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MEDIA/CALENDAR ALERT

***VISUAL STUDIES WORKSHOP HOSTS POP-UP ARCADE EVENT
FEATURING NYC COLLECTIVE BARNYARDIA
– Hardware and Software, A One Night Only Experimental Gaming Event –***



Image caption: Still from *Home R Where The Heart Is* (2019) by Blake Andrews/Barnyardia

WHAT: Visual Studies Workshop will host [*Hardware and Software*](#), a one-night-only pop-up arcade with Barnyardia, a NYC-based experimental games collective pushing the boundaries of gameplay, interaction, and controllers. Their work focuses on live, collaborative play through subversive or silly game mechanics and alt-controllers. At VSW, Barnyardia will have an interactive installation of a dozen games of varying length for audience members to play and participate in. The evening will culminate in a live performance, including a live playthrough of the artists' games with commentary, a game controlled by an actual skateboard, and a game that cooks chicken nuggets as it's played.

This event is curated by nilson carroll, VSW Assistant Curator and Preservation Specialist.

WHEN: Thursday, April 25, Arcade 6-10pm Performance 8pm

WHERE: Visual Studies Workshop, 31 Prince Street, Rochester, NY

REGISTER: Pay-what-you-choose; suggested \$10 donation. Free for VSW Members. [LINK](#)

ASL interpreters will be made available upon request at least two weeks before the event. Email accommodations@vsw.org with access questions.

About Barnyardia: Barnyardia is Blake Andrews and Frank DeMarco. [Frank DeMarco](#) creates games, game hardware, and arcade installations. He has cooked and sold chicken nuggets as a game for years in various forms, one of which is a device called the Playzing which is a toaster oven that is also a video game console. His games have been featured at alt.ctrl GDC, Experimental Gameplay Workshop, MAGFest, Wonderville, and Play NYC, and have been covered in PC Gamer, Polygon, VICE Motherboard, and Kill Screen. He is currently working on a web game called Cakefoot for release in 2024.

[Blake Andrews](#) is a game designer, illustrator, animator, and instructor living in Brooklyn, New York. Blake has published hundreds of short experimental web games since 2013 on websites like itch.io and Glorious Trainwrecks. Primarily, Blake has posted under the aliases snakesandrews, everythingstaken, Pumpkin Clowning, April Ghoul, and Yoke Mart. Blake has published larger scope games with the game collective JRPG Combat Systems. Blake is currently developing their No Quarter commissioned party game called Motor Away Trip.

About Visual Studies Workshop: Visual Studies Workshop nurtures experimental and expansive approaches to photography and media arts, and builds community among artists and the public through exhibitions, publications and residencies. VSW was founded in 1969 in Rochester, NY by artist and curator Nathan Lyons (1930–2016), and became one of the earliest independent, not-for-profit, artist-run spaces in the country. More than 50 years later, the organization's mission is reflected in its core programs: VSW Salon, Project Space Artist Residencies, and VSW Press. In support of VSW programs, the organization holds photography and moving image research collections and an art library for artists, critics and the general public to explore, research and reuse. vsw.org

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