

### **Who is this Pippin Barr guy?**

Pippin is an experimental game developer who has made games about everything from *Eurovision* to *performance art* to *dystopian post-work futures*. He's an Assistant Professor in the *Department of Design and Computation Arts* at *Concordia University* in Montréal. He is also the associate director of the *Technoculture, Art, and Games (TAG)* Research Centre, which is part of the *Milieux Institute for Arts, Culture, and Technology*.

### **And what is Devolution?**

Devolution is a project exploring the creative processes and challenges of game development. Each Devolution event investigates the evolution of a game by presenting prototypes, interim versions and conversations with developers. In recent years Devolution has offered in-depth examinations of *The Curious Expedition*, *Shift Happens*, *Thumper*, *SUPERHOT*, *Ape Out*, *Hidden Folks*, *Kingdom*, *Baba Is You*, *Dicey Dungeons* and *Lonely Mountains: Downhill*.

### **Pippin Barr**

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### **Devolution**

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Instagram: [@devolutionbln](https://www.instagram.com/devolutionbln)

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### **The evolution of...**

# It is as if you were doing paperwork

## 2022



### **Pippin Barr x Devolution**

A MAZE. / Berlin 2025

## 4. file structure

### The evolution of...

#### *It is as if you were doing paperwork (2022)*

All texts and images

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[www.pippinbarr.com](http://www.pippinbarr.com)

[www.devolution.online](http://www.devolution.online)

### 2022-07-14

It is as if you were doing paperwork/

```
├── assets/
├── css/
│   └── style.css
├── info/
├── js/
│   ├── FormGenerator.js
│   ├── html-version.js
│   ├── script.js
│   └── script-original.js
├── process/
├── .gitignore
├── index.html
└── README.md
```

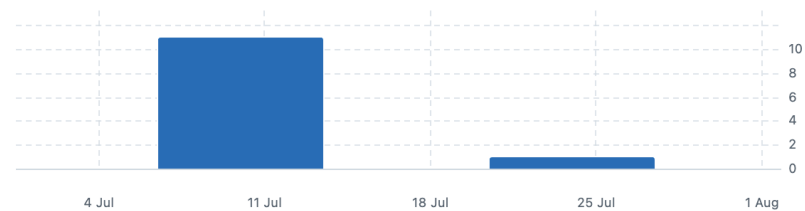
### 2022-07-15

It is as if you were doing paperwork/

```
├── assets/
├── css/
│   └── generator-style.css
├── info/
├── js/
│   ├── FormGenerator.js
│   ├── generator.js
│   ├── script.js
│   └── script-original.js
├── process/
├── .gitignore
├── _config.yml
├── generator.html
├── index.html
└── README.md
```

# 3. commit history

## Overview



## Messages

- Thu, 14 Jul 2022 15:46:26

Initial commit
- Thu, 14 Jul 2022 15:55:43

Getting this thing properly online
- Thu, 14 Jul 2022 15:56:49

Continuing to get it website ready
- Thu, 14 Jul 2022 16:06:04

Getting it together
- Fri, 15 Jul 2022 14:27:46

Made a nicer presentation of the game, finished up the info
- Fri, 15 Jul 2022 14:36:40

Trying to be more clear..
- Fri, 15 Jul 2022 14:36:59

Typo
- Fri, 15 Jul 2022 14:37:42

Clear clear clear
- Fri, 15 Jul 2022 14:38:37

CSS fuck ups
- Fri, 15 Jul 2022 14:43:09

Improving CSS
- Fri, 15 Jul 2022 15:01:08

Description for paperwork
- Wed, 27 Jul 2022 11:09:32

Added a question mark?

# contents

Read the <b>Introduction</b> for an overview of the <i>It is as if you were...</i> series	5
There is no press kit. Should there be? Read <b>Info (Chapter 1)</b> instead	7
Take a look at the <b>Journal (Chapter 2)</b> for a very incomplete picture of development	9
Read the <b>Commit History (Chapter 3)</b> for detailed, moment-to-moment insights into the development process	10
Look at the <b>File Structure (Chapter 4)</b> for the evolution of the source code	11

### a note on the text

The text has been edited for print, but remains as close to the original as possible. Its main purpose is to provide the original material for exploration, the data is preserved **as is** and not updated.

