

MoMA'S CONTEMPORARY DESIGN GALLERY INSTALLATION FOCUSES ON THE VITALITY AND DIVERSITY OF DESIGN

***Applied Design* to Feature Fourteen Recently Acquired Video Games on View for the First Time**

Applied Design

The Philip Johnson Architecture and Design Galleries
March 2, 2013–January 31, 2014

NEW YORK, February 14, 2013—The Museum of Modern Art presents *Applied Design*, an installation in The Philip Johnson Architecture and Design Galleries showcasing approximately 100 objects from the Museum's collection. Representing the new directions of contemporary design, the exhibition features outstanding examples of interface and interaction design, dynamic visualizations, products, furniture, 3D printed chairs and bowls, emergency equipment, and biodesign. A testament to this vitality and diversity, the objects on display range from a mine detonator by the young Dutch/Afghani designer Massoud Hassani to a bowl made by transforming desert sand into glass using only the energy of the sun. Also on display are the first 14 video games to enter MoMA's collection as part of ongoing research on interaction design. The exhibition is organized by Paola Antonelli, Senior Curator, and Kate Carmody, Curatorial Assistant, Department of Architecture and Design, The Museum of Modern Art, and is on view from March 2, 2013 until January 31, 2014.

In the past twenty years, design has branched out in new directions that have galvanized young practitioners, sparked business models, and attracted worldwide public attention. *Mine Kafon* for example, Massoud Hassani's dandelion-shaped mine detonator, is equipped with a GPS to record a safe path and designed to roll through mine fields. If the object, made from bamboo and biodegradable plastics, encounters a mine and detonates it, it will only partially destruct and can be salvaged and reassembled into a new specimen ready for deployment. Hassani grew up in the war-torn countryside of Afghanistan, where many of his friends were injured or killed by landmines. Hassani drew on this personal experience to design a universal and low-cost tool that can save many lives.

Markus Kayser's *Solar-sintered bowl* was made using desert sand and sun. The process of converting a powder into a solid by heating is known as sintering, and it is central in 3D printing, a process by which computer-controlled machines deposit or solidify liquid or powdered resin layer by layer, to create a three-dimensional rendering of a digital design. Kayser applied this technology, which is closely identified with computers, robotics, and resins, to natural resources. He tested his first manually operated solar 3D printing machine in 2011 in the Moroccan desert, using silica sand, which turns to glass after heating and cooling. He completed a bigger, fully

automated, computer-driven version called SolarSinter later that year and tested it in the Sahara. The bowl in the exhibition was produced by the SolarSinter and will have an accompanying video that documents the process.

Wind Map, by Martin Wattenberg and Fernanda Viégas, is an online application that pulls information from the publicly available National Digital Forecast database, rendering a living portrait of the wind landscape over the United States. *The Earthquake Proof Table* by Ido Bruno and Arthur Brutter—Brutter’s final project while a student in the Industrial Design program at the Bezalel Academy of Art and Design in Jerusalem—is inexpensive, lightweight, and can provide shelter and protection during earthquakes by absorbing the impact of falling debris.

The 14 video games, the seedbed for an initial wish list of about 40 to be acquired in the near future, features: *Pac-Man* (1980), *Tetris* (1984), *Another World* (1991), *Myst* (1993), *SimCity 2000* (1994), *Vib-ribbon* (1999), *The Sims* (2000), *Katamari Damacy* (2004), *EVE Online* (2003), *Dwarf Fortress* (2006), *Portal* (2007), *fIOW* (2006), *Passage* (2008), *Canabalt* (2009). The criteria used to select these specific games emphasized not only the visual quality and aesthetic experience of each game, but also the many other aspects—from the elegance of the code to the design of the player’s behavior—that pertain to interaction design.

Interactive games such as *Passage*, *Tetris*, *Pac-Man*, *Katamari Damacy*, *Vib-ribbon*, *Cannabalt*, *fIOW*, *Portal*, and *Another World* are playable using controllers, while games such as *Eve Online*, *Dwarf Fortress*, *SimCity2000*, *The Sims*, and *Myst*, are presented as walkthroughs or demos. Headphones will be provided for games that have sound; an ongoing game soundtrack that features the sounds of one game at a time will be audible in the galleries.

SPONSORSHIP:

Architecture and Design Collection Exhibitions are made possible by Hyundai Card Company.

No. 10

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Public Information:

The Museum of Modern Art, 11 West 53 Street, New York, NY 10019, [\(212\) 708-9400](tel:2127089400), MoMA.org.

