑤ TT GAMES
- ⑥ SONIC TEAM
- ⑦ FUMITO UEDA
- ⑧ PETER MOLYNEUX (MA 15+)
- ⑨ WILL WRIGHT
- ⑩ TIM SCHAFFER (MA 15+)
- ⑪ WARREN SPECTOR (MA 15+)
- ⑫ PAULINA BOZEK
- ⑬ ALEX RIGOPULOS & ERAN EGOZY
- ⑭ TETSUYA MIZUGUCHI
- ⑮ INTERVIEW BANK

C **INDIES**

- THE BEHEMOTH
- JONATHAN BLOW
- CAPY
- ERIC CHAHI
- JENOVA CHEN
- JAKUB DVORSKÝ
- HALFBRICK
- INTROVERSION
- MASAYA MATSUURA
- MARKUS 'NOTCH' PERSSON
- ROVID
- ERIK SVEDÅNG



ACMI Store

Pick up exclusive *Game Masters* merchandise at the ACMI Store, including messenger bags, iPad covers and more. For a limited time only, you can also find a range of products inspired by your favourite games, from *Super Mario* to *Space Invaders*, *World of Warcraft* to *Angry Birds*. For the duration of the season, the ACMI Store is your place to find all things gaming! Find us on the Entry Level or visit us online at www.acmi.net.au/acmi_store

Public Programs

An extensive range of talks, workshops, forums and curator talks will be on for the duration of the *Game Masters* exhibition, including special events for kids and families. Please check the website for further details: www.acmi.net.au/gamemasters

Late Bit

Come for the exhibition, stay up for the Late Bit – free entertainment in the Lightwell each Thursday night at ACMI. In celebration of the *Game Masters* exhibition, this playful and eclectic weekly series of 'up late' events features games-inspired music, performances, mingling and gameplay to take your exhibition experience to the next level. Find out more at www.acmi.net.au/gamemasters

Film Program

ACMI presents a selection of films specially-curated in conjunction with the *Game Masters* exhibition. See films selected and introduced by some of the world's leading videogame designers in Game Masters' Choice or catch our extended seasons of two new gaming inspired films - *Indie Games: The Movie* and *Ecstasy of Order: The Tetris Masters*. Session details at www.acmi.net.au/film

GAME MASTERS

THE EXHIBITION

MELBOURNE WINTER MASTERPIECES

Game Masters is a world-first exhibition showcasing the work of 35 of the world's leading international videogame designers. These creatives and visionaries have shaped and influenced the development of some of the most ground-breaking videogames ever produced.

Featuring over 125 playable games, the exhibition explores how the designer's ideas have developed from their early games through to their latest releases.

PRINCIPAL PARTNERS



OFFICIAL PARTNERS



ACCOMMODATION PARTNERS



MEDIA PARTNERS



DIGITAL PROGRAM PARTNERS



Game Masters is presented in three sections:

Arcade Heroes

Arcade games first appeared in amusement parlours in the 1970s and offered many people their first experience of interacting with a computer. The games made during this era drove innovations in technology and created genres and styles which are still present in contemporary games. This section features restored original cabinets of some of the most iconic arcade games by designers including Masanobu Endō (*Xevious*), Tōru Iwatani (*Pac-Man*), Ed Logg (*Asteroids*), Eugene Jarvis (*Robotron:2084*) and Dave Theurer (*Missile Command*).

Game Changers

Game Changers explores the work of 14 of the world's leading videogame designers. Each of these designers – some individuals and some teams – has a unique vision and style that has been refined over years (often decades) to create the characters, environments and stories that we know and love. Together with playable games, this section features concept art, storyboards, character wireframes and design documents, plus specially commissioned interviews with the featured designers, including Alex Rigopulos & Eran Egozy (*Rock Band*), Blizzard Entertainment (*World of Warcraft*), Hideo Kojima (*METAL GEAR*), Yuji Naka (*Sonic the Hedgehog*), Tim Schafer (*Psychonauts*), Fumito Ueda (*Shadow of the Colossus*) and Will Wright (*The Sims*).

Indies

Indie designers usually work outside the confines of major studios and are economically and creatively independent. Their games are often idiosyncratic, personal and open-ended, blurring distinctions between genres or forging new ones. Designers represented in this section include Jonathan Blow (*Braid*), Eric Chahi (*Another World*), Jakub Dvorský (*Machinarium*), Firemint (*Flight Control*), Halfbrick (*Fruit Ninja*) and Masaya Matsuura (*PaRappa the Rapper*).

M and M15+ content in *Game Masters*

A selection of playable games in *Game Masters* are classified or deemed to be equivalent to, either M or MA15+. Use of these clearly identified games by children under 15 years of age requires parental supervision. See map overleaf for locations of these games.

Interview Bank

The interviews in the Game Changers section are also available to view on touchscreens in the Interview Bank.

Game Masters Website

Visit the *Game Masters* website to download videos and information about the exhibition. View background information on the making of the exhibition itself, including interviews with the curators and behind the scenes photographs, and find all the information you'll need about the extensive range of *Game Masters* talks, events and activities: www.acmi.net.au/gamemasters

Free WiFi is available in Gallery 1.

Game Masters: The Game

Free Download!

Play your way through *Game Masters* with our free mobile game, available for download on your smartphone or tablet from the *Game Masters* website. Find the hidden QR codes in the *Game Masters* exhibition to unlock bonus features. To download the game, scan the QR code below to take you directly to www.acmi.net.au/gamemasters, or download from the App Store or Google Play.



Australian Mediatheque

Visit the Australian Mediatheque for a deeper experience of *Game Masters*. View exclusive, extended interviews with designers featured in the exhibition. Hear the inspirations, passions, and challenges of game design from Peter Molyneux, Yu Suzuki, Hideo Kojima, Tetsuya Mizuguchi, Warren Spector, and more. Find us on the Entry Level.



Exhibition Publication

The 136-page *Game Masters* publication includes profiles on each designer featured in the exhibition, plus essays on the arcade era, independent game development, and the history of videogames exhibitions, with over 100 images from your favourite games. Available in the ACMI Store (print, \$24.95) and the iBookstore (eBook, \$12.45).