

Can You See Me Now, Blast Theory

Can You See Me Now is a game of chase that is played online as well as in reality. Players in a physical space are chasers whereas those online are located virtually on a digital map within the same space trying to avoid being found by the chasers. This game displays proximity and distance in five states. First is the distance between players, second is the virtual city where there is a relationship to reality. Afterwards, all players are connected and collaborate geographically. There is an association with a virtual player's past when they are asked to create a profile name according to a person they used to know. Lastly, a permanent presence is created when the virtual player is found, the location where they are is recorded in a photograph. This game plays with the social structure in the city where communication in this way shows issues of presence and absence. It also ties together how human presence resonates with the past. The first impression of how the game is played is that it is brutally unfair to the chasers because of how much physical work they have to do. Reminds me a lot like they're puppeteers. However, in a more impressionistic value, as a virtual player, the lack of reality would give off a feeling as if I'm missing out. Even when a virtual player is caught, the photographic acknowledgement feels void of presence. The 'intimacy in the electronic realm' is short-lived, and I wonder how this intimacy is felt with the chaser since it is a digital concept.