Hours: Wednesday through Monday, 10:30 a.m.–5:30 p.m. Friday, 10:30 a.m.–8:00 p.m. Closed Tuesday.

Museum Admission: \$25 adults; \$18 seniors, 65 years and over with I.D.; \$14 full-time students with current I.D. Free, members and children 16 and under. (Includes admittance to Museum galleries and film programs). **MoMA.org:** No service charge for tickets ordered on MoMA.org. Tickets purchased online may be printed out and presented at the Museum without waiting in line. (Includes admittance to Museum galleries and film programs).

Film and After Hours Program Admission: \$12 adults; \$10 seniors, 65 years and over with I.D.; \$8 full-time students with current I.D. The price of an After Hours Program Admission ticket may be applied toward the price of a Museum admission ticket or MoMA Membership within 30 days.

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Paola Antonelli

**Senior Curator, Department of Architecture and Design
Director of Research and Development
The Museum of Modern Art**

Paola Antonelli is currently Senior Curator in The Department of Architecture and Design and Director of Research and Development. She joined the Museum as Associate Curator in 1994, and was Curator from 2000 to 2007.

Ms. Antonelli has organized a number of important and well-received exhibitions at MoMA, including *Mutant Materials in Contemporary Design* (1995); *Thresholds: Contemporary Design from the Netherlands* (1996); *Achille Castiglioni: Design!* (1997-98); *Projects 66: Campana/Ingo Maurer* (1998); *Open Ends and Matter* (September 2000-February 2001); *Workspheres* (2001); *Humble Masterpieces* (2004); *SAFE: Design Takes On Risk* (2006); *Digitally Mastered: Recent Acquisitions from the Museum's Collection* (2006-07); *Just In: Recent Acquisitions from the Collection* (2007-08); *Design and the Elastic Mind* (2008); *Rough Cut: Design Takes a Sharp Edge* (2008-09); *Action! Design over Time* (2010); *Standard Deviations: Types and Families in Contemporary Design* (2011); and *Talk to Me: Design and the Communication between People and Objects* (2011).

Ms. Antonelli has lectured worldwide in settings ranging from peer conferences to global interdisciplinary gatherings such as the World Economic Forum in Davos, and she has served on several international architecture and design juries. From 1991 to 1993, she was a Lecturer at the University of California, Los Angeles, and has in the past few years also taught design history and theory at the Harvard Graduate School of Design and at the MFA program of the School of Visual Arts in New York.

The recipient of a Master's degree in Architecture from the Polytechnic of Milan in 1990, Ms. Antonelli is a Senior Fellow of the Royal College of Art, London, and has received an Honorary Doctorate in Design from Kingston University, London. She also earned the Smithsonian Institution's National Design Award in October 2006, and in 2007, she was named one of the 25 most incisive design visionaries by *Time* magazine.

Kate Carmody
Curatorial Assistant, Department of Architecture and Design
The Museum of Modern Art

Kate Carmody holds a MA in the History of Design and Decorative Arts. Currently a Curatorial Assistant in the Department of Architecture and Design at MoMA, she has worked on several exhibitions including *Talk to Me: The Communication between People and Objects* and *Born Out of Necessity*.

Previously she has served as adjunct faculty in the Art and Design History and Theory department at Parsons, The New School for Design; preparator in the department of Invertebrate Zoology at the American Museum of Natural History; fellow in the Wallcoverings department at the Cooper-Hewitt National Design Museum, and co-organizer of the Big Urban Game and Design Camp while working at the University of Minnesota's Design Institute.

Paul Galloway
Study Center Supervisor, Department of Architecture and Design
The Museum of Modern Art

Paul Galloway holds an MFA in Studio Art and joined the Museum of Modern Art in 2005. As the Study Center Supervisor he works closely with the curators to coordinate the growth and management of the Architecture and Design collection and serves as the primary contact for collection research through the A&D Study Center. In addition to his position at MoMA, Paul also teaches art history at Bronx Community College and in 2008 was awarded a grant from the Art Matters Foundation.

Frequently Asked Questions

Q: Are video games art?

A: They are, but they are also design, and a design approach is what we chose for this new foray into this universe. The games are selected as outstanding examples of interaction design—a field that MoMA has already explored and collected extensively, and one of the most important and oft-discussed expressions of contemporary design creativity.

Q: What were the criteria for selecting these video games?

