



Fondazione MAST promotes
VI BIENNIAL OF PHOTOGRAPHY
ON INDUSTRY AND WORK

18.10 – 26.11.2023
BOLOGNA

GAME

THE GAME INDUSTRY IN
PHOTOGRAPHY

FOTO/INDUSTRIA 2023

GAME

The game industry in photography
Bologna, 18 October – 26 November 2023

Fondazione MAST has announced the **sixth edition of Foto/Industria, the world's only biennial focused on industrial and work photography**, to be held in Bologna from **18 October to 26 November** under the artistic direction of **Francesco Zanot**.

The game industry is the central theme of GAME, this year's photographic journey consisting of **12 exhibitions, including 11 solo shows and one collective exhibition**, in 11 locations around the historic centre and at **MAST**.

Andreas Gursky's current exhibition at MAST, which features a journey through the artist's large-format works, will become part of the Biennial 2023. Through his study of the relationship between images and reality, Gursky also explores the invention of reality as it takes place in game play and/or video games.

The 2023 edition of Foto/Industria celebrates Fondazione MAST's 10th anniversary and is among the initiatives for the **100th anniversary of the G.D company**. **"Making work a culture and culture a work"**: these words form a bridge between two realities, representing both the corporate culture of a company (G.D) that was consolidated over time and the creation of an innovative, participatory space for generating new ways of thinking about work (MAST).

From children's games to amusement parks, casinos to role-playing games and video games, the game sector has taken on unprecedented proportions, incorporating extremely important and relevant themes.

'Research into a universal activity such as game play', explains Francesco Zanot, 'which knows no limits in terms of gender, age, or location, has revealed complex and articulated points of view aimed at different objectives: from entertainment and learning to relaxation and gratification'. Links are formed between industrial production and work, the underlying themes of every edition of Foto/Industria, and a vast, robust sector that has managed to reinvent itself over time, responding

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to changing tastes and habits while remaining extremely receptive to technological innovation. In fact, it is one of the main recipients of innovation, serving as a testing ground for its additional uses.

The **12 exhibitions of Foto/Industria 2023** represent a timeline of views on the topic of game play, spanning from the late 19th century until present day. They offer an opportunity to observe and delve into the research of **a selection of international artists** (young, rising stars and leading personalities on the global scene) through **11 solo shows** and **one collective exhibition**: **Ericka Beckman** (USA, 1951), **Olivo Barbieri** (Italy, 1954), and **Raed Yassin** (Lebanon, 1979) explore some of the typical structures of game play, capturing the cultural aspects, symbolic dimension, and relationships with other social models. **Heinrich Zille** (Germany, 1858–1929), **Linda Fregni Nagler** (Italy, 1976), and **Daniel Faust** (USA, 1956) are oriented towards observing the space of game play, which spans specifically from the Berlin amusement park in the late 19th century to the playgrounds scattered across contemporary cities, up to a quasi-typological analysis of Las Vegas, where game play has determined the architecture and urban planning of an entire city. Meanwhile, the relationship between game play, identity, and social relationships is at the centre of the studies of **Hicham Benhoud** (Morocco, 1968), **Danielle Udogaranya** (UK, 1991), and **Erik Kessels** (the Netherlands, 1966), whose themes range from game play's pedagogical value to its role in the formation of self-image, from the mask to the constitution of a social experience. The works of **Andreas Gursky** (Germany, 1955), **Cécile B. Evans** (USA/Belgium, 1983), and the collective exhibit **Automated Photography** (organised in collaboration with L'École Cantonale d'Art de Lausanne) explore the theme of inventing reality as the basis of the game-play experience, portrayed as both a pure exercise of the imagination and in the sense of building real alternative, virtual universes in which video-game adventures take place.

The Biennial catalogue will be published by Fondazione MAST with a preface by President Isabella Seràgnoli and a critical analysis text by Francesco Zanot.

Diverse themes connected to game play will give rise to an extensive **programme of talks, screenings, presentations, and workshops** for the public.

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***Fondazione MAST** (Manifattura di Arti, Sperimentazione e Tecnologia) is a non-profit organisation founded in Bologna in 2013 that aims to promote social innovation and corporate welfare projects to support collective economic, social, and cultural growth. MAST is an internationally renowned cultural centre that provides advanced welfare services for Coesia industrial group employees, offering free cultural activities for the community focused on the arts and photography on industry and work.*

FOTO/INDUSTRIA 2023

Curated by Francesco Zanot

Bologna

18 October – 26 November 2023

www.fotoindustria.it

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