



Pop-up Arcade: 6-9Pm

screening: 7-7:30pm

Visual Studies Workshop 31 Prince Street Rochester, NY

PLAYING IN THE ARCADE



Fuzzy Ghost - Queer Man Peering into a Pool.jpg A middle-aged queer man toddles around an island attempting to re-furnish his empty house. https://fuzzyghost.itch.io/queer-man-peering-into-arock-pool-jpg



Axe Binondo - name one place Run this memory space https://wingblade.itch.io/one-place



sraëka-lillian - Pangea's Error world map navigation game https://tunditur-unda.itch.io/pangea



fotocopiadora - Burger King Civil War GAMEBLAST noise machine. FLASH WARNING https://fotocopiadora.itch.io/



Lilith Moore - A Midnight Stroll Fight strange creatures that block your path and collect various items that bring you joy! https://fr0stychao.itch.io/a-midnight-stroll

SCREENING IN THE ARCADE

Resnijars - Manglepaw (excerpt) (45:00) Strange denizens pepper the vast halls of this

cryptic building.

https://resnijars.itch.io/manglepaw



Fantasia Malware - SEX! At Alexanderplatz (33:00)

Crank the lever of your dating app, let the slot machine spin, let sparks of fury fly, let lonely hearts die (alone).

https://fantasia-malware.itch.io/sex-at-alexanderplatz



lotus - dandelions (complete) (49:00)

about trying to be in the world https://lotusrootrecords.itch.io/dandelions



sraëka-lillian - empedocles' bones (12:00)

made for nonbinary game jam https://tunditur-unda.itch.io/empedocles-bones



bagenzo - a circle of charity (excerpt) (8:00)

a gifpunk angel VN

https://bagenzo.itch.io/charity



shonen book - *katamari* 1/3/23 (30:00)

Analogue glitch performance (pre-recorded). Second floor apartment somewhere in Rochester, NY.



cody filardi - control ii (zine)

(どっご)

https://balm-bomb.itch.io/control-ii

7:00 - 7:30 IN THE MICROCINEMA

1. nilson - intro (4:30)

video games have been queer

2. velvet - Take a Piss Like A Woman (5:30)

A game where you have a conversation while taking a piss. https://switch-b.itch.io/take-a-piss

3. gg noni - bathroom man (2:00)

help us catch him!!! https://ggnoni.itch.io/bathroom-man

4. sraëka-lillian - anywhere else (1:00)

lizard kiss simulator (cover image) https://tunditur-unda.itch.io/anywhere-else

5. fotocopiadora - Lost Infection: Gold 1 / Dragon Golf + Game and Craft Collection 150 (3:30)

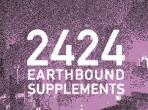
find the best number to satisfy yourself https://fotocopiadora.itch.io/

6. N.B. Spiders + krise krise - cursed dive into jungle tilesets as narrated by werner herzog (4:00)

Dive into the abyss of colonialist fetishisation of 'The Jungle' https://spiderzone.itch.io/cursed-dive-into-jungle-tilesets-as-narrated-by-werner-herzog

7. N.B. Spiders - out of bounds 2 (12:30)

moon phase: waning crescent https://spiderzone.itch.io/



Marc Strocks #Physical games



Superstars: Racing Icons

Tristan B Willis

Eirebrands Framework, winners eet champagne, legends last forever



Good Morning Hon

Jess Andz





湯圓 [tong jyun]

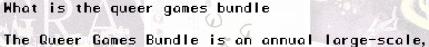
nocke

Prepare tamales with your family while you a little chat about cooking & culture



Escape from Pleasure Planet

Up Multimedia



community-driven initiative to support queer game developers, zine makers, and other media artists in a non-competitive way.

It runs every June, during Pride Month, in response to the increasing power of rainbow capitalism over queer pride. The bundle is a tangible way in which queer artists can support themselves and others.



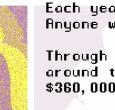
EVERYTHING IS GOING TO BE OK

alienmelon

EVERYTHING IS GOING TO BE OK is a



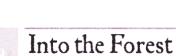
generic nonbinary game



Each year, the bundle is open to all artists. Anyone who enters can participate.

Through the Queer Games Bundle, artists from around the world have earned a total of over \$360,000 in the past two years.

The Queer Games Bundle was founded by Taylor McCuestandfinialson carroll. The Bundlestis hosted on itch.io, a platförmi⊳for small and medium games.





Into the Forest

Secret Foxfire

#Physical games

A tabletop game for 1-3 players about



Unto the Night

Nic June



Underground Broadcast

Will Uhl

#Physical games

Nimble graffiti punks kick off the rebellion against a tyrannical organization. Shape the



Pigeonkind Games

A sad, queer, narrative-focused epistolary



The Great Path

Sam@Lewis

Sulkie learns the orice of bread.



The Monster in the Woods

SmokeAndAsh

A brief tale of a child escaping the monste



GIRR

alienmelon #Tools



Tomai

DarkChibiShadow With just 15 days of summer left, will Tomai. A parrative game about duck platforming.



