



PISCGAME

MANUEL GHIDINI

TYPE OF ARTWORK

Videogame in baroque table

KEYWORDS

Videogame, Installation, sculpture, interactive

SHORT DESCRIPTION

Piscgame is a critical two-player game arcade that turns the archaic act of territorial marking through urination into a gameplay mechanic, satirizing the extreme logic of masculine domination and conquest.

INSERT PROJECT IMAGE(S)

DIMENSIONS

Table: 95x60cm, h 70cm

Chair (x2): 50x50cm, h 85cm

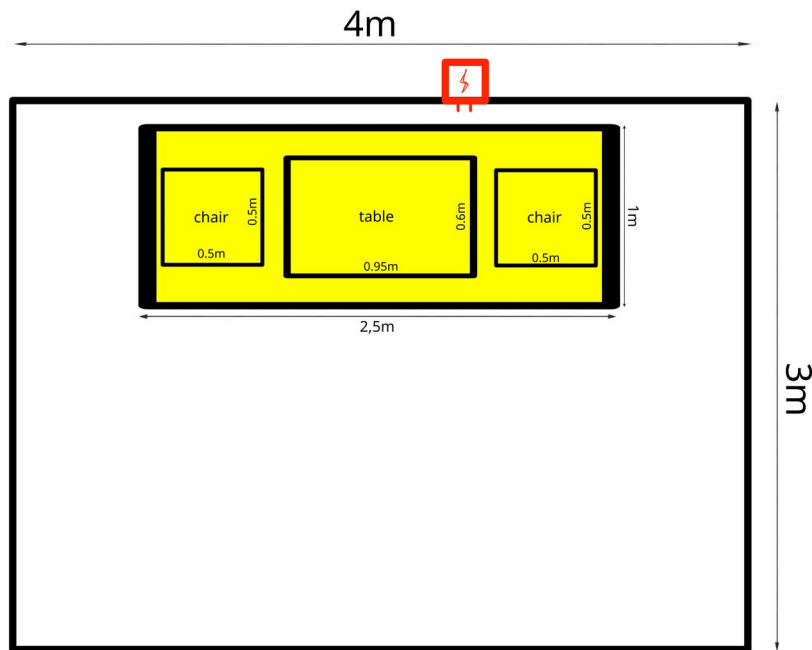
Total length installation with players \approx 245cm

LINK(s)

<https://manuelghidini.it/works/piscgame.html>

THEMATIC CLUSTER

Conquest, Domination, Leviathan



TECH REQUIREMENTS

Format of the work

Installation

Dimensions and minimum spatial needs

Section of room. Minimum $\approx 3\text{m} \times 4\text{m}$

Essential area to play = $2,5\text{m} \times 1\text{m}$

EQUIPMENT

Equipment I can provide: Extension lead

Equipment I require from you: Power connection

Special Materials or Conditions

Environmental Requirements

Power connection preferably located close to the installation, as shown in the diagram, to reduce visible cables and minimize tripping hazards.

Sound Level: Recommended 70 dB LAeq (adjustable according to the museum's needs).