

## Babelia

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*Report: ART*

# Video of the Intifada

Robert Bosco 26/04/2008

*Two exhibitions, and Gijon in Madrid, emphasize the relationship between art and digital games. Homo ludens ludens includes some of the works of Radwan Kasmiya. The creator moves away from the Syrian Manicheism and the topics on the conflicts in Middle East*

In 2000 launched *UnderAsh*, the first videogame entirely produced in the Middle East and now is about to premiere *The wall in my heart*, the first 3D animated film, about life in the occupied Palestinian territories. Radwan Kasmiya (Damascus, 1973), an engineer with the soul of an artist, is the founder of the company Afkarmedia, which aims to offer a new vision of history of Islam and the Arab-Israeli conflict, as well as an alternative to the cultural paradigms the electronic entertainment industry. His characters are a far cry from a Manichaeian reading of reality, are complex and have doubts, but use violence to defend themselves, they condemn. In their games if you lose injuring a civilian, not supported suicide actions, no simulations of terrorist attacks, or miracle cures for injuries or spare lives.



'Stiff People's League --

• 'Game is not over'



**'Homo ludens ludens'**

Photos - Enrique G. Cardenas - 25-04-2008

'Homo ludens ludens.' 'Homo ludens ludens' investigates the notion of game in a broad spectrum, showing how it has evolved in our digital age. - Henry G. Cardenas



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The news on other websites

*"The games tend to promote materialism and individualism, as well as designer who attempt to put more passion"*

*"I do not like to define as political games, best be described as historical, social or 'reality-games'"*

displayed on Education, Arts Centre and Industrial Creation of Gijon in the framework of the exhibition *homo ludens ludens*, the third delivery of a trilogy on the impact of video games in society, which started exactly a year ago with *Gameworld*. The ambitious exhibition proposes to analyze the evolution of the concept of the game in the digital age through some 30 works, representing the major practices and approaches. Centered mostly in the act of play, the exhibition involves the public in successive interactions, such as throwing snowballs in an environment of augmented reality through the movements of the head (*Himalaya's Head* of the Dutch Devart); produce melodies playing in a pinball amended (*Bagatelle Concrète* of Austrians Pilchlmair & Kayali); participate in a football match in Second Life through a real football (*People's League Stiff* MIT Lab); skipping a jump rope handled by two virtual characters, who do not hesitate to mofarse the inability of the player (*Jumping Rope*). Criticism of violence and its political implications runs the entire sample and often materializes in the contrast between the

His second work, *UnderSiege*, inspired by real events happening in the Gaza Strip during the Second Intifada, is



- valued ...
- ... envoy

1. Fritzlar deceived everyone: his wife, his family and neighbours"
2. Pajares storm an office with a toy pistol
3. Madrid found dead the couple disappeared in the Peruvian jungle
4. "I wanted away from drugs"
5. Rajoy loses commanders for a day
6. Barça dies without saying neither pío
7. The technology that saved Heikki Kovalainen
8. Two dead in crash of his plane in an open alongside the M-40
9. Pajares Arrested for threatening with a fake pistol
10. Berlusconi: "We are the new Roman phalanx"

Complete

list

1. THE ROT
2. A nursery concerted discriminates against non-Catholic parents
3. ROMEU
4. "Fritzlar deceived everyone: his wife, his family and neighbours"
5. Rajoy loses commanders for a day
6. Ramon
7. Forge

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cruelty of the game and the attitude required by the user. Such is the case with *SweetPad*, amended by

France Cadet of violent *Quake3Arena* where to kill must be some *ball-caressing joystick*, the more delicate and sensual movement is both more lethal and devastating is the result.

While we must recognize the merit of Education have brought many fundamental works Gijon, unpublished in Spain, after three exhibitions devoted to the game, it is difficult to identify an evolution of speech. But what is more serious than a site devoted to new technologies-and-peripheral also does not have a prominent presence on the Internet. None of the ambitious exhibitions held throughout his first year of life or symposiums that has hosted not already have offered the possibility of a virtual tour, but not even offered on the web works or links to the websites of artists. This is a contradiction for a center that aspires to become a benchmark in digital art.

