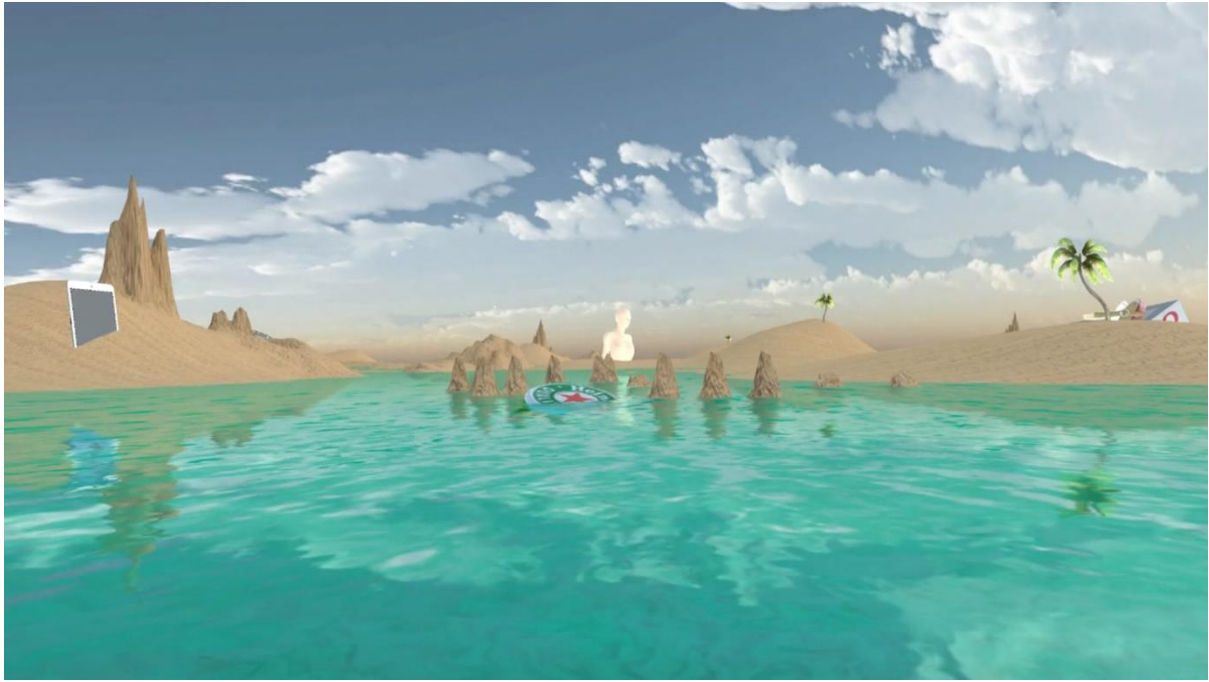Bob Bicknell-Knight
Consumerist Dissonance, 2016
Blow up chairs, television screen, laptop computer, pine wood blocks, Xbox 360 controller
Dimensions variable

This piece considers the utopian relationships and spaces that we encounter within video game worlds and the escapism that is sought out within computer games as well as the futility associated with the accumulation of consumerist products.

Watch a recording of the gameplay by going to https://youtu.be/qscWTXl4gdo

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