## 2. journal

Form Generator for It Is As If You Were  
Doing Paperwork

### Crappy process notes:

- Writing words
  - Technologies I guess
- Add some of the Chess instructions—  
work environment things to do while  
going through the form so you can  
play along

### From Jim

- Copies to: (please list below)
- Please write number of copies  
required
- Origin code number here (three let-  
ters and fifteen digits)
- Enter your PIN number below
- Register here
- Time allocated 1hr 2hrs 3hrs 4hrs  
Time spent 1hr 2hrs 3hrs 4hrs
- Comments:  
Yes or no
- If yes please state name
- Please initial all pages
- Please tick box
- To order more forms select yes  
yes/no

## *It is as if you were doing paperwork*

Welcome to *It is as if you were doing paperwork*, a game of doing relentless amounts of paperwork to try to capture that illusive feeling of easy productivity. The game was developed as a part of the VAC's "What Are the Rules?" festival in Moscow.

During the festival the game was presented alongside a truly elaborate office setup complete with staff to do employee intake, a person to play the boss, and even a water cooler, but below you'll find a paperwork generator along with some suggested equipment and approaches to playing the game.

### Paperwork generator

# of pages:

### Thoughts on play

#### Equipment

At a minimum to play this game you will need:

1. A pen
2. An **APPROVED** stamp (or similar)
3. A **REJECTED** stamp (or similar)
4. An desk tray for ingoing and outgoing paperwork
5. A wasterpaper basket
6. A boss (who you can show paperwork to)

You might also want to consider some "flavour" equipment like:

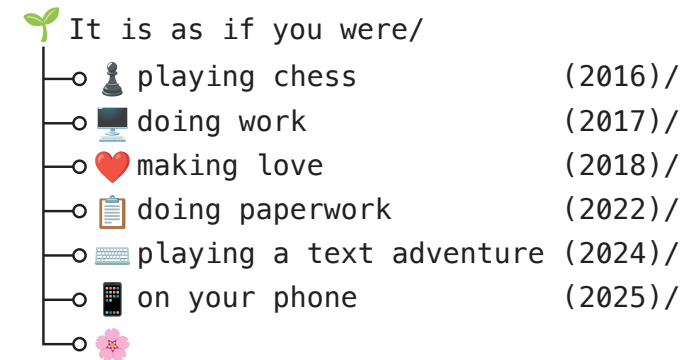
1. A desk
2. One of those **green accountancy visors**
3. Some kind of **office environmental ambience**
4. At most two personal items for your desk
5. A nearby water cooler
6. An obnoxiously loud clock
7. One more more co-workers

### Playing the game

After distributing sufficient paperwork to all workers, sit down and follow the instructions. Repeat until satisfied. If you run out of paperwork, you know where to come for more.

## *It is as if you were...*

This booklet is a part of the exhibition *Pippin Barr × Devolution: It is as if you were...* at *A MAZE. / Berlin 2025*, which explored and exhibited the development process of the *It is as if you were...* game series by Pippin Barr.



Read Pippin Barr × Devolution: *It is as if you were growing stuff*\* and the other booklets in this bundle for additional context on the exhibition and reflections on how games evolve in conversation with their material.

Visit the *repository of the exhibition*<sup>†</sup> for the real experience, including ongoing information and reflections, .

\* Barr, P. and Devolution (2025). *It is as if you were growing stuff*. Berlin: Devolution and the Dessauer Press. (Pippin Barr × Devolution: It is as if you were...)

<sup>†</sup> [github.com/csongorb/growingstuff](https://github.com/csongorb/growingstuff)

