

## Explore The Evolution of Video Games with the Return of *Game Changers* at Science World



*An interactive exhibition featuring the history of video games invites visitors to discover how technology, design and storytelling shape the way we play.*

*Photos can be found [here](#).*

**VANCOUVER, B.C., September 15, 2026** — Get ready to press start and experience the evolution of video games with *Game Changers*, presented by TD Bank Group, at Science World. From the simple graphics and sounds of the first *PONG* to today's photo-realistic, immersive gaming experiences, video games have come a long way. *Game Changers* explores the technological innovations, creative ideas and cultural influences that have transformed the way we play — and the way we interact with computer technology. The exhibition opens October 16, 2026, and runs through January 24, 2027.

Featuring more than 140 iconic video games, including 16 playable games, the exhibition takes visitors on a journey through the history of gaming and highlights the innovations that have shaped the player experience. From groundbreaking graphics and motion sensing to unforgettable soundtracks and compelling storylines, visitors will discover how each evolution has helped redefine what a video game can be.

"*Game Changers* offers a fascinating look at the evolution of video games, tracing the interplay between game design as an art form and the technology that powers it. Whether you're an avid gamer or simply curious, we hope our visitors get to see video games as experiences so they come away understanding the science, creativity and design that goes into making the games we love," Jesse Brydle, *Game Changers* Specialist and Interpretive Planner, Science World.

Beyond gameplay, the exhibition explores the design process behind every game and introduces visitors to the principles of computational thinking, including decomposition, pattern recognition, abstraction, algorithms and evaluation. Visitors will gain a deeper understanding of how creativity, storytelling, coding and technology intersect to shape modern game development.

"Science World has a longstanding reputation as a place that brings people together to explore, ask questions and engage with science in a way that is accessible and joyful. Its new exhibition, *Game Changers*, will continue to inspire curiosity, promote learning and spark new discoveries. At TD, we believe strong, connected communities lead to better outcomes and a deeper sense of belonging, and we're proud to support an exhibition that helps people connect through learning, exploration and play," Julie Armour, Senior Vice President and Pacific Region Head, TD.

Whether you're a lifelong gamer or curious about how technology has changed the way we play, *Game Changers* offers an engaging look at the ideas and innovations behind one of the world's most influential forms of entertainment.

*Game Changers* was developed by the Canadian Science and Technology Museum and is tour managed by Science North.

### **About Science North**

Science North brings science to life by connecting people through stories, curiosity, and shared exploration. As Northern Ontario's premier science destination, it offers immersive, hands-on experiences at two dynamic science centres in Greater Sudbury: Science North and Dynamic Earth. At Science North, visitors explore world-class exhibits, an IMAX® theatre, a digital Planetarium, a butterfly gallery, and four floors of interactive STEM experiences. Dynamic Earth, home to the iconic Big Nickel, features earth sciences exhibits, a lapidary lab, and an underground mining tour. Beyond its walls, Science North sparks curiosity across Northern Ontario with dedicated satellite offices in Thunder Bay and Sault Ste. Marie. Through these hub locations, Science North provides innovative outreach programs, long-term exhibitions, school visits, festivals, and summer camps across the North. Science North also creates and tours award-winning exhibitions and immersive experiences worldwide. In partnership with Laurentian University, it also delivers North America's only comprehensive Science Communication graduate program. Science North is an agency of the Government of Ontario. For more information, visit [sciencenorth.ca](http://sciencenorth.ca).

### **About Science World**

Science World is a charity that provides engaging and playful STEAM (science, technology, engineering, art & design and math) learning experiences. Visitors to the iconic dome in Vancouver explore interactive, hands-on exhibits, galleries and events that nurture discovery and inspire connection with their natural, physical and built environments. Beyond the dome, outreach programs inspire students, teachers and families in every region of British Columbia through virtual and in-person visits and programs. Science World's mission is to ignite wonder and empower

dreams through science and nature. Its vision is a sustainable future filled with critical thinkers, problem solvers and wonder seekers. Learn more at [scienceworld.ca](http://scienceworld.ca).

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