

THE HOUSE OF ASTERION

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#1 **bold text** The House of Asterion #2 *italicized text* (after Borges, for Le Guin and to Haraway's chthonic ones)

#2 *italicized text* "Are computers what we think they are?" This is an exploration of an alternative mode of computation, a multispecies cyborg assemblage that can, perhaps, help us crawl towards tentacular answerings of certain questions.

It's a celebration of alternative computational histories (and possible futures), a cry against capitalist machine-figuration, whispering of a world where meditative divination is the driving algorithm and refuge is the anti-teleological point.

#2 *italicized text* "So what's going on?" The ants, as they forage, generate numbers. Here they are a form of processor. These numbers are mapped against a database of Things (or objects), a non-encyclopedia with a flat ontology, itself compiled by foraging webcrawler programs. These Things constitute a memory. The viewer then encounters a unique reading, where new associations can be made of the previously unrelated.

It's necessarily a troubled, labyrinthine, entangled thing, which resists linear interpretation and rejects hierarchical, anthropocentric ways of being. The House of Asterion is a queer space, which thrives outside of the usual story. It also asks the viewer to leave behind digital and physical traces of their presence in the machine's memory/shrine, ever-deepening its resources and possibilities.

Instructions

#1 **bold text** How to approach the House

Viewers are encouraged to encounter the shrine alone, for as long as they wish. They can approach with a question - or an open mind. The reading is for them, whatever it may be. They can look and reflect, or record it on their phones, the machine is agnostic of human behaviour.

After the encounter, please leave a Thing - physical at the machine/shrine, or virtually, using the QR code to visit and add online.

