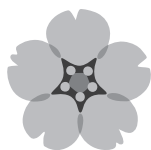


# It is as if you were designing a game

***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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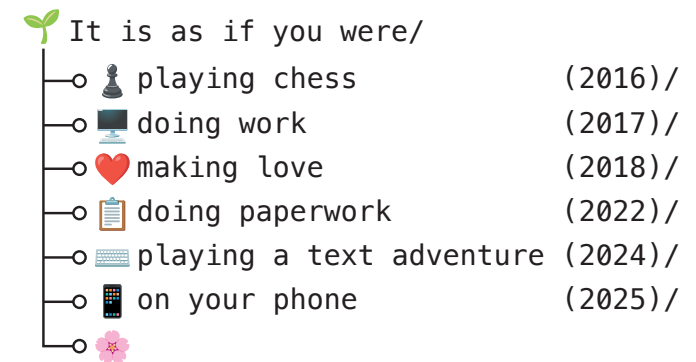
Set in Neue Aurora Grotesk

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

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

# ***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](https://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.

**You don't have to actually make  
decisions, you just appear to be  
making decisions.**













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

























## **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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