



A Brief History of Video Games Their Art, Technology, and Culture

**Saturday, March 14, 2020
2:00 P.M. – 5:00 P.M.**

**Lorenzo Cultural Center
44575 Garfield Rd, Bldg. K
Clinton Township, Michigan 48038**

No longer just the Pac Man of many childhoods, video games have advanced enormously, and have created gamer culture, sparked controversies and become part of the lives of youth worldwide. Along the way, these games have been the genesis of cutting edge art and technology, and have helped developed skills many have translated into the workplace. Join professor and author Mark Wolf while he takes us on a journey through the history of video games.

Free and open to the public, but pre-registration is required.

Visit www.LorenzoCulturalCenter.com to register online.