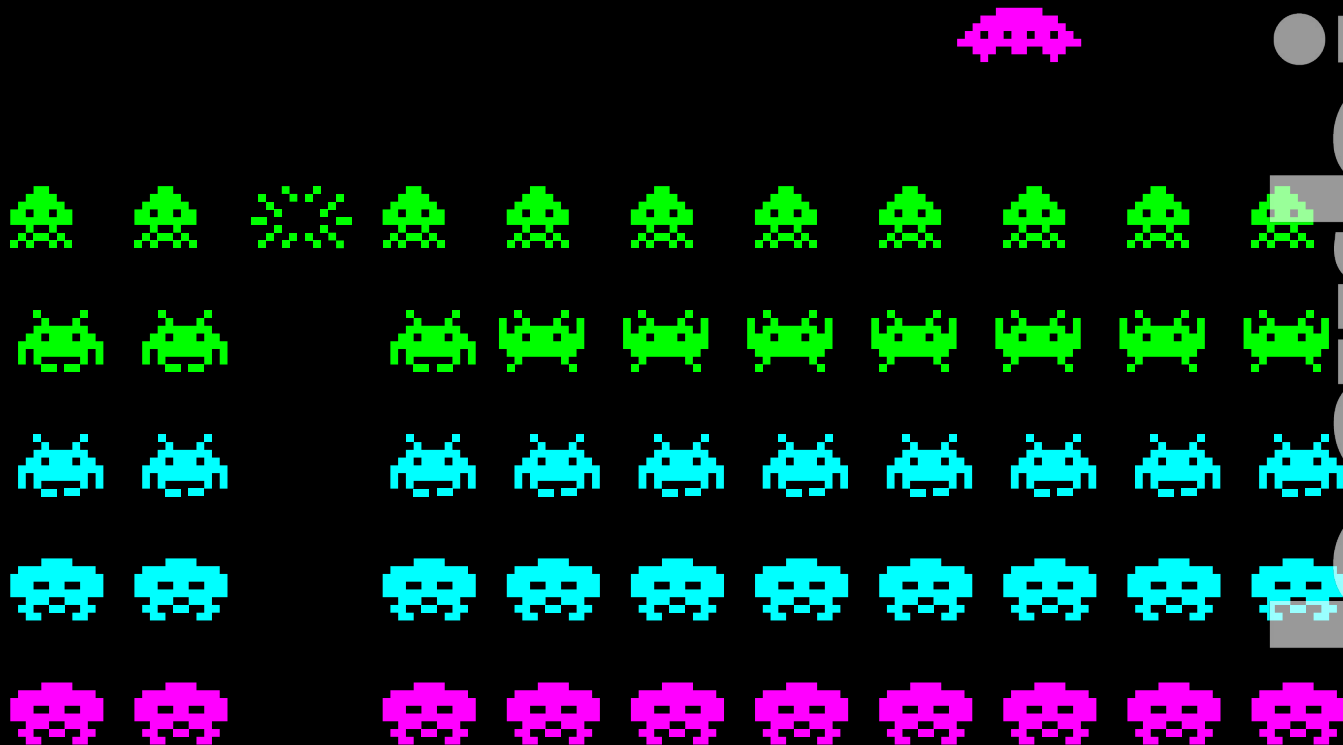


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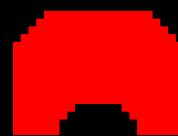
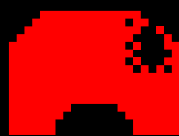
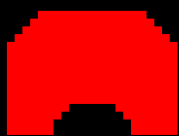
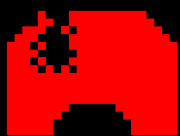
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Game On

Tour Report



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CREDIT 00

Tampere Hall, Tampere, Finland

14 June 2026 - 16 August 2026



The Tampere Hall is the largest congress centre in the Nordic countries, located in the southern edge of Sorsapuisto, in the centre of Tampere, Finland. It was established in 1987, and the doors of the cultural and congress center were opened to the public in 1990. Tampere-talo Ltd focuses on promoting culture and the arts, and makes these accessible to various target groups through concert activities, Tampere Opera, visiting stage activities, and its own content concepts.

Tampere Hall has full of experiences hosts more than a thousand events, concerts and meetings a year. Tampere Hall's summer events attracted many domestic and foreign tourists. A total of 127,800 people visited Tampere Hall during the summer season. Their previous exhibition was *The Dinosaur Invasion Summer Exhibition, 2023*.

