



video game art
gallery®

FY2019 Annual Report

October 1, 2018 - September 30, 2019



VGA thanks all our supporters, donors, members, and staff for a tremendous FY2019!

We took on the multi-faceted undertaking that was **Chicago New Media 1973-1992**, a public program and scholarly catalog in partnership with Gallery 400. We even got the chance to bring the exhibition to **Ars Electronica**, putting Chicago’s innovative artistic legacy on a global stage.

At our Bucktown gallery, we mounted exhibitions which engaged new audiences with provocative games coming out of **Hong Kong, India**, and the **LGBTQ community**.

And throughout the city we were able to contribute to numerous **educational programs** that put art games and new technologies in front of curious kids. It was a jam-packed year, and we ended it in solid financial standing and eager for what comes next.



Opening Reception, Chicago New Media 1973-1992 at Gallery 400.

Financial Summary

Total Activity	FY 2019	FY 2018
Operating Revenue		
Earned Program	\$19,920	\$2,706
Earned Non-program	\$9,445	\$8,496
Total Earned Revenue	\$29,365	\$11,202
Investment Revenue		
Contributed Revenue	\$85,369	\$59,498
Total Operating Revenue	\$114,734	\$70,700
Operating Expenses		
Program	\$103,738	\$52,060
Fundraising	\$1,875	\$1,229
General & Administrative	\$6,323	\$2,462
Total Operating Expenses	\$111,936	\$55,751
Total Operating Activity	\$2,798	\$14,949

FY2019 Programs

<u>STRANGE DAYS Screening Series: Mamoru Oshii's AVALON</u>	Oct 10, 2018
<u>VGA Family Day at the MCA: Short Circuit</u>	Oct 18, 2018
<u>Chicago New Media 1973-1992</u>	Nov 1, 2018 – Dec 15, 2018
<u>Polymorphism: Queer Encounters of Intimacy in Games</u>	Jan 18, 2019 – Apr 28, 2019
<u>Video Game Art Reader version 2.1.2018</u>	Mar 05, 2019
<u>PLAY.GROUND II: Video Game Art from Hong Kong</u>	May 10, 2019 – Sep 8, 2019
<u>Bit Bash 2019</u>	Aug 12, 2019 - Aug 15, 2019
<u>Chicago New Media 1973-1992 at Ars Electronica</u>	Sep 5, 2019 – Sep 9, 2019
<u>Studio Oleomungus: Notes in the Margins of History</u>	Sep 20, 2019 – Dec 15, 2019
<u>Frame Switch: A Citizen Journalism VR Game</u>	

in collaboration with the Media Majlis



VGA @ MCA Family Day

Staff

Addie Barron	Publications Intern, VGA Reader
Tom Caprel	Expo Manager
Amy Chen	Intern
George Still	Membership & Store Manager
Chaz Evans	Director of Exhibitions and Programs and Co-Founder
Tiffany Funk	Editor-in-Chief, VGA Reader
Jonathan Kinkley	Executive Director and Co-Founder
Matt Leung	Development Manager
Brice Puls	Exhibitions Manager
Michael Reed	Managing Editor, VGA Reader
Maureen Ryan	Content Strategist and Staff Editor, VGA Reader
Eleanor Schichtel	Design Manager
Eden Ünlüata-Foley	Education Manager

Donors

David Antognoli
Julia Antonatos
Jennifer Bapton
Catherine Becker
Chad Behnke
Antal Bokor
Thorne Brandt
Kristin Cass
Chicago Community Trust
City of Chicago
 Department of Cultural
 Affairs and Special
 Events
Driehaus Foundation
Gordon Emmerson
Charles Evans
Kent Fremon
Gallery 401
Joseph Galletta
Thomas Gaubatz
Gaylord and Dorothy
 Donnelley Foundation
Tate Geborkoff
Benjamin Gemmel
Goethe Institut
Michael Vaughn
Lester Greenman
Robert Groves
David Hartmann
Ross Hersemann
Paige Hicks
Illinois Arts Council Agency
Ronald Inawat

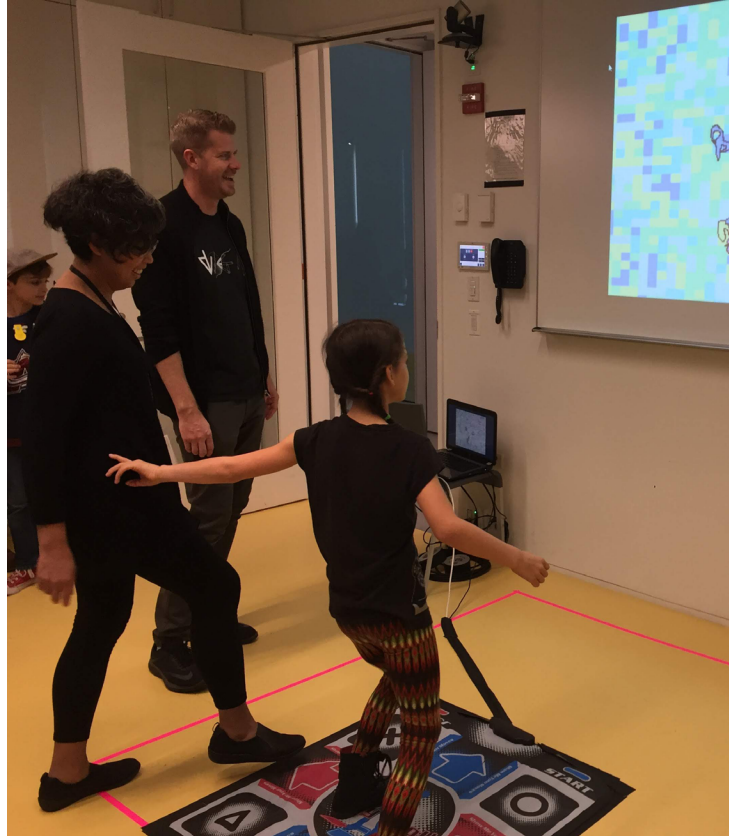
Dixon Irene
Eugene Jarvis
Andrew Jennings
Christine Kanownik
Jonathan Kinkley
Philip Koziol
MacArthur Foundation
Patrick McCarron
Kristopher Mendez
Eric Mittereder
Brian Montana
Jennifer Nelson
Dave Pickett
James G Ramsay
Ryan Rasmussen
Jacob Ruttenberg
Cheryl Ryan
Allison Salmon
Jamie Sanchez
Tony Sarkees
Brian Schrank
Teresa Silva
Jon Snowden
Jacob Steiger
Terra Foundation
Chris Tourre
Dawn Vana
Christopher Weiss
Adam Wolek
William Wright
Anthony Zahnle
Lauren Zeltz

Board

Jon Cates
Chaz Evans
Ross Hersemann
R.J. Inawat
Antar Jackson
Jonathan Kinkley
Jonathan Krusell
Rob Lach

Kris Mendez
Eric Mittereder
Sabrina Raaf
Jen Rhodes
Jamie Sanchez
Teresa Silva
Zissou Tasseff-Elenkoff
Chris Tourre

Mike Velazquez
Ryan Wiemeyer
Adam Wolek
Brian Schrank
Alia Walston



VGA @ MCA Family Day



Opening Reception for PLAY.GROUND II: Video Game Art from Hong Kong