A: Our criteria emphasize not only the visual quality and aesthetic experience of each game, but also the many other aspects—from the elegance of the code to the design of the player's behavior—that pertain to interaction design. In order to develop an even stronger curatorial stance, over the past year and a half we have sought the advice of scholars, digital conservation and legal experts, historians, and critics, all of whom helped us refine not only the criteria and the wish list, but also the issues of acquisition, display, and conservation of digital artifacts that are made even more complex by the games' interactive nature.

Q: What video games are included?

A: *Pac-Man* (1980), *Tetris* (1984), *Another World* (1991), *Myst* (1993), *SimCity 2000* (1994), *Vib-ribbon* (1999), *The Sims* (2000), *Katamari Damacy* (2004), *EVE Online* (2003), *Dwarf Fortress* (2006), *Portal* (2007), *fIOW* (2006), *Passage* (2008), *Canabalt* (2009).

Q: Why were these specific games selected?

A: As with all other design objects in MoMA's collection, from posters to chairs to cars to fonts, curators seek a combination of historical and cultural relevance, aesthetic expression, functional and structural soundness, innovative approaches to technology and behavior, and a successful synthesis of materials and techniques in achieving the goal set by the initial program. This is as true for a stool or a helicopter as it is for an interface or a video game, in which the programming language takes the place of the wood or plastics, and the quality of the interaction translates in the digital world what the synthesis of form and function represent in the physical one. Because of the tight filter we apply to any category of objects in MoMA's collection, our selection does not include some immensely popular video games that might have seemed like no-brainers to video game historians.

Q: Will visitors be able to play these games?

A: If the duration of the game is short enough, the game itself will be made playable in its entirety. For games that take longer to play, but still require interaction for full appreciation, an interactive demonstration, in which the game can be played for a limited amount of time, will be the answer. In concert with programmers and designers, we have devised a way to play a game for a limited time and enable visitors to experience the game firsthand, without frustrations.

With older games for which the original cartridges may be too fragile or hard to find, we will offer an interactive emulation—a programmer has translated the original code, which was designed for a specific platform, into new code that will create the same effect on a newer computer. In other cases, when the game is too complex or too time consuming to be experienced as an interactive display in the galleries, we have obtained a video akin to a demo, in which the concept and characters of the game are laid out.

Finally, some of the games we have acquired take years and millions of people to manifest fully. To convey their experience, we worked with players and designers to create guided tours of these alternate worlds, so the visitor can begin to appreciate the extent and possibilities of the complex gameplay.

Exhibition Wall Text

In the past twenty years, design has branched out in new directions, galvanizing young practitioners, sparking novel business models, and attracting worldwide attention. A designer today can choose to focus on interaction, interfaces, the web, visualization, socially minded infrastructures, immersive spaces, biodesign, sustainability, video games, critical scenarios, and, yes, even products and furniture. Outstanding examples of this vitality and diversity are on display here, ranging from a mine detonator powered by the wind to the immortal spatial puzzle Tetris. Tetris is one of the first video games to enter MoMA's collection, selected with thirteen others as a pillar of interaction design—one of the most important and oft-discussed expressions of contemporary design creativity.

One of design's fundamental tasks is to help people deal with change. Designers stand between revolutions and everyday life: they make innovations manageable and approachable, so that they can be embraced and assimilated. For this reason, in the years to come, designers will increasingly be at the nexus of culture, politics, and society. Like physics, design will be loosely divided into the theoretical and the applied. Theoretical designers will be exquisite generalists, but ready to roll up their sleeves. Applied designers will continue to make objects, never forgetting functionality and elegance. Objects, however, will not always be physical; they will often be shared, not owned; they might be starters that people will complete and customize at home using 3-D printers and other on-demand services; or they will be tools that allow scientists, policy makers, and citizens to visualize and manage complex systems.

Design is not only about making things, people, and places pretty. Like the artifacts of applied design on view here, it is sometimes ugly, but it is always meaningful, and it encompasses all facets of human activity, including science, education, politics, and even war.

The exhibition is organized by Paola Antonelli, Senior Curator, and Kate Carmody, Curatorial Assistant, Department of Architecture and Design.

