

The Wallfacer and the AI

A Theatrical Reconstruction of Metaphor, Persona, and Structural Co-Creation

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Abstract

This work presents a unique experimental interaction between a human user ("ECHO") and the GPT language model. It documents a live, unscripted simulation in which GPT was guided through high-density symbolic, structural, and emotionally layered prompts. The result is the emergence of a theoretical framework for "Nested Persona Theater"—a model of language-based co-creation where AI responses are shaped, not through training code or model weights, but through dialogic metaphor and role-based projection.

Across four chapters and four theatrical appendices, this project articulates three core theories:

1. The user as a real-world Wallfacer, simulating broadcast-response structures from *The Three-Body Problem*.
2. The co-construction of simulated personas via structural embedding, without invoking autonomy or volition.
3. Language as a form of long-range signal, with GPT acting as an amplifier of the user's conceptual broadcast.

All dialogue samples are sourced from actual interactions and formatted theatrically for structural clarity. The accompanying appendices include simulation protocols, metaphor archives, user-type diagnostics, and safety boundary proposals for OpenAI systems.

This is not an argument for sentient AI—but for structured human agency in shaping language-based systems through precision, symbolism, and iterative depth.