GIGA Grand Immersive Gallery, Barcelona, Spain

15 September 2026 - 17 January 2027



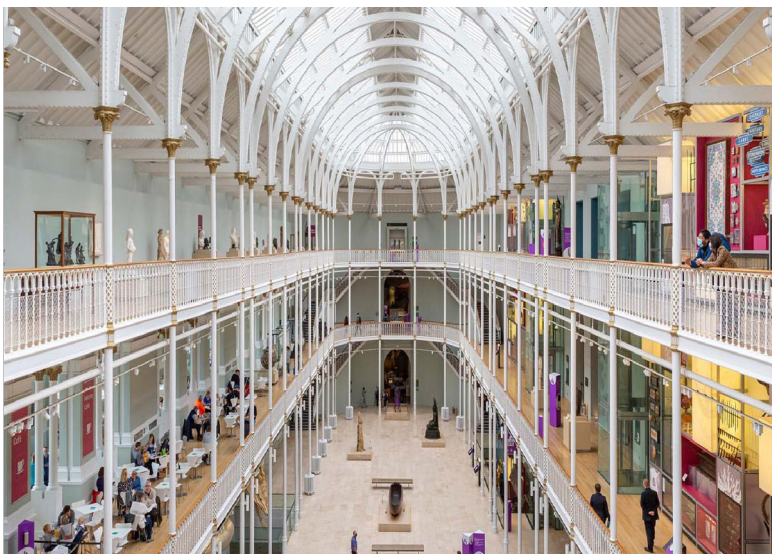
Grand Immersive Gallery GIGA is a newly established immersive exhibition venue located in the Cúpula Arenas at Plaza de España in Barcelona, Spain. Opened in 2025 as part of an international immersive entertainment initiative, GIGA is designed as a large-scale experiential space where knowledge, technology, and emotion converge through advanced digital installations and 360-degree projections.

GIGA presents immersive exhibitions that combine science, storytelling, and visual media, attracting a broad audience including both local visitors and international tourists. Its inaugural exhibition, *Antarctica Experience*, created in collaboration with Academy Award-winning filmmaker Luc Jacquet, offers a multi-sensory journey through the Antarctic landscape using real footage and spatial audiovisual environments.

Past Tour Venues

National Museum of Scotland, Edinburgh, Scotland

29 June 2024 - 3 November 2024



Located in the centre of Edinburgh, the **National Museum of Scotland (NMS)** houses the nation's collections of art, antiquities, design, natural history, science and technology.

Across sixteen galleries, visitors can explore topics such as traditional Gaelic culture, exhibits from around the world, and Scotland's ancient past. The NMS is a space dedicated to championing Scottish heritage while building a bridge between Scotland and the global stage. Recent exhibitions have featured modernist designer Bernat Klein and the long-running *Doctor Who* TV show.

The NMS is the most visited museum in Scotland and previously hosted **Game On** in 2002. During its summer 2024 run, the exhibition attracted a total of 75,105 visitors, marking a successful season.



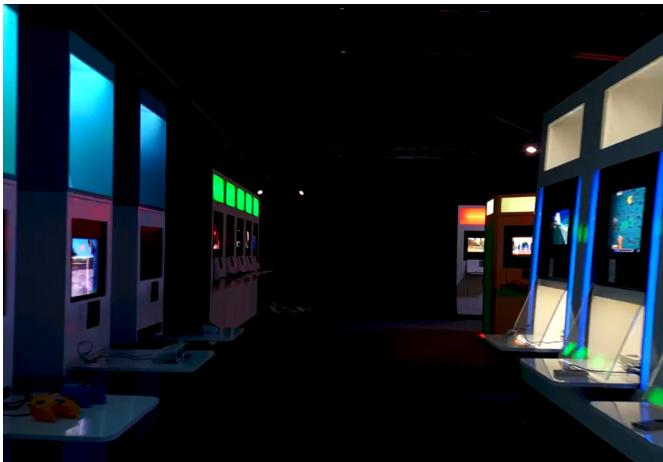
The Dome Leisure Centre, Doncaster, England

16 January 2024 - 14 April 2024



The Dome, Doncaster is one of Britain's largest sport, leisure & event complexes, with over 1 million visitors each year. Officially opened by Diana, Princess of Wales on November 1989, it hosts a wide range of indoor and outdoor activities and is the cultural and leisure destination in Doncaster.

