The Museum of Modern Art

MoMA ANNOUNCES FOCUSED EXHIBITION ON INTERACTIVE DESIGN, FEATURING 35 VIDEO GAMES FROM THE MUSEUM’S COLLECTION

NEW YORK, May 9, 2022 [Updated June 23]—The Museum of Modern Art announces Never Alone: Video Games and Other Interactive Design, an exhibition that will investigate how interactive design informs the way we move through life and conceive of space, time, and connections, well beyond the game screen. On view in the Museum’s street-level gallery from September 10, 2022, through July 16, 2023, the exhibition will bring together notable examples of interactive design from MoMA’s collection, including computer interfaces, icons, apps, and 35 video games, 10 of which visitors will be able to play. This exhibition is grounded in the Museum’s history and commitment to collecting interactive design, from 1960s computer terminals to MoMA’s first selection of video games (acquired in 2012) to the websites of today. Never Alone: Video Games and Other Interactive Design is organized by Paola Antonelli, Senior Curator, Paul Galloway, Collection Specialist, and Anna Burckhardt, Curatorial Assistant, Department of Architecture and Design.

“The interfaces we use to access the digital universe are visual and tactile manifestations of code that both connect and separate us, and shape the way we behave and perceive life,” says Paola Antonelli. “Design is all around us, in everyt...
The accompanying publication, *Never Alone: Video Games as Interactive Design*, written by Paola Antonelli, Anna Burckhardt, and Paul Galloway, explores the impact of interactive design by examining 35 video games created between 1972 and 2018—from *Space Invaders* (1978) and *Pac-Man* (1980) to *The Sims* (2000) and *Minecraft*. An overarching essay presents the pioneering criteria by which MoMA has selected these video games for its collection, as well as the protocols for their acquisition, display, and conservation. The richly illustrated plate section is divided into three sections that analyze input devices, game designers, and players.

**SPONSORSHIP:**

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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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