

Staging the Exhibition...

Videogames: Design/Play/Disrupt



Friday 22 February 2019

Programme

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| 13.30-14.30 | Curatorial Introduction to Videogames
<i>Kristian Volsing, Research Curator – Videogames</i> |
| 14.30-15.30 | Managing the Design Process
This session will look at the design stages from having a clear design brief through to preparing the final design plans and realising the design for the exhibition.
<i>Pernilla Ohrstedt, Founder, Pernilla Ohrstedt Studio</i> |
| 15.30-16.30 | Build and Object Installation
This session will focus on the object installation and set works build of the exhibition including scheduling, contractors on site, AV commissioning and installation.
<i>Ana Belen Martinez, Exhibitions Manager, Exhibitions & Loans</i> |
| 16.30-17.00 | Discussion and Close |

*****this programme is subject to change**