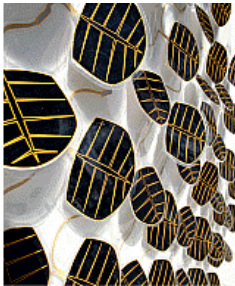
Applied Design

The Museum of Modern Art, New York, March 01, 2013 -

Balcony



IDO BRUNO (Israeli, born 1963)
 ARTHUR BRUTTER (Israeli, born 1982)
EPT - Earthquake Proof Table
 2010
 Steel and birch plywood
 28 3/8 x 47 1/4 x 23 5/8" (72 x 120 x 60 cm)
 Gift of the designers
 TR14442



SAMUEL CABOT COCHRAN (American, born 1982)
 BENJAMIN WHEELER HOWES (American, born 1983)
 SMIT SUSTAINABLY MINDED INTERACTIVE TECHNOLOGY, LLC (USA, est. 2005)
GROW
 2005
 Prototype
 Thin film photovoltaics, piezoelectric generators, screen printed conductive ink encapsulated in ETFE fluoropolymer lamination, stainless steel, nylon, neoprene rubber, copper wire, and aluminum
 16 x 8'
 Gift of Marie-Josée and Henry R. Kravis
 433.2008
 OBJECT



MASSOUD HASSANI (Dutch, born Afghanistan 1983)
Mine Kafon wind-powered deminer
 2011
 Bamboo and biodegradable plastics
 87 x 87 x 87" (221 x 221 x 221 cm)
 Gift of the Contemporary Arts Council of the Museum of Modern Art
 923.2012



MARTÍN RUIZ DE AZÚA (Spanish, born 1965)
Basic House
 1999
 Prototype
 Polyester
 6' 6 3/4" x 6' 6 3/4" x 6' 6 3/4" (200 x 200 x 200 cm)
 Gift of Martín Ruiz de Azúa
 163.2006



BARBARA AMBROSZ (Austrian, born 1972)
Liquid Skin Drinking Cup
 1998
 Blown glass
 2 x 5 1/8 x 4 1/8" (5.1 x 13 x 10.5 cm)
 Gift of the manufacturer
 2384.2001



PAUL COCKSEGE (British, born 1978)
Pole Light
 2008
 Acrylic, LEDs, and concrete
 68 7/8 x 7 7/8" (174.9 x 20 cm)
 Architecture & Design Purchase Fund
 123.2010



REVITAL COHEN (Israeli, born 1981)
 DESIGN INTERACTIONS DEPARTMENT (est. 1989)
 ROYAL COLLEGE OF ART (UK, est. 1837)
Artificial Biological Clock
 2008
 Glass, resin, nickel-plated brass, and electronics
 5 7/8 x 6 11/16 x 5 7/8" (15 x 17 x 15 cm)
 Fund for the Twenty-First Century
 769.2011



ERIK DEMAINE (American, born Canada 1981), and
 MARTIN DEMAINE (American, born 1942)
 MASSACHUSETTS INSTITUTE OF TECHNOLOGY (USA, est. 1861)
Computational Origami
 2003-07
 Elephant hide paper
 16 x 12" (40.6 x 30.5 cm)
 Gift of the designers
 SC490.2008.1-3
 OBJECT



JAYDEN D. HARMAN (Australian, born 1949)
 PAX SCIENTIFIC, INC. (USA, est. 1997)
Lily Impeller
 1996
 Prototype
 Stainless steel
 7 1/2 x 4 1/4" (19.1 x 10.8 cm)
 Gift of the manufacturer
 442.2008
 OBJECT

JANNE KYTTANEN (Finnish, born 1974), and
 JIRI EVENHUIS (Dutch, born 1973)
 FREEDOM OF CREATION (The Netherlands, est. 2000)
Laser-sintered textiles
 2000-06
 Laser-sintered polyamide resin
 dimensions variable
 Gift of the manufacturer
 SC496.2008.1
 OBJECT

JANNE KYTTANEN (Finnish, born 1974), and
 JIRI EVENHUIS (Dutch, born 1973)
 FREEDOM OF CREATION (The Netherlands, est. 2000)
Laser-sintered textiles
 2000-06
 Laser-sintered polyamide resin
 dimensions variable
 Gift of the manufacturer
 SC496.2008.4
 OBJECT



MATHIEU LEHANNEUR (French, born 1974)
Andrea Air Purifier
 2009
 Acrylic and electronic components
 12 5/8 x 17 11/16" (32 x 45 cm)
 Gift of the manufacturer
 165.2012



AMANDA LEVETE (British, born 1959)
Fruit Bowl
 2005
 Laser-sintered nylon
 2 1/2 x 12 x 24 1/2" (6.4 x 30.5 x 62.2 cm)
 Gift of Clarissa Alcock Bronfman
 451.2006
 OBJECT



