

The document will serve as a statement of purpose and consultation for curators, producers and institutions that are either working with videogames or want to get into the field.

The Game Arts Curator Kit will have a printed version produced and published by VGARader This wiki will remain open to be updated.

The project was born in the first edition of GAIA, in november 2019, Buenos Aires.

ABOUT GAIA (Game Arts International Assembly) GAIA was founded in 2019 by Jim Munroe and Ma. Luján Oulton with the intention to unite the Game Arts community. The event is meant for producers, game arts curators and community builders with the aim to foster communication, exchange knowledge and create an international network. The second edition is produced by Jim Munroe, Marie Claire LeBlanc Flanagan and Ma. Luján Oulton.

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