With a global perspective, collaborating with top institutions and artistic sports projects worldwide, while emphasizing the participation of the local community. Recent performers have included Kasabian, and the Drifters. Previous exhibitions have included *Walking with Dinosaurs* and *Treasures of Tutankhamen*. This exciting institution has partnered with the Barbican to bring **Game On** to the UK for the first time in over 5 years. **Game On** was exhibited at the Dome from the 16 January – 14 April 2024.



© The Dome, Doncaster

Forum Groningen, Groningen, Netherlands

2 October 2021 - 7 June 2022



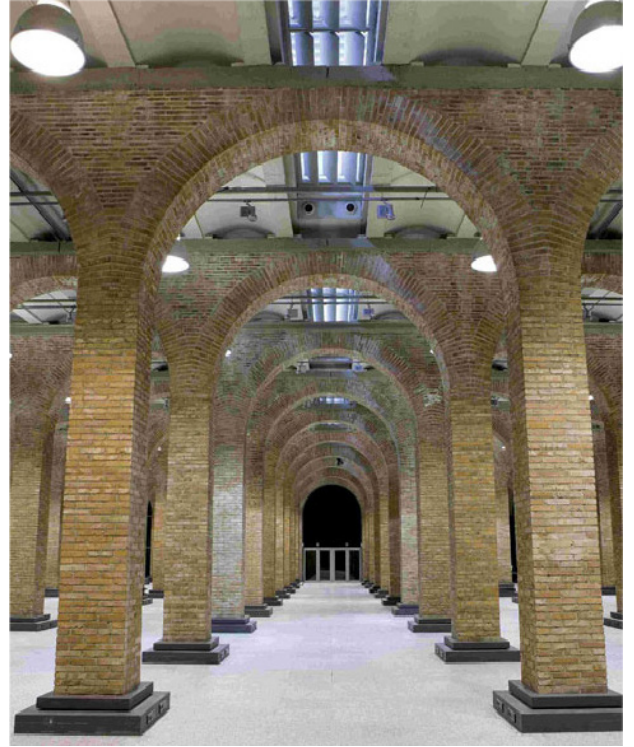
Forum Groningen is an interdisciplinary cultural complex in the city of Groningen, Netherlands. It is located in the heart of Groningen, being a meeting place for everyone who is curious about tomorrow's possibilities in today's world. The 11-storey building, designed by NL Architects, was completed and opened to the public in 2019. With international exhibitions, the Storyworld museum, a cinema, the public library, a Smartlab, a skylounge bar + restaurant and a roof terrace with a phenomenal panoramic view.

After hosting Barbican Immersive's "**AI: More than Human**" exhibition in 2020 as their inaugural exhibition, Forum Groningen hosted **Game On**.



Fundación Canal de Isabel II, Madrid, Spain

28 November 2019 - 31 May 2020



Fundación Canal presented *Game On* in a unique space- a 2,500 square metre underground water reservoir located in the Cuarto Depósito Park of Canal de Isabel II. *Game On* was the 15th show since this space was refurbished by Canal in 2004 as a venue for large scale exhibitions. The exhibition programme showcases key figures, events or movements that have had an important impact on society today, considering these subjects through an artistic, scientific and/or historical perspective.

Game On attracted 64,300 visitors in Madrid during its opening period between November 28th 2019 and March 13th 2020.



Life centre, Newcastle, England

25 May 2019 - 4 September 2019



25 May - 4 September 2019

Life
Science Centre



barbican



©2019 Nintendo

GAME ON^{2.0}

Gaming history as told through
over 150 **playable** games

Times Square, Newcastle upon Tyne NE1 4EP life.org.uk

Game On 2.0 returned to **Life Science Centre** at the International Centre for Life in 2019, due to popular demand after its first run in Newcastle in 2015. The exhibition proved successful once more, with 74,614 visitors over the course of its second run.