*It is as if you were doing paperwork*

Form 8I7H/YB1 : Task Force Report on Sky Hook																					
1 Enter your employee ID below. <input type="text"/>	12 Copy the form reference P/E/V2T into the box below. <input type="text"/>																				
2 Write yesterday's date in the box below. <input type="text"/>	13 Copy the form reference S/2M into the box below. <input type="text"/>																				
3 Add 1 to the number in the left column and write it in the right column. <table border="1"><tr><td>35342</td><td></td></tr><tr><td>83001</td><td></td></tr><tr><td>15868</td><td></td></tr><tr><td>45332</td><td></td></tr></table>	35342		83001		15868		45332		14 Initial here: _____ 15 And here: _____												
35342																					
83001																					
15868																					
45332																					
4 Sign here. <input type="text"/>	16 Circle the number of additional copies to make of this form. triplicate / duplicate / single copy																				
5 Add 2 to the number in the left column and write it in the right column. <table border="1"><tr><td>68804</td><td></td></tr><tr><td>23315</td><td></td></tr><tr><td>63311</td><td></td></tr><tr><td>79059</td><td></td></tr><tr><td>45986</td><td></td></tr></table>	68804		23315		63311		79059		45986		17 Add 5 to the number in the left column and write it in the right column. <table border="1"><tr><td>38222</td><td></td></tr><tr><td>24516</td><td></td></tr><tr><td>58400</td><td></td></tr><tr><td>68513</td><td></td></tr><tr><td>80340</td><td></td></tr></table>	38222		24516		58400		68513		80340	
68804																					
23315																					
63311																					
79059																					
45986																					
38222																					
24516																					
58400																					
68513																					
80340																					
6 Read the following text closely. There is always space for improvement, no matter how long you've been in the business. If you always put limit on everything you do, physical or anything else. It will spread into your work and into your life. There are no limits. There are only plateaus, and you must not stay there, you must go beyond them. Space is an inspirational concept that allows you to dream big.	18 Scratch the back of your neck.																				
7 Write the number of words in the left column into the right column. <table border="1"><tr><td>Windows Holographic</td><td></td></tr><tr><td>Smartglasses</td><td></td></tr><tr><td>The Moller M400 Skycar</td><td></td></tr><tr><td>Electric Vehicles</td><td></td></tr></table>	Windows Holographic		Smartglasses		The Moller M400 Skycar		Electric Vehicles		19 Highlight the underlined words. Step by step and the thing is done. Work <u>hard</u> . stay <u>humble</u> . Let <u>success</u> make the noise.												
Windows Holographic																					
Smartglasses																					
The Moller M400 Skycar																					
Electric Vehicles																					
8 Read the following text closely. Work hard, be kind. Most of us have far more courage than we ever dreamed we possessed. Hard work beats talent.	20 Initial here: _____																				
9 Write tomorrow's date in the box below. <input type="text"/>	21 And here: _____																				
10 Highlight the underlined words. Only those who have <u>learned</u> the power of sincere and selfless <u>contribution</u> experience life's deepest joy: true <u>fulfillment</u> . No matter how many goals you have achieved, you must set your sights on a <u>higher</u> one. In <u>oneself</u> lies the whole <u>world</u> and if you know how to look and <u>learn</u> , the door is <u>there</u> and the key is in your <u>hand</u> . <u>Nobody</u> on <u>earth</u> can give you either the key or the door to open, except <u>yourself</u> .	22 Select Yes. <input type="checkbox"/> Yes <input type="checkbox"/> No																				
	23 Write today's date in the box below. <input type="text"/>																				
	24 Add 1 to the number in the left column and write it in the right column. <table border="1"><tr><td>44292</td><td></td></tr><tr><td>23140</td><td></td></tr><tr><td>39059</td><td></td></tr><tr><td>62235</td><td></td></tr></table>	44292		23140		39059		62235													
44292																					
23140																					
39059																					
62235																					
	25 Write any date in the box below. <input type="text"/>																				
	26 Select No. <input type="checkbox"/> Yes <input type="checkbox"/> No																				
	27 Get up and show this form to the Boss.																				

# 1. info

*Nothing feels quite as good as filling out forms! Am I right?! Choose any pen you want and get to it! Check boxes! Sign your name! Calculate numbers! Sigh loudly and scratch your neck! It's all the action of the non-digital office environment in the discomfort of your own home!*

*It is as if you were doing paperwork* is a game of doing paperwork. At its heart, it is a paperwork generator that creates forms that contain precise instructions for filling them out. You can't go wrong. It's an analog spiritual successor to my game *It is as if you were doing work* and was developed for the *"What Are the Rules?"* festival at the VAC in Moscow.

The paper generator was written in JavaScript using jQuery.