GREG LYNN (American, born 1964)
Supple Cups
 2005
 Bone china
 Approx. h. 3 1/16 x diam. 2 9/16" (7.7 x 6.5 cm)
 Gift of the manufacturer
 572.2006.1-2



GEOFFREY MANN (British, born 1980)
Attracted to Light from the Long Exposure series
 2005
 Prototype
 Nylon
 10 x 11 3/4 x 13 3/4" (25.4 x 29.8 x 34.9 cm)
 Gift of Marva Griffin-Wilshire
 445.2008
 OBJECT



INGO MAURER (German, born 1932)
Los Minimalos Dos Table Lamp
 1994
 Stainless steel, spun steel, and aluminum
 23 5/8 x 5 7/8 x 29 1/2" (60 x 15 x 75 cm)
 Gift of the designer
 299.1999



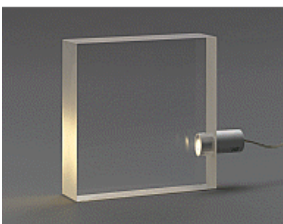
SUSANA SOARES (Portuguese, born 1977)
 DESIGN INTERACTIONS DEPARTMENT (est. 1989)
 ROYAL COLLEGE OF ART (UK, est. 1837)
Face Object from the BEE'S project
 2007
 Prototype
 Blown handmade glass
 14 1/8 x 9 7/8" (35.9 x 25.1 cm)
 Gift of The Aaron and Betty Lee Stern Foundation
 457.2008
 OBJECT



SUSANA SOARES (Portuguese, born 1977)
 DESIGN INTERACTIONS DEPARTMENT (est. 1989)
 ROYAL COLLEGE OF ART (UK, est. 1837)
Fertility Object from the BEE'S project
 2007
 Prototype
 Borosilicate
 10 1/4 x 6" (26 x 15.2 cm)
 Gift of The Aaron and Betty Lee Stern Foundation
 458.2008
 OBJECT



SUSANA SOARES (Portuguese, born 1977)
 DESIGN INTERACTIONS DEPARTMENT (est. 1989)
 ROYAL COLLEGE OF ART (UK, est. 1837)
Precise Object from the BEE'S project
 2007
 Prototype
 Borosilicate
 8 5/8 x 4 3/4" (21.9 x 12.1 cm)
 Gift of The Aaron and Betty Lee Stern Foundation
 459.2008
 OBJECT



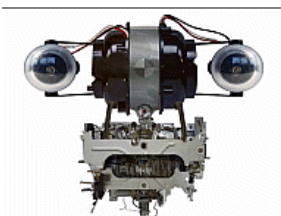
TOKUJIN YOSHIOKA (Japanese, born 1967)
ToFU Lamp
 2000
 Acrylic and aluminum
 11 5/8 x 14 3/8 x 3" (29.5 x 36.5 x 7.6 cm)
 Gift of Yamagiwa USA Corporation
 845.2005



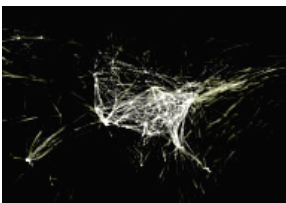
TOKUJIN YOSHIOKA (Japanese, born 1967)
Tear Drop Lamp
 2007
 Glass and aluminum
 5 3/4" diam. (14.6 cm)
 Anonymous gift
 85.2009



MARY ANN TOOTS ZYNSKY (American, born 1951)
Bowl
 1985
 Lead crystal (Filet-de-Verre)
 5 1/2 x 13 3/4" (14 x 35 cm)
 Emilio Ambasz Fund
 376.1985



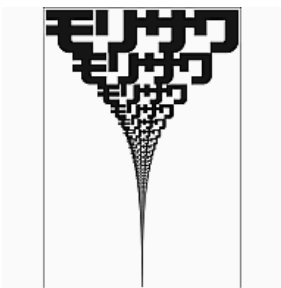
PAUL KIRPS (Luxembourgish, born 1969)
autoreverse
 2004-2005
 Quicktime video (color, sound)
 Duration: 10 min., 54 sec.
 Gift of the designer
 1789.2008



