

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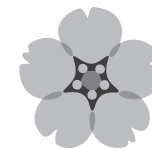
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Instagram: [@devolutionbln](https://www.instagram.com/devolutionbln)

Mastodon: sunny.garden/@devolution

It is as if you were designing a game

A Designer's Notebook



Pippin Barr x Devolution

A MAZE. / Berlin 2025

It is as if you were designing a game

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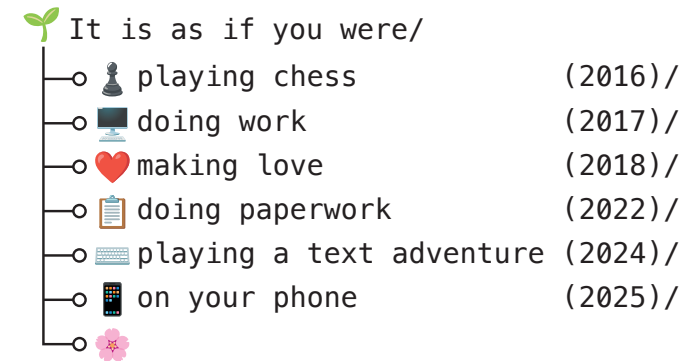
www.pippinbarr.com

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So those are some thoughts.

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*[†] 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...)

[†] github.com/csongorb/growingstuff

a note on the text

All quotes in this notebook are from the process documentations of the games *It is as if you were playing chess*, *It is as if you were making love*, *It is as if you were doing work*, and/or *It is as if you were on your phone* by Pippin Barr.

**It's probably a little bit depressing,
but at present I find it stressful
to just detune and not work on a
game/thing.**

