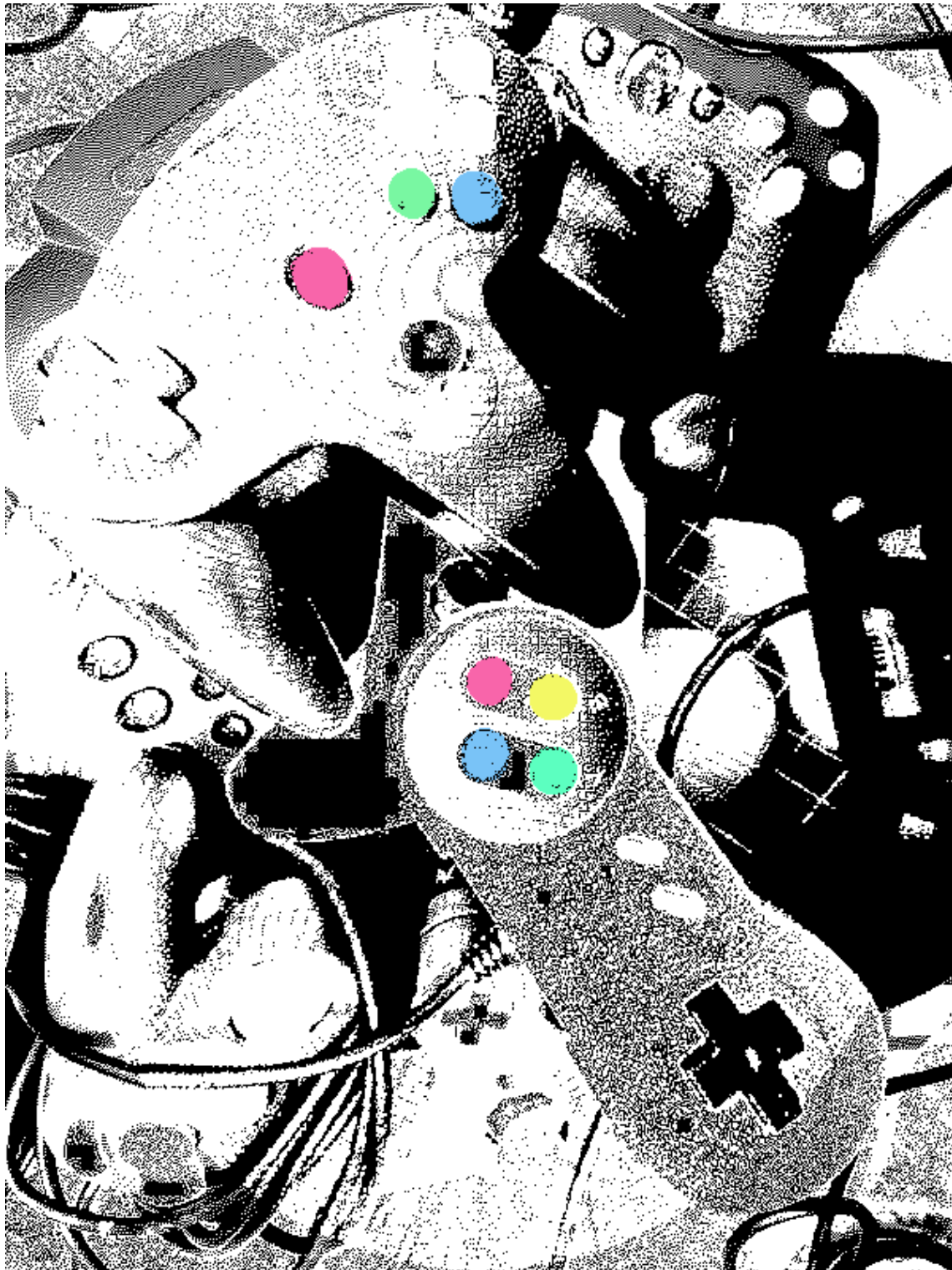




Let's Play Collectively
Tips + Tricks for SEQUENCEBREAK //

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Tips + Tricks for SEQUENCEBREAK//

Thursday June 12, 7-9pm

In-Person/Online at twitch.tv

Free/\$10 suggested donation

6-7pm: Open Studios with Project Space Resident Jessica Chappe

Join us for a hybrid curator talk + live walkthrough of work featured in the exhibition SEQUENCEBREAK//, both in-person at VSW and streamed online. Led by VSW Assistant Curator Nilson Carroll with other Rochester-based game developers and curators, this event invites the audience to play, experiment, and have an open dialogue on artists' games.

Special guests include **Rob Mostyn**, indie dev and producer at Unknown Worlds and **Lindsey Kurano**, Curator of Electronic Games at The Strong National Museum of Play.

Work featured in SEQUENCEBREAK// include Out for Delivery by Heart Street, Anthology of the Killer by Stephen Gillmurphy, BlueSuburbia by Nathalie Lawhead, Time Machine: Bronzeville by Philip Mallory Jones, and Black Room by Cassie McQuater. SEQUENCEBREAK// runs from March 20 - June 28, 2025.

Still from *Black Room*
by Cassie McQuater



Still from *Out for Delivery* by Yuxin Gao, Lillyan Ling,
Gus Boehling, and John Bruneau



Still from *Anthology of the Killer*
by Stephen Gillmurphy



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 envisions a society that values the human need to create and share ideas.



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36 King Street, Rochester, NY 14608

Learn more at

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