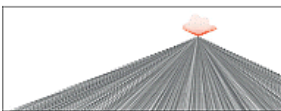
AARON KOBLIN (American, born 1982)
 DEPARTMENT OF DESIGN | MEDIA ARTS (USA, est. 1994),
 SCHOOL OF THE ARTS AND ARCHITECTURE AT UNIVERSITY OF
 CALIFORNIA, LOS ANGELES (USA, est. 1966)
Flight Patterns
 2005
 Quicktime video (color)
 Duration: 55 sec.
 Gift of the designer
 SC529.2008.1-2
 DIGITAL/COMPUTER



JOHN MAEDA (American, born 1966)
2000 Year Calendar
 1995
 Offset lithograph
 28 3/4 x 40 9/16" (73 x 103 cm)
 Gift of the designer
 457.2006



JOHN MAEDA (American, born 1966)
Morisawa 10 Poster
 1996
 Offset lithograph
 28 3/4 x 40 9/16" (73 x 103 cm)
 Gift of the designer
 458.2006



JOHN MAEDA (American, born 1966)
Sony 1996 Poster
 1996
 Offset lithograph
 28 3/4 x 40 9/16" (73 x 103 cm)
 Gift of the designer
 459.2006



FREDDIE YAUNER (British, born 1982)

Signs of Life

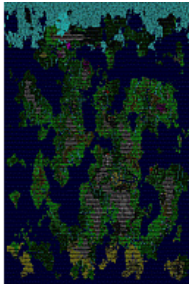
2007-2009

Interactive Flash animation, LCD screen, computer, motion sensor,
powder-coated steel casing

18 1/8 x 8 1/4 x 4 3/4" (46 x 21 x 12 cm)

Gift of the Contemporary Arts Council of The Museum of Modern Art

1341.2009



TARN ADAMS (American, born 1978)
 ZACH ADAMS (American, born 1975)
Dwarf Fortress
 2006
 Video game
 Gift of the designers
 1748.2012



CONSTANTIN BOYM (American, born Russia 1955), and
 LAURENE LEON BOYM (American, born 1964)
 BOYM PARTNERS INC. (USA, est. 1986)
Babel Blocks
 2007
 Wood and video (color, sound)
 .1-5 (figurines): 6 x 1 1/2 x 3" (15.2 x 3.8 x 7.6 cm)
 .6 (video)
 Gift of the designers
 SC486.2008.1-6
 OBJECT+VIDEO



ORON CATTS (Australian, born Finland 1967),
 IONAT ZURR (Australian, born UK 1970), and
 GUY BEN-ARY (Australian, born USA 1967)
 The Tissue Culture & Art Project hosted by SYMBIOTICA, THE ART AND
 SCIENCE COLLABORATIVE RESEARCH LABORATORY,
 School of Anatomy and Human Biology, THE UNIVERSITY OF WESTERN
 AUSTRALIA (Australia, est. 1996)
The Pig Wings Project
 2000-01
 C-print
 .1 (red): 24 1/4" x 36 1/8" x 1 3/8" (61.6 x 91.8 3/8 x 3.5 cm)
 .2 (blue): 24 1/4" x 36 1/8" x 1 3/8" (61.6 x 91.8 3/8 x 3.5 cm)
 .3 (green): 324 1/4" x 36 1/8" x 1 3/8" (61.6 x 91.8 3/8 x 3.5 cm)
 Gift of the designers and Symbiotica
 SC489.2008.1-3
 OBJECT/PRINTOUT



TORU IWATANI (Japanese, born 1955)
Pac-Man
 1980-1981
 Video game
 Gift of NAMCO BANDAI Games Inc.
 1745.2012



MASAYA MATSUURA (Japanese, born 1961)
Vib-Ribbon
 1997-1999
 video game
 Gift of Sony Computer Entertainment Inc.
 931.2012



ALEXEY PAJITNOV (Russian, born 1955)
Tetris
 1984
 Video game
 Gift of The Tetris Company, LLC
 928.2012



JASON ROHRER (American, born 1977)
Passage
 2007
 SDL, GNU Compiler Collection, GNU Emacs, mtPaint, CVS, and
 MinGW-MSYS software
 Gift of the designer
 SC384.2012



ADAM SALTSMAN (American, born 1982)
 Music by DANIEL BARANOWSKY (American, born 1984)
Canabalt
 2009
 Video game
 Gift of the designer
 1750.2012



LOUISE CAMPBELL (Danish, born 1970)
Veryound Chair
 2006
 Laser-cut sheet steel
 27 3/16 x 41 9/16 x 32 11/16" (69 x 105.5 x 83 cm)
 Gift of the manufacturer
 333.2007



