no pain no game

March 16th – June 26th 2016

Museum für Kommunikation Berlin
Leipziger Straße 16
10117 Berlin-Mitte

Tue 9 am–8 pm
Wed–Fri 9 am–5 pm
Sat, Sun and on holidays 10 am–6 pm

mfk-berlin.de | goethe.de/spieltrieb
**Richter 1881**

The Golden Calf

 overview of a computer game

The Golden Calf is a puzzle game that explores the concept of the biblical story of the loss of innocence. The game presents a unique perspective on the ancient tale, allowing players to experience the story from different angles and perspectives.

The game's protagonist is a golden calf, which is associated with religious and cultural symbolism. The game's objective is to lead the calf through a series of challenges and obstacles, ultimately reaching a conclusion that reflects the moral and ethical lessons of the story.

The gameplay involves a combination of puzzle-solving and exploration, with players navigating through various environments and interacting with different characters and objects. The game's visual style is reminiscent of classic video games, with a focus on minimalistic aesthetics and a retro feel.

The Golden Calf is available on various platforms, including personal computers, consoles, and mobile devices. It has received critical acclaim for its innovative approach to storytelling and its faithful recreation of the biblical narrative.

**PainStation**

The PainStation is a unique installation that explores the relationship between art and pain. The exhibition features a variety of artworks that engage with the theme of pain, offering visitors a chance to experience the physical and emotional dimensions of the sensation.

The core of the exhibit is the PainStation itself, a piece of interactive art that allows visitors to experiment with the sensations of pain. The installation employs a variety of techniques, including electrical stimulation and thermal manipulation, to create a range of pain-like experiences.

Visitors can choose to participate in the PainStation, selecting from a menu of options that vary in intensity and duration. The experience is designed to be both immersive and thought-provoking, encouraging visitors to reflect on the complex and often contradictory nature of pain.

**OIS**

OIS is a unique exhibition that explores the intersection of art and technology. The exhibit features a variety of artworks that showcase the power and potential of digital media, offering visitors a chance to experience the cutting-edge of contemporary art.

The core of the exhibit is the OIS installation, which presents a series of interactive artworks that respond to the viewer's actions and behaviors. The installation employs a variety of techniques, including data visualization and real-time processing, to create a dynamic and responsive environment.

Visitors can interact with the OIS installation in a variety of ways, from exploring abstract visualizations to manipulating soundscapes in real-time. The exhibit is designed to be both engaging and thought-provoking, encouraging visitors to reflect on the relationship between art and technology.

**Soundslams**

Soundslams is a unique installation that explores the relationship between sound and movement. The exhibit features a variety of artworks that engage with the theme of sound, offering visitors a chance to experience the physical and emotional dimensions of the sensation.

The core of the exhibit is the Soundslams installation, a piece of interactive art that allows visitors to experiment with the sensations of sound. The installation employs a variety of techniques, including vibration and aqueous manipulation, to create a range of sound-like experiences.

Visitors can choose to participate in the Soundslams, selecting from a menu of options that vary in intensity and duration. The experience is designed to be both immersive and thought-provoking, encouraging visitors to reflect on the complex and often contradictory nature of sound.