

BAR SK

APPROPRIATE CONTENT

SK Games have been exhibiting a huge variety of media since we began back in 2013. We've exposed some odd, disturbing, hilarious, confrontational, heartfelt and overall amazing things to the public. It's been a passion of ours, and we've received an overwhelming positive response.

We've also received some criticism, of course, which can be broken down to two main categories. The first is easy to overcome, it's the "this-isn't-a-game" criticism which attacks the validity of a work by describing it as something other than a game and inferring it doesn't belong in an exhibition for that reason. This is largely a communication fault on our part, setting up the wrong expectations, and as such we refrain from using the word "game" or "videogame" as much as possible, substituting it with "playful media", "new media", "digital art" and others.

The second criticism is with the appropriateness of some of the work we display. Curiously this has only come about with sexually-related media so far, some attendees find games about sex inappropriate, or it makes them uncomfortable. This is a concern for us, because while we want to push the boundaries and expose confronting media, we also want to create a space where everyone can feel comfortable.

To this end we've developed signage for the entrance of BAR SK, to warn patrons of any offensive material inside. We will also place potentially offensive material toward the back of the venue. The aim here is not to censor anything but allow the patron to give consent before being exposed to potentially offensive media. We also encourage patrons to discuss with us any media that may make them uncomfortable, and allow us to evolve our signage and practices to better inform other patrons.

This is a new and dynamic area of games, we're exploring and probing along with curators from around the world. We hugely encourage feedback about any aspect of BAR SK, positive or negative. Come in and have a chat in person, or send an email.

Thank you,

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