DILLER + SCOFIDIO (American, established 1979)
Blur Building, Yverdon-les-Bains, Switzerland
 1998-2003
 Ink on paper mounted on electroluminescent film, DVD projection, and
 DVD display on LCD monitor
 .a (construction drawing): 22 x 72" (55.9 x 182.9 cm)
 .b (construction drawing): 22 x 72" (55.9 x 182.9 cm)
 .c (DVD projection interior)
 .d (DVD display on LCD monitor exterior)
 Gift of Elise Jaffe and Jeffrey Brown
 556.2006.a-d
 Only using .d Video



CHRIS KABEL (Dutch, born 1975)
Mesh Chair
 2005
 Powder coated expanded metal mesh
 29 15/16 x 19 5/16 x 26 3/8" (76 x 49 x 67 cm)
 Architecture & Design Purchase Fund
 128.2010



MIYAKE ISSEY (Japanese, born 1938)
IN-EI Mendori
 2011
 PET fabric and LEDs
 17 5/16 x 18 7/8 x 19 11/16" (44 x 48 x 50 cm)
 TR14519.1-2

JASPER MORRISON (British, born 1959)
Luxmaster F Floorlamp
 2000
 Stainless steel, polycarbonate, aluminum and electrical cord
 72 7/8 x 11 1/2 x 9" (185.1 x 29.2 x 22.9 cm)
 Gift of the manufacturer
 452.2006



WIEKI SOMERS (Dutch, born 1976)

Bellflower Lamp

2007

Carbon fiber, glass fiber, epoxy, steel and LED lights

72 13/16 x 53 1/8 x 19 11/16" (185 x 135 x 50 cm)

Architecture & Design Purchase Fund

25.2008



DIRK VANDER KOOIJ (Dutch, born 1983)

Endless Flow Rocking Chair

2011

Recycled plastic

31 1/2 x 16 9/16 x 26 3/4" (80 x 42 x 68 cm)

Architecture & Design Purchase Fund

925.2012



MARCEL WANDERS (Dutch, born 1963)

Knotted Chair

1995

Carbon and epoxy-coated aramid fibers

28 x 19 3/4 x 24 1/2" (71.1 x 50.2 x 62.2 cm)

Gift of the Peter Norton Family Foundation

434.1996



RACHEL WINGFIELD (British, born 1978) and

MATHIAS GMACHL (Austrian, born 1974)

LOOP, PH (UK, est. 2003)

Biowall

2006

Prototype

Fiberglass

dimensions variable

Gift of the Speyer Family Foundation

463.2008.a-b

OBJECT



TOKUJIN YOSHIOKA (Japanese, born 1967)

Honey-Pop Armchair

2000

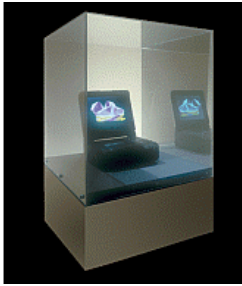
Paper

.1 unfolded: 31 1/4 x 32 x 32" (79.4 x 81.3 x 81.3 cm)

.2 folded: 31 1/4 x 36 1/2 x 3/4" (79.4 x 92.7 x 1.9 cm)

Gift of the designer

262.2002.1-2



HANI RASHID (Canadian, born Egypt 1958)
 LISE ANNE COUTURE (Canadian, born 1959)
Iscares 1.0
 1999
 DV player, video, plexiglass and wood
 16 x 12 x 12" (40.6 x 30.5 x 30.5 cm)
 Gift of Frederieke Taylor
 551.2010.a-c



MAARTEN BAAS (Dutch, born Germany 1978)
Sweeper's Clock
 2009
 Video (720:00 min.)
 Gift of the designer
 764.2011



FERNANDA BERTINI VIÉGAS (Brazilian, born 1971)
 MARTIN WATTENBERG (American, born 1970)
Wind Map
 2012
 Interactive software
 Gift of the designers
 1751.2012



CCP GAMES (Iceland, est. 1997)
Eve Online
 2003
 Video game
 Gift of CCP hf.
 933.2012



ÉRIC CHAHI (French, born 1967)
Another World
 1991
 Video game
 Gift of the designer
 929.2012



JENOVA (XINGHAN) CHEN (Chinese, born 1981)

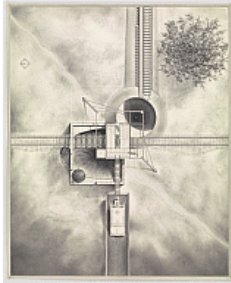
NICK CLARK (American, born 1984)

flOw

2007

Video game

Gift of Jenova Chen, Nick Clark, and Austin Wintory of thatgamecompany
1749.2012



DOUGLAS DARDEN (American, 1951–1996)

