Toy7:

The scene is set as follows, two performers are on stage with dim lamp light cast on them as they sit at a table or desk of some sort, any other performers should sit in the audience with their laptops. The hall should be completely dark, save for the lamplight and the light from the laptop screens.

To begin the work, the two on-stage chatters should log in to Toy7's chat-server through their chat-clients separately. One of the chatters (chatter 1) has been experiencing strange cybernetic anomalies. Hauntings from the past and present.

All chatters when personifying themselves should choose a screen name that accurately represents their spirit animal.

Beginning to Transition 1 (~1:00 of time):

The two chatters enter, greet, and have a conversation centered around chatter 1's strange experiences. Remember to pace yourself, wait a few seconds before responding, and make sure the delay between messages is variable.[IMPROVISE]

Transition 1 to Section 2:

A chatter tries to enter, but promptly 'disconnects'. Repeat that ad noseum, if this performer wishes, they may start another chat window and chat normally there.

Conversation to start should be something like this:

Chatter3: [enter sound]
Chatter1: Oh hey [chatter3's handle]! How's it going!
Chatter3: [Exits]
Chatter2: Huh, looks like Chatter3's connection is bad again

After which Chatter 1 and 2 continue [IMPROVISE] on menacing subject, and casual banter. Chatter 3 will continue to attempt to enter to chat and will promptly leave. At this point, other chatters can enter as normal chatters, and the group can begin chatting as any friends would.

Transition 3:

[Continue Improvisation]

Chatters should connect using separate clients run from their terminal. There they should ready Names and message prompts for an invasion of the chat. Start by just using the 'MEMEMASTER', 'INTERNET/GAMING CULTURE', and "META Characters.

Section 3:

Introduce texts from the "Cybernetic Acolytes", but do not use anything from Norbert Wiener.

[Continue Improvising, with normal chatters getting increasingly frustrated with the invaders]

Transition 3:

All "invaders" leave.

Regular chatters express relief at the others leaving.

Character NORBERT WIENER enters.

One character angrily demands:

    "WHO THE FUCK IS NORBERT WIENER?"
    no response (can be denotated with an ellipses)
    "WELL?"
    Silence for a moment
    WIENER: IT HAS LONG BEEN CLEAR TO ME THAT THE MODERN ULTRA-RAPID COMPUTING MACHINE WAS IN PRINCIPLE AN IDEAL CENTRAL NERVOUS SYSTEM TO AN APPARATUS FOR AUTOMATIC CONTROL.

    MUSIC BREAK STARTS, JUMP TO SECTION 4

Section 4:

All invaders begin entering one by one, and start chatting.

Each character has their own texts that can be copy and pasted in all caps bit by bit. Other chatters continue chatting. The original 'friends' who were chatting give up and leave. When 'Cybernetic texts' are exhausted, close chat with {quit}.

CYBERNETIC ACOLYTES:

VANNEVAR BUSH TEXT:

"CONSIDER A FUTURE DEVICE FOR INDIVIDUAL USE, WHICH IS A SORT OF MECHANIZED PRIVATE FILE AND LIBRARY. IT NEEDS A NAME, AND TO COIN ONE AT RANDOM, "MEMEX" WILL DO. A MEMEX IS A DEVICE IN WHICH AN INDIVIDUAL STORES ALL HIS BOOKS, RECORDS, AND COMMUNICATIONS, AND WHICH IS MECHANIZED SO THAT IT MAY BE CONSULTED WITH EXCEEDING SPEED AND FLEXIBILITY"

"THE INHERITANCE FROM THE MASTER BECOMES, NOT ONLY HIS ADDITIONS TO THE WORLD'S RECORD, BUT FOR HIS DISCIPLES THE ENTIRE SCAFFOLDING BY WHICH THEY WERE ERECTED."

ROY ASCOTT TEXT:

"IN TELEMATIC ART, MEANING IS NOT CREATED BY THE ARTIST, DISTRIBUTED THROUGH THE NETWORK, AND RECEIVED BY THE OBSERVER. MEANING IS THE PRODUCT OF INTERACTION BETWEEN THE OBSERVER AND THE SYSTEM, THE CONTENT OF WHICH IS IN A STATE OF FLUX, OF ENDLESS CHANGE AND TRANSFORMATION."

"IT IS THE COMPUTER THAT IS AT THE HEART OF THIS CIRCULATION SYSTEM, AND, LIKE THE HEART, IT WORKS BEST WHEN IT BECOMES INVISIBLE."

"TO THE OBJECTION THAT SUCH A GLOBAL VISION OF AN EMERGING PLANETARY ART IS UNCRITICALLY EUPHORIC, OR THAT THE PROSPECTUS OF A TELEMATIC CULTURE WITH ITS GESAMTDATENWERK OF HYPERMEDIATED VIRTUAL REALITIES IS TOO GRANDIOSE, WE SHOULD PERHAPS REMIND OUSELVES OF THE ESSENTIALLY POLITICAL, ECONOMIC, AND SOCIAL SENSIBILITIES OF THOSE WHO LAID THE CONCEPTUAL FOUNDATIONS OF THE FIELD OF INTERACTIVE SYSTEMS."

"WITHIN THESE SEPARATE REALITIES, THE STATUS OF THE "REAL" IN THE PHENOMENOLOGY OF THE ARTWORK ALSO CHANGES. VIRTUAL SPACE< VIRTUAL IMAGE< VIRTUAL REALITY—THESE ARE CATEGORIES OF EXPERIENCE THAT CAN BE SHARED THROUGH TELEMATIC NETWORKS, ALLOWING FOR MOVEMENT THROUGH "CYBERSPACE" AND ENGAGEMENT WITH THE VIRTUAL PRESENCE OF OTHERS WHO ARE IN THEIR CORPOREAL MATERIALITY AT A DISTANCE, PHYSICALLY INACCESSIBLE OR OTHERISE REMOTE."

"THE METAPHOR OF LOVE IN THE TELEMATIC EMBRACE MAY NOT BE ENTIRELY MISPLACED."

DONNA HARAWAY TEXT:

"OUR BODIES, OURSELVES; BODIES ARE MAPS OF POWER AND IDENTITY. CYBORGS ARE NO EXCEPTIONS. A CYBORG BODY IS NOT INNOCENT;IT WAS NOT BORN IN A GARDEN; IT DOES NOT SEEK UNITARY IDENTITY AND SO GENRATE ANTAGONISTIC DUALISMS WITHOUT END (OR UNTIL THE WORLD ENDS); IT TAKES IRONY FOR GRANTED."

"IT IS NOT JUST THAT SCIENCE AND TECHNOLOGY ARE POSSIBLE MEANS OF GREAT HUMAN SATISFACTION, AS WELL AS A MATRIX OF COMPLEX DOMINATIONS. CYBORG IMAGERY CAN SUGGEST A WAY OUT OF THE MAZE OF DUALISMS IN WHICH WE HAVE EXPLAINED OUR BODIES AND OUR TOOLS TO OURSELVES."

"I WOULD RATHER BE A CYBORG THAN A GODDESS"

NORBERT WIENER ***DO NOT TOUCH, KEY TEXTS HERE**:

"INFORMATION IS INFORMATION, NOT MATTER OR ENERGY. NO MATERIALISM WHICH DOES NOT ADMIT THIS CAN SURVIVE AT THE PRESENT DAY."

IT HAS LONG BEEN CLEAR TO ME THAT THE MODERN ULTRA-RAPID COMPUTING MACHINE WAS IN PRINCIPLE AN IDEAL CENTRAL NERVOUS SYSTEM TO AN APPARATUS FOR AUTOMATIC CONTROL.

DO NOT TOUCH ABOVE TEXTS

MARSHAL MCLUHAN:

"THE MEDIUM, OR PROCESS, OF OUR TIME—ELECTRIC TECHNOLOGY—IS RESHAPING AND RESTRUCTURING PATTERNS OF SOCIAL INTERDEPENDENCE AND EVERY ASPECT OF OUR PERSONAL LIFE. IT IS FORCING US TO RECONSIDER AND REVALUATE PRACTICALLY EVERY THOUGH, EVERY ACTION, AND EVERY INSTITUTION FORMERLY TAKEN FOR GRANTED. EVERYTHING IS CHANGING.

"ELECTRIC CIRCUITRY HAS OVERTHROWN THE REGIME OF "TIME" and "SPACE" AND POUR UPON US INSTANTLY AND CONTINUOUSLY THE CONCERNS OF ALL OTHER MEN."

"THE NEW ELECTRONIC INTERDEPENDENCE RECREATES THE WORLD IN THE IMAGE OF A GLOBAL VILLAGE."

JOHN PERRY BARLOW:

"IMAGINE A PLACE WHERE TRESPASSERS LEAVE NO FOOTPRINTS, WHERE GOODS CAN BE STOLEN AND INFINITE NUMBER OF TIMES AND YET REMAIN IN THE POSSESSION OF THEI ORIGINAL OWNERS, WHERE BUSINESSES YOU NEVER

HEARD OF CAN OWN THE HISTORY OF YOUR PERSONAL AFFAIRS, WHERE ONLY CHILDREN FEEL COMPLETELY AT HOME, WHERE THE PHYSICS IS THAT OF THOUGHT RATHER THAN THINGS, AND WHERE EVERYONE IS AS VIRTUAL AS THE SHADOWS IN PLATO'S CAVE. SUCH A PLACE ACTUALLY EXISTS."

"CYBERSPACE IS THE HOMELAND OF THE INFORMATION AGE—THE PLACE WHERE THE CITIZENS OF THE FUTURE ARE DESTINED TO DWELL."

"THE REST OF SOCIETY IS SO UTTERLY PERPLEXED BYU DIGITAL TECHNOLOGY THAT MOST ORDINARY CITIZENS ARE EVEN LESS QUALIFIED THAN BUS ARCHITECTS TO ENGAGE IN CYBERNETIC SOCIAL PHILOSOPHY. AS LISTENERS OF THIS MUSIC, YOU ARE ALMOST CERTAINLY MORE KNOWLEDGABLE ABOUT THE LEGAL AND CULTURAL AMBIGUITIES SURROUNDING DIGITAL COMMUNICATION AND PROPERTY THAN YOUR COMPUTER-PHOBIC FELLOW CITIZENS. YOU ARE THUS WELL SUITED TO THE TASK OF CIVILIZING CYBERSPACE."

NIKLAS LUHMANN:

THE BINARY CODING OF LANGUAGE. ALL COMMUNICATION OFFERS TWO POSSIBILITIES: ACCEPTANCE AND REJECTION. ALL (CONDENSED AND CONFIRMED) MEANING CAN BE EXPRESSED IN AN AFFIRMATIVE VERSION AND IN A NEGATIVE VERSION.

STRICTLY SPEAKING, THEY ARE INVISIBLE MACHINES. IF WE ASK WHETHER COMPUTERS ARE MACHINES THAT WORK ANALOGOUSLY TO CONSCIOUSNESS AND CAN REPLACE OR EVEN OUTDO CONSCIOUSNESS SYSTEMS, WE ARE PUTTING THE PROBLEM WRONGLY AND PROBABLY PLAYING IT DOWN. NOR IS IT RELEVANT WHETHER THE INTERNAL OPERