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FOR IMMEDIATE RELEASE:

Program Announcement for Vector Game Art & New Media Festival 2015.
Toronto, Canada, February 18-22, 2015

We are pleased to announce the program for the Vector Game Art & New Media Festival 2015, running from Feb 18 to Feb 22 at various locations in Toronto. Now in its 3rd year, the festival showcases Canadian and international experimental media art that engages the culture and technologies of digital gaming.

This year, the festival features an exhibition, a panel discussion, a performance night, a screening, a speaker social, and a public workshop. All events strive to foster critical dialogues between digital game culture and contemporary media art in an accessible, enjoyable, exciting atmosphere. The festival events will take place at [Interaccess Electronic Media Arts Centre](#), [Videofag](#), and [Bento Miso](#).

The festival's main exhibition, [To Utility and Beyond. Interface Experiments in New Media and Game Art](#), features recent works by six international media artists and experimental game makers who engage in playful, critical, and self-reflexive explorations of what it means to interface with machines, artificial intelligences, and other humans. The exhibition includes kinetic sculptures, *machinima*, digital games, and interactive installations. A [panel discussion](#) (Feb 20, 7pm, @ Interaccess) will bring together participating artists, the curators, and art critics for a roundtable conversation. (Feb 18 – March 21, @ Interaccess, FREE; Opening reception: Feb 18 at 7pm.)

The Vector Festival also continues its successful tradition of the [GlitchJam](#), a workshop in which participants learn the basics of circuit-bending battery-operated plug-and-play gaming devices to produce exciting glitch audio and video effects. (Feb 19, 7-10pm, @ Interaccess; 15\$ admission, tickets are available [online](#).)

The festival's annual performance night is titled [Variations on a Theme: Computer Music{s}](#). The evening brings together three Canadian artists, whose work explores wide-ranging approaches to computer-based composition and live performance: live coding artist frAncls (Toronto), sampling and sound modulation wiz Devon Hansen (Montreal), and chipmusic/tracker specialist JefftheWorld (Toronto). (Feb 21, 8pm, @ Interaccess, 10\$ admission)

We are also proud to co-present a *Dames Making Games* (DMG) Game Jam and Speaker Social on the theme "[Killer Interfaces](#)." The event will present results from a 48-hour DMG Game Jam. (Feb 21, 5pm, @ Bento Miso, FREE)

The festival concludes with a screening, [10 Print "Hello World"](#), curated by Vector co-founder Clint Enns. The screening features exclusive examples of digital animation experiments produced on, by, and for early home computer systems. (Feb 22, 7pm, @ Videofag, 5\$ admission)

For more details about all festival events and locations, visit <http://www.vectorfestival.org/>.
A copy of our electronic press kit is available here: <http://bit.ly/1DfbQIm>

Inquiries regarding press passes, interviews, and promotional materials can be directed to the festival co-directors at Martin Zeilinger (martin.j.zeilinger@gmail.com) and Skot Deeming (mrghosty@gmail.com).