

Mikhail Maximov

Contributor



Mikhail Maximov is an artist and game designer based in Moscow, best known for his gaming platform called MOMAM (Museum of Modern Art Massacre). For the Russian Federation's Pavilion, Maximov will develop a new version of the game set in a post-apocalyptic scenario. The game follows the adventures of a character who, upon waking up inside the Russian Pavilion, finds himself in a completely deserted place. Throughout the game, while exploring the empty Pavilions, the character is able to reconstruct the event that has changed forever the course of human history.

The game, which draws on texts by Bruno Latour and Donna J. Haraway, will be launched online at the beginning of June on pavilionrus.com with a Let's Play event. The soundtrack of the game will be written by composer Vladimir Rannev.