Radwan Kasmiya, one of the creators included in *homo ludens ludens*, explained some of the ideas that guide their work.

### **Ask. What does it mean to be a creator of computer games in Syria?**

Answer. Syria is a huge container of ethnicities, religions and cultures, which coexist in harmony, a great environment for the creation ..., something Jesus and Moses elected him. The real feat is involved in an investment in the land of intellectual piracy, a widespread practice in most of Asia and the Middle East. As regards to intolerance, in 2001 our website was *hacked* and received racist threats, it was horrible to realize to what extent can aterrorizarte.

### **Q. What is the difference Afkarmedia products?**

R. The approach led to arouse emotions rather than downloads of adrenaline, as the contents, always related to history, politics and culture. The games tend to promote materialism and individualism, as well as designer who attempt to put more passion, but as the author of the concept I feel a duty to offer another version of history many young people who use the games to understand the world. The lack of balance in the media is very dangerous and portends a future dark.

### **Q. Some people believed their games the other side products such as**

8. Madrid found dead the couple disappeared in the Peruvian jungle
9. Pajares storm an office with a toy pistol
10. We love after death

[Complete](#)

[list](#)

1. Pajares storm an office with a toy pistol
2. "President Chavez wants only perpetuated in power"
3. We love after death
4. The UN and World Bank create a joint team to tackle the food crisis
5. "Fritzlar deceived everyone: his wife, his family and neighbours"
6. Children living with a dog less developed allergies
7. Ronaldo, extortion by a transvestite
8. Berlusconi: "We are the new Roman phalanx"
9. Madrid found dead the couple disappeared in the Peruvian jungle
10. The UN blamed the food crisis to the "absurd policy" of IMF

[Complete](#)

[list](#)

*Delta Force* or *Full Spectrum Warrior*, which the U.S. army is proud to use for training

...

R. There is a big difference between a historical video game based on the lives of real people trying to survive ethnic cleansing, and the products of propaganda, racist content, which try to justify the aggressive policy of the United States. *UnderSiege* is based on actual episodes and there are several scenes with sound real, like the slaughter of the mosque in Hebron in 1994, which wound up the game. I do not like to define as political games, but this is the first impression of Western public; best historical, social *or-reality games*. All games broadcast a message, but most of it hidden behind the technical sophistication, for the player, totally concentrated on the action, it receives an indirect, but effective.

**Q. In all their games to take a gun die violently, including a tank child stones**

...

R. It is not moral, is what is happening, and the worst thing is that killing children, killing the future of Palestine and create a spiral of hatred and revenge will continue for generations. I am not interested in giving answers, but present a reality and push the player to find the key itself, because without justice there will never be lasting peace. Aspires to contribute to a cultural balance, not to sell millions of copies. Our goal is not to strengthen national identity among Arabs or Muslims among the religious. This only serves to increase tension between peoples, as well as increases describe the current conflict as a clash of civilizations, which is what makes the American media. Since the Cold War, when communists were the enemy, the dose of stereotypes has grown, particularly in those games is alien adversary or Arabic.

**Q. Does distribution problems?**

R. The concept of *UnderSiege* is too daring for distribution in Europe, so for now is available only in the Middle East, across [www.fikr.com](http://www.fikr.com). Instead, *Quraish*, a strategy game that tells the history and civilization of Islam, without sensationalism or myths, is being sold more easily in Europe than here. We must fight on two fronts, against the harmful effects of the West and against our own fundamentalism. Not counting the

boycott of the *software companies*, which do not distribute their products in Syria, so we are forced to develop us, which makes us even more independent. I am fortunate to live in a hot area, which is shaping their future trying to survive the lack of resources.

### Q. His next project ...

R. I am finishing a new game, less tragic and more sarcastic than the previous ones, *Blockbuster Road*, an adventure game, posed the challenge of surviving the Israeli roadblocks in the Palestinian roads, without using violence, only ingenuity.

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*Homo ludens ludens. Education. Art Center Building and Industrial Gijon. Until September 22.*  
[www.laboralcentrodearte.org](http://www.laboralcentrodearte.org)

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