

The evolution of...

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

2022



Pippin Barr x Devolution

A MAZE. / Berlin 2025

The evolution of...
It is as if you were doing paperwork (2022)

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www.devolution.online

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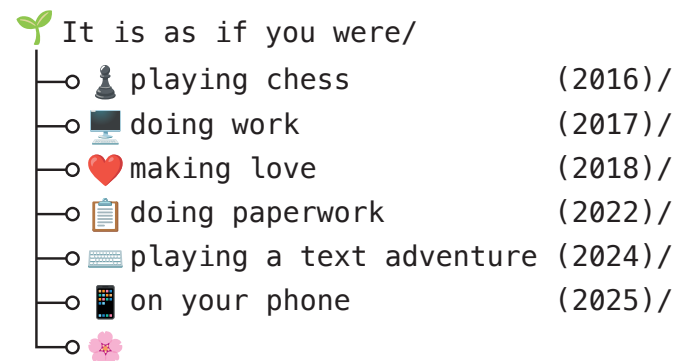
a note on the text

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 × 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.



Read Pippin Barr × 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.


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

[†] github.com/csongorb/growingstuff

Form 817H/YB1 : Task Force Report on Sky Hook											
1 Enter your employee ID below.	12 Copy the form reference P/E/V2T into the box below.										
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2 Write yesterday's date in the box below.	13 Copy the form reference S/2M into the box below.										
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68804											
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79059											
45986											
6 Read the following text closely.	19 Highlight the underlined words.										
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.	Step by step and the thing is done. Work <u>hard</u> . stay <u>humble</u> . Let <u>success</u> make the noise.										
7 Write the number of words in the left column into the right column.	20 Initial here: _____										
<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		21 And here: _____		
Windows Holographic											
Smartglasses											
The Moller M400 Skycar											
Electric Vehicles											
8 Read the following text closely.	22 Select Yes.										
Work hard, be kind. Most of us have far more courage than we ever dreamed we possessed. Hard work beats talent.	<input type="checkbox"/> Yes <input type="checkbox"/> No										
9 Write tomorrow's date in the box below.	23 Write today's date in the box below.										
<input type="text"/>	<input type="text"/>										
10 Highlight the underlined words.	24 Add 1 to the number in the left column and write it in the right column.										
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> .	<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											
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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.

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: 1

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.

2. journal



Form Generator for It Is As If You Were Doing Paperwork

Crappy process notes:

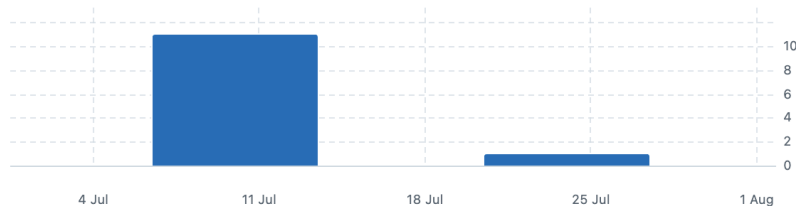
- Writing words
 - Technologies I guess
- Add some of the Chess instructions—work environment things to do while going through the form so you can play along

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/

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 - 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!



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

Devolution

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