

VIDEOGAMES AND ART



EDITED BY ANDY CLARKE
AND GRETHE MITCHELL

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Videogame art is a rapidly emerging genre of digital art and a flourishing area of both critical attention and academic study. A growing number of artists are appropriating the technology and iconography of videogames and their work is being shown in – and collected by – major art institutions worldwide.

This book features interviews with many leading videogame artists, as well as with emerging figures in the field. A thorough, yet accessible, introduction to videogame art and will be of interest to all of those interested in the field of videogames.

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