The evolution of...

It is as if you were doing paperwork

2022

Pippin Barr × Devolution

A MAZE. / Berlin 2025

contents

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..

It is as if
you were...

This booklet is / was part of the exhibition *Pippin Barr x Devolution: It is as if you were...* at *A MAZE. / Berlin 2025*, which explored / exhibited the development process of the *It is as if you were...* games by Pippin Barr.

tree goes here

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

Visit the repository of the exhibition for ongoing information and reflections, for the real experience.

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* *It is as if you were growing stuff, vol. 1,* Pippin Barr x Devolution: It is as if you were... (Berlin: Devolution & Dessauer Press, 2025).

† github.com/csongorb/growingstuff

Form N/P : Report on Fusion Power

1	Enter your employee ID below.

2	Write today's date in the box below.

3	Stamp below to approve or reject the Magnetic Refrigeration Committee.

16	Copy the form reference M028XDP into the box below.

17	Select Yes.

☐ Yes
☐ No

18	Sit back in your chair and fold your arms, then get back to work.

19	Copy the form reference E/G/W7 into the box below.

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.

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 letters 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

3. commit history

Overview
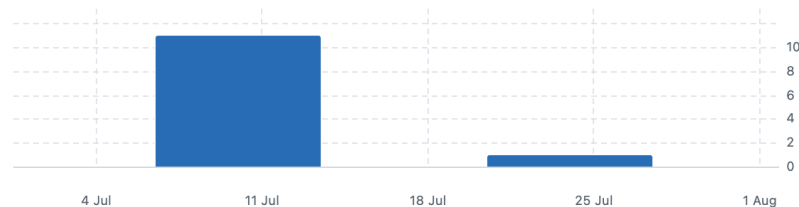
Messages

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?

4. file structure

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
```

Who is this Pippin Barr guy?

Pippin is an Assistant Professor in the *Department of Design and Computation Arts* at *Concordia University* in Montréal.

He works within the *Technoculture, Art, and Games (TAG) Lab* which is part of the *Milieux Institute for Arts, Culture, and Technology*. In fact right now he's the associate director of TAG!

Pippin Barr

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Devolution

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