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Turning fantasy into reality, Georgia Southern University MFA candidate Zak Kelley used Dungeons and Dragons to help shape his thesis exhibition titled "Neo_Fluxus and Dragons." His work will be on view from March 25 to April 1 at the Center for Art and Theatre's University Gallery on the Statesboro Campus, with a reception to be held on March 29 from 5 to 7 p.m.

"Dungeons and Dragons has only one main rule: specific over general," Kelley said. "I use this game mechanic to create rules for my artworks."

Like determining the outcome of an event in Dungeons and Dragons, Kelley rolls the dice to determine the outcome of his artwork. How the dice fall determines what shapes, colors, and type of medium and materials he will use.

"The formula is vague enough to allow for interpretations of the rules, and this allows for me to create dynamic compositions out of the specific, chance-induced ruleset," Kelley said.

With his installation, Kelley has created an experience for gallery guests — some of it scripted, some of it not — where their experiential choices are as driven by chance as his compositional choices. By combining the passive Fluxus style and audience participation with the story-telling aspect of Dungeons and Dragons, Kelley's work explores how the viewer participates in an art experience.