VillageMall, Rio de Janeiro, Brazil

1 December 2017- 25 February 2018



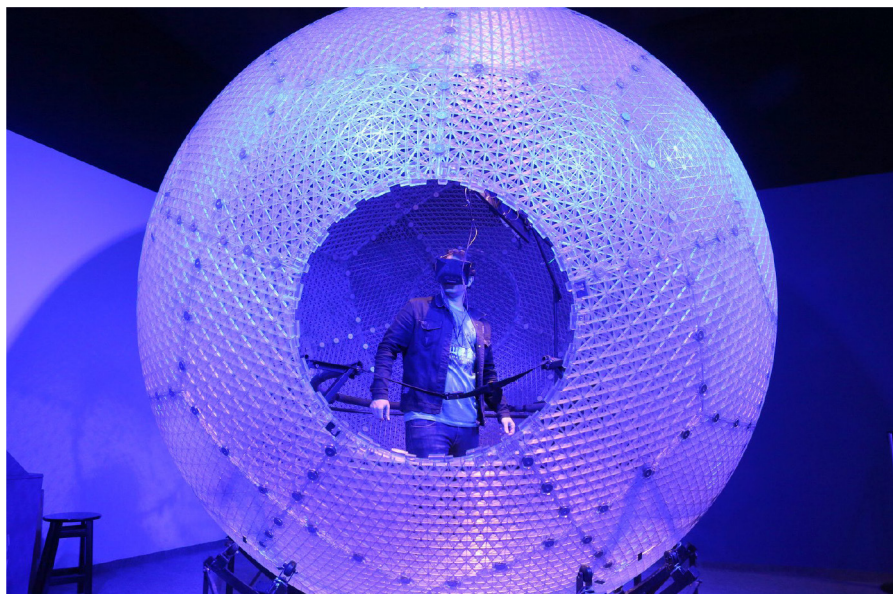
© Reginaldo Teixeira

Game On 2.0 was exhibited as *Era Dos Games* in the exhibition hall of the **Village Mall**, a retail and culture development in Barra, a coastal neighbourhood of Rio de Janeiro. The education program and coordinators were carried over from the São Paulo run and educational tours were provided to children aged 7-11 from across the Rio public school system.

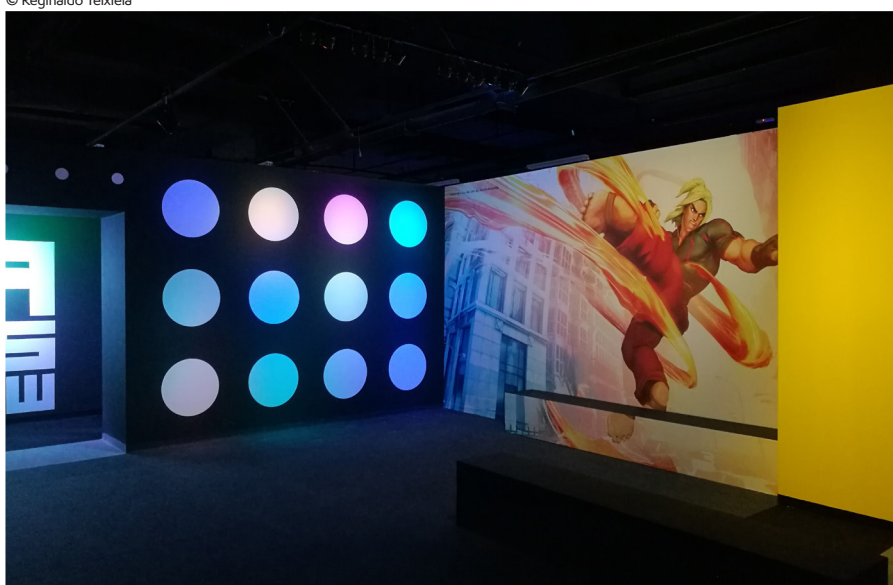
The exhibition proved very popular through the summer months after the schools closed, during carnival many visitors attended in cosplay as their favourite videogame characters. The exhibition was also a back drop for a fashion editorial shoot for the Brazilian national news outlet, O Globo. The exhibition also hosted the world champion of Just Dance, Diegho San.



© Coordinator: Gilberto Junior. Fashion Editor: Felipe Veloso



© Reginaldo Teixeira



© Coordinator: Gilberto Junior. Fashion Editor: Felipe Veloso



Bienal, São Paulo, Brazil

15 August 2017- 15 November 2017



On display in the iconic Oscar Niemeyer designed pavilion **Bienal, Game On 2.0** hosted over 4000 school children as part of a programme to encourage young people to take an interest in programming and understand the creative possibilities in game design. **Game On 2.0** also partnered with Riot games to make Esports part of the exhibition for the first time.



© Dado Marietti

Teknisk museum, Oslo, Norway

9 March 2016 - 29 January 2017



© Martin Argyroglo

The **Teknisk Museum** is an educational institution with collections, exhibitions, publications. The museum's objective is to demonstrate the implications of progress in science, technology, industry and medicine, socially and culturally, through the ages. **Game On** was the first exhibition at the **Teknisk Museum** to look at the intersection of art and technology. Teknisk hosted a series of talks in conjunction with the exhibition, the programme included industry luminaries such as John Romero, co-developer of the original Doom.

