Narrativity
How Visual Arts, Cinema and Literature
Are Telling the World Today

To tackle the question of narration in its ruptures and mutations in an age of media culture and influences of videogames – where the ludic and interactive principle is an important element – is a way to draw up an inventory of the ’90s, a time when art starts to function like some kind of editing table on which the artists can recreate daily reality.

Through that reflection on time, the question is to show how its new languages and new ways of writing are representative of the contemporary imaginary expressed in it and to reaffirm that the work of art is an “event” before being a monument or a mere testimony, an event which constitutes an experience drawing in the spectator.