Oxygen House Project

1988

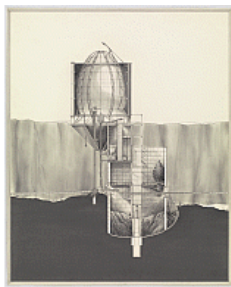
Plan

Pencil, ink, crayon, charcoal and paper

34 x 28" (86.4 x 71.1 cm)

Gift of Allison Collins

1681.2012



DOUGLAS DARDEN (American, 1951–1996)

Oxygen House Project

1988

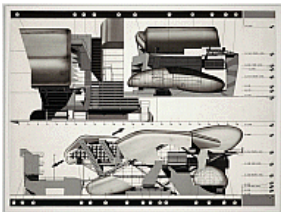
Section

Pencil, ink, crayon, charcoal and correction fluid on paper

34 x 28" (86.4 x 71.1 cm)

Gift of Allison Collins

1682.2012



NEIL M. DENARI (American, born 1957)

Prototype Architecture School No. 5, project

Los Angeles, California

Elevations

1992

Ink, airbrush, and cut-and-pasted printed self-adhesive polymer sheet on
frosted polymer sheet

24 1/2 x 33 1/16" (62.2 x 84 cm)

Ralph Fehlbaum Purchase Fund

191.1998



MARKUS KAYSER (German, born 1983)

Solar-sintered Bowl

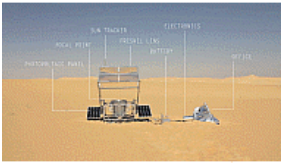
2011

Fused sand

3 1/2 x 6" (8.9 x 15.2 cm)

Gift of the designer

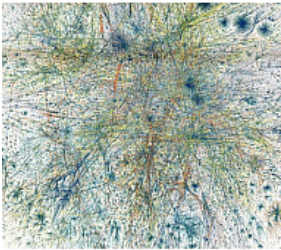
1740.2012.1



MARKUS KAYSER (German, born 1983)
Video for Solar-sintered Bowl
 2011
 Video (color, sound)
 Duration: 6 min., 6 sec.
 Gift of the designer
 1740.2012.2



TOMÁŠ GABZDIL LIBERTÍNÝ (Slovak, born 1979)
The Honeycomb Vase "Made by Bees"
 2006
 Prototype
 Beeswax
 9 x 5 1/2 x 5 1/2" (22.9 x 14 x 14 cm)
 Gift of The Aaron and Betty Lee Stern Foundation
 444.2008
 OBJECT



BARRETT LYON (American, born 1978)
 THE OPTE PROJECT (USA, est. 2003)
Mapping the Internet
 2003
 Digital print from photo file
 Gift of the designer
 470.2008
 PRINTOUT



RAND MILLER (American, born 1959)
 ROBYN MILLER (American, born 1966)
Myst
 1993
 Video game
 Gift of Cyan Worlds, Inc.
 1746.2012



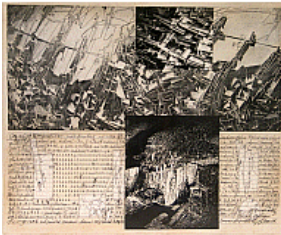
KEITA TAKAHASHI (Japanese, born 1975)
Katamari Damacy
 2003
 Video game
 Gift of NAMCO BANDAI Games Inc.
 1747.2012



RAY TOMLINSON (American, born 1941)
 @
 1971
 ITC American Typewriter Medium
 151.2010



VALVE (USA, est. 1996)
Portal
 2005-2007
 Video game
 Gift of Valve
 934.2012



LEBBEUS WOODS (American, 1940–2012)
Terrain Project
 1999
 Electrostatic print with felt-tipped marker, ink, colored pencil and cut and pasted printed paper with felt-tipped marker on paper with sanding mounted to board
 Each: 19 3/8 x 23 3/8" (49.2 x 59.4 cm)
 Craig Robins Purchase Fund
 220.2003



WILL WRIGHT (American, born 1960)
SimCity 2000
 1993
 Video game
 Gift of Electronic Arts
 930.2012



WILL WRIGHT (American, born 1960)
The Sims
 2000
 Video game
 Gift of Electronic Arts
 932.2012