

**\*\*MEDIA ALERT\*\*MEDIA ALERT\*\*MEDIA ALERT\*\***

## **SUBMISSIONS FOR THE 2013 INTO THE PIXEL COLLECTION ARE NOW OPEN!**

**Who:** The Academy of Interactive Arts & Sciences (AIAS) and the Entertainment Software Association (ESA) announced today that submissions for the Into the Pixel (ITP) 2013 exhibit are now open.

Through this unique partnership between the ESA and the AIAS, ITP has pioneered digital game art exhibitions and continues to facilitate this valuable conversation between the traditional and digital art worlds. This year's esteemed group of jurors:

- Bob Rafei, Big Red Button Entertainment, Founder, CEO and Visual Director
- Glenn Phillips, Getty Research Institute, Senior Project Specialist & Consulting Curator, Department of Architecture and Contemporary Art
- Jon Gibson, iam8bit, Founder and Partner
- Matt Hall, Timbuk2 Studios, Senior Partner Production Designer
- Nora Dolan - Independent Curator
- Patricia Lanza, The Annenberg Space for Photography, Director of Talent and Content
- Seth Spaulding, Blizzard Entertainment, Art Manager

**What:** Created in 2004 by the Entertainment Software Association, ITP is an exploration and celebration of the art of video games from around the world. Into The Pixel features a representative sampling of video game art, selected by a panel of jurors from a field of submissions. For more information please visit: [www.intothepixel.com](http://www.intothepixel.com)

**When:** Submissions are open beginning April 4, 2013 and close April 17, 2013.

**Where:** The 2013 ITP Collection will be revealed and featured at the E3 Expo June 11-13, 2013 and tours worldwide.

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