

In order to participate in society, individuals pay the price of willingly or unwillingly agreeing to the notions of that world. For example, in the world we live in today, individuals operate by subscribing to these rules: Resources are scarce; Things are assigned personal ownership and protected; Individuals are encouraged to compete - thinking of ways to own more than others. As we enter the age of the Metaverse, we are immersed in new sensations made possible by recently available media technology: high fidelity rendering of virtual scenes, new modes of interactivity such as AR and VR, real-time simulation of hyper-real experiences such as flying through mountains and sky. Similarly, in the space of education, students are increasingly experiencing in-class and after-school activities in massively multiplayer online games(MMOG). In Roblox, the most popular multiplayer gaming platform in the world, there are now over 8 million game developers selling 20 million gaming experiences to other players. 54% of them are age 12 or younger. However, behind the seemingly new and sensory-saturated modes of play offered by the Metaverse, is the familiar logic we are already exposed to in the real world. In order to play in the Metaverse, individuals must spend hours cutting down trees, gathering resources, strengthening their forts, and fending off invaders. If the idea of Play in the virtual world looks just like Work in the real world, what's really new about the Metaverse? Increasingly, the promise of an immersive experience is drawing players into a world vision designed by others instead of questioning its logic.

Therefore, as artists, technologists, and educators, we want to reorient the Metaverse experience from how a world looks, to how a world operates; from the frontend to the backend of worldmaking; from button clicking to rule-making. Modsphere is a worldmaking game. It allows players to design a virtual sphere by setting its rules on three levels - a single plant, relation to another plant, and the entire sphere. The set of keywords for each layer is unique to how that layer operates, and mindfully curated to reflect a diverse range of world orientations, beliefs, and assumptions. Once the rules are made on all three levels, players can observe their sphere generated based on these rules. They can also compare their spheres to other players' creations, and reflect on how different notions of worldmaking afford different effects on the world phenomena.

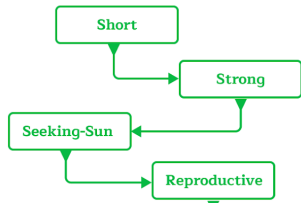
Rules will not be made for the inhabitants of the metaverse, only if they learn to make their own.

A single plant will be

Short Tall Leafy Barren Normal Wierd

Strong Weak Vibrant Stale Seek-Sun

Seek-Shades Reproductive

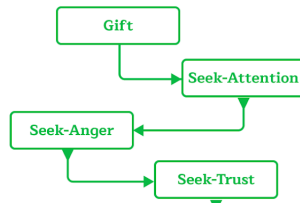


When near another plant, the plant will

Steal Fight Gift Mate Shy-Away Seek-

Attention Seek-Love Seek-Anger Seek-

Fairness Seek-Help Seek-Trust

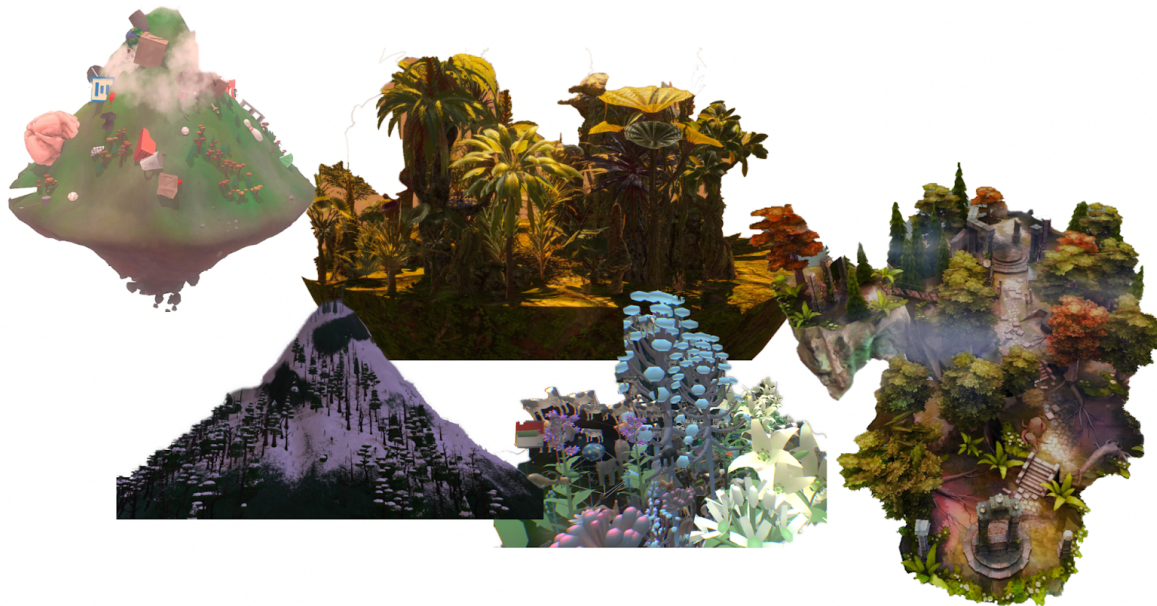
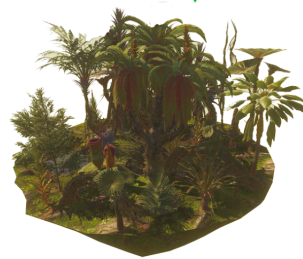
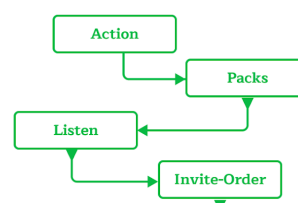


The sphere environment will favor...

The Weak The Strong Action Stillness

Packs Loners Transgressors Stillness

Kindness Competition Chaos Order



Link to video:

https://youtu.be/NE-kTQ_c56Y