

With their relentless pop-ups and alerts, our devices like to remind us that we spend a huge portion of our lives in the digital realm. All of our interactions there, whether in Zoom and WhatsApp or Discord and Minecraft, take place through interfaces: the visual and touchable elements that allow us to communicate with machines, apps, and entire infrastructures. Interfaces, like other everyday tools, are seldom recognized as design in their own right, but they are powerful examples of interactive design—the field that considers the points of contact between objects and people, and the ways in which this contact can shape our behavior.

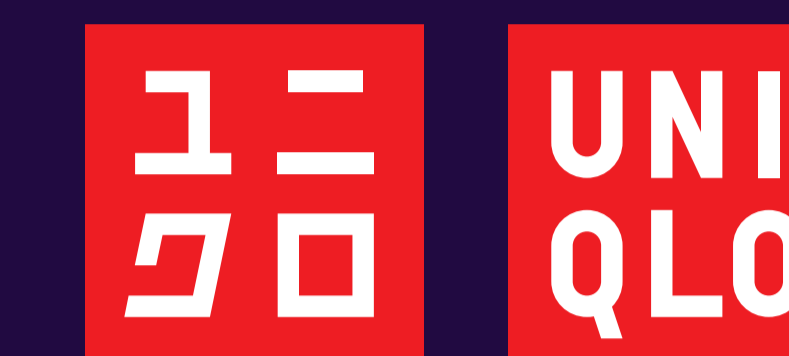
*Never Alone: Video Games and Other Interactive Design* brings together notable works from this field, all drawn from MoMA's collection. In video games, the exhibition's focus, the interface is more than a means to an end; it is the conduit to the narrative and the experience as a whole—its ease, dynamic, and emotional resonance. They are organized in three sections highlighting critical aspects of gaming interaction—a game's input, its designer, and the players who bring it to life—through works that range from iconic global hits (such as Pac-Man) to encounters with the absurd (such as *Everything Is Going to Be OK*). These appear alongside examples of interactive design that have reshaped our world, some as simple as the universal @ sign and others as complex as a remote graffiti device.

This exhibition explores how interactive design transforms us, influences the way we experience our bodies, and changes our perception of space, time, and relationships. Above all, *Never Alone* emphasizes design's role in connecting us with one another and with the pulse of the world.

Organized by Paola Antonelli, Senior Curator, Paul Galloway, Collection Specialist, and Anna Burckhardt, Curatorial Assistant, with Amanda Forment, Curatorial Assistant, Department of Architecture and Design.



The exhibition is made possible by Allianz, MoMA's partner for design and innovation, and supporter of programs that look to a more sustainable future.



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We invite you to explore the accompanying publication, *Never Alone: Video Games as Interactive Design*, which is available in the Museum Store.

[moma.org/neveralone](https://moma.org/neveralone)  
#NeverAlone