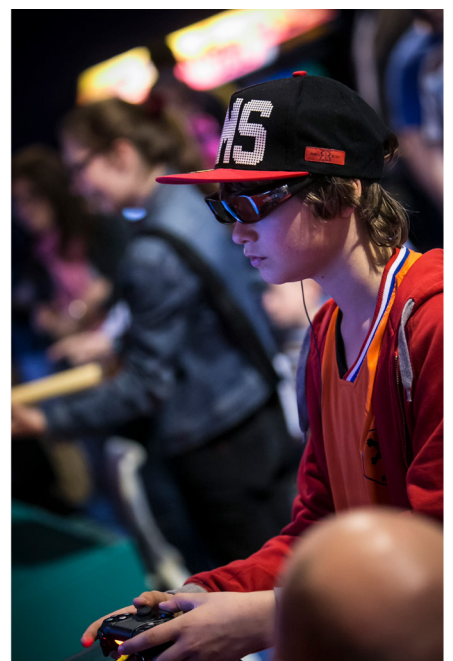


Life centre, Newcastle, England

23 May 2015 - 3 January 2016



The **Life Science Centre** is a visitor attraction at the International Centre for Life. It has a changing programme of events made up of temporary and permanent exhibitions, a Science Theatre, as well as presenting a range of science-themed special events for children and adults. **Game On 2.0** featured unseen artefacts from veteran Newcastle based game developer Reflections games.



© Richard Kenworthy

Tekniska Museet, Stockholm, Sweden

25 October 2013 - 28 September 2014

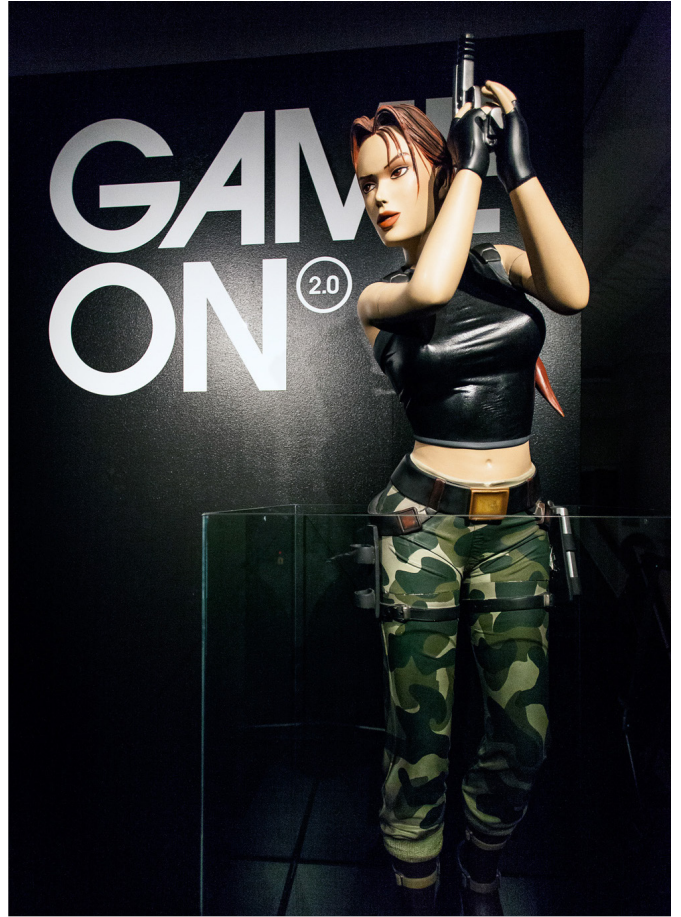


© Sebastian Nummelin

Tekniska Museet is an institution dedicated to Sweden's technological innovations, the **Tekniska Museet** is celebrated for its widely accessible, interactive programme that focuses on innovation and local talent. **Game On 2.0** most popular exhibition in the 80 year history of the museum with over 300,000 visitors. **Game On 2.0** was the beginning of a new program at **Tekniska Museet**, to focus less on Sweden's industrial heritage and more on Sweden's innovations in information technology.



© Anna Gerden



Ontario Science Centre, Canada

9 March 2013 - 2 September 2013



Ontario Science Centre is home to interactive experiences with science and technology. Aiming to make a fundamental difference in the lives of visitors, by providing them the skills and attributes to create a better future for the planet. **Game On 2.0** partnered with triOS Collage, to help give visitors an insight into the pathways into game production from STEM and humanities subjects.



Thank you

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