Forward Leaf Let

and holding hands

#Thoris



Electric Zine Maker (a work in progress, be gentle, hug it often)



Line After Dark

Miles Logan A chill public transit themed shythm game

when we were done and ready to go to our separate rooms, Mona asked if i wanted a hug.

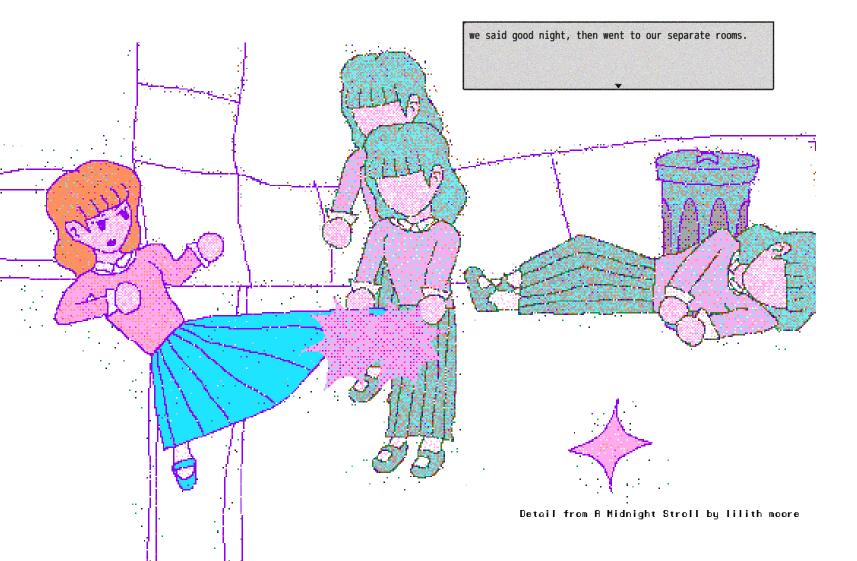
text from dandelions by lotus

i said yeah, sure.

and we hugged.

and i was very aware of my body.

when my brain said it was the right time to pull away, i pulled away.



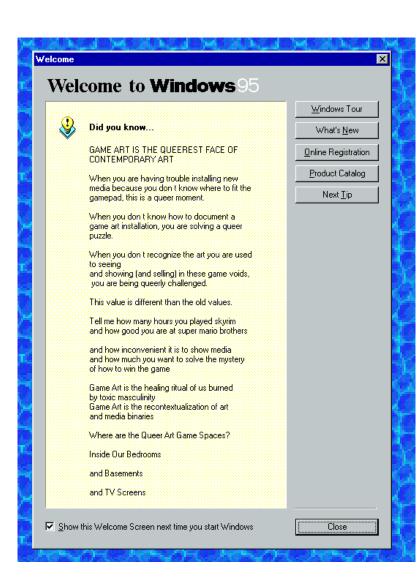
Video games are as queer as their makers. Video games are as queer as their players. Queer video games have always existed. I agree with games critic Bo Ruberg when they write that "queer" does not denote gay lifestyles or gay sex but refers to a "challenge to dominant beliefs about pleasure and power."

Some of the games included in this event explicitly refer to queer experience, and some don't. What is a common thread however is that each game pushes on or against the assumptions of what video games are - how they are made and how they are played.

Many of the games are made with accessible game-making tools like Bitsy and RPGMaker, userfriendly tools that allow folks to jump right into making. For the past decade, tools like Bitsy and Twine have broken barriers between artists and game making. Artists like alienmelon and mark wonnacott and communities like glorious trainwrecks continue to open new paths through the old fortress often referred to as "Game Development." Itch. io, where many of these games are hosted, allows small games artists to move away from traditional, restrictive online platforms like Steam and IRL stores like GameStop (RIP), which require a "publisher" such as Nintendo to get into. It may not always be this way, but at the moment, Itch.io is closely related to the zine fair or maybe the flea market.

sraëka-lillian's -Pangea's Error-, made in RPGMaker, is an intense meditation on orientation with nods toward a form of decolonialism. Similarly, lotus' -dandelions- was also made in RPGMaker, and is experienced as longform RPG poetry about "trying to be in the world." The renaissance of small games tools could perhaps be understood to run parallel to the introduction of Super 8 or the Portapack, tools designed to be for more people with smaller budgets (here, these tools are often freeware). velvet's -Take A Piss Like A Woman- was made in Bitsy, and exemplifies what makes Bitsy so valuable: the ability to create short, personal games quickly and to get them out into the world.

nilson





still from sraëka-lillian's "Pangea's Error"

The VSW Salon is a bi-monthly engagement in the VSW microcinema featuring film screenings, artist talks, Community Curator events, performances, photo presentations and conversations. VSW Salon showcases the work of local and national artists, and invites them to present their work in an intimate "microcinema" equipped to show 16mm, Super 8, digital photography and video on state of the art equipment.

THIS EVENT IS SUPPORTED BY SWAMPBABES, A SMALL DIY QUEER GAME ART COMMUNITY FOUNDED IN ROCHESTER, NY. SWAMPBABES WAS FOUNDED IN THE SUMMER OF 2014 BY NILSON AND CODY. VISIT US AT SWAMPBABES.ORG



