



Press Contact:

Mariclare Hulbert, Visual Studies Workshop Publicist
mariclare.hulbert@gmail.com
585.278.2302

VISUAL STUDIES WORKSHOP HOSTS FALL GAME JAM SERIES



Rochester, NY (September 9, 2026) – **Visual Studies Workshop (VSW)** hosts a **Fall Game Jam Series**, a trio of hands-on workshops inviting artists, makers, poets, storytellers, and anyone curious about games to experiment with tools for creating video games and interactive art.

The series continues VSW's support of games and game artists as part of its mission to nurture experimental and expansive approaches to media arts. Designed for beginners and experienced makers alike, each game jam begins with a demonstration led by games artist VSW Curator & Preservation Specialist Curator Nilson Carroll, followed by time to experiment, create, and share in a supportive environment. No prior game-making experience is required.

The Fall Game Jam Series includes workshops in September, October and November and culminates on Friday, December 18 with a free public showcase of games created during the workshops as part of VSW's annual Spirit of the Archive celebration. Visitors will be invited to play games created throughout the series and experience an evening of visual arts, archives, and celebration at VSW.

"The game jams are meant to be an inclusive, low-stakes space where artists and makers of all skill levels can experiment with game-making. My hope is that the creative community of artists making games continues to grow and thrive in Rochester, and that VSW can be a hub for that energy," shares **Nilson Carroll, Visual Studies Workshop Curator and Preservation Specialist**.

This program is co-sponsored by ArtsBloom, part of the City of Rochester's Percent for the Arts Program.

Game Jam #1: Flatgames (Plano)

Saturday, September 19, 1–4pm

\$20; free for VSW Members and City of Rochester Residents

Carroll introduces Plano, an easy-to-use, click-and-drag game engine for creating short, exploratory collage games. Designed by experimental games artist and tool builder bagenzo, Plano offers an accessible introduction to interactive games and digital art.

[More information and registration](#)

Game Jam #2: Hypercard (Decker)

Saturday, October 24, 1–4pm

\$20; free for VSW Members and City of Rochester Residents

Participants will explore Decker, an accessible, no-code multimedia game engine inspired by HyperCard. The tool can be used to create e-zines, point-and-click games, interactive narratives, and other experimental projects.

[More information and registration](#)

Game Jam #3: 3D Worlds (WareWare)

Saturday, November 7, 1–4pm

\$20; free for VSW Members and City of Rochester Residents

The final game jam explores WareWare, a block-based, 3D game engine developed by artist collective RipRip. Participants can use the browser-based tool to create dreamscapes, strange narratives, and poetic spaces.

[More information and registration](#)

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. We envision a society that values the human need to create and share ideas. VSW was founded in 1969 in Rochester, NY by photographer, educator 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 public programs and exhibitions, Project Space artist residencies, and VSW publications and workshops. In support of VSW programs, the organization holds substantial photography and moving image research collections and an art library for artists, critics and the general public to explore, research and reuse. vsw.org

VSW programs are currently supported by The New York State Council on the Arts with the support of the New York State Legislature, Joy of Giving Something, Monroe County NY, The Phillip and Edith Leonian Foundation, The Andy Warhol Foundation for the Visual Arts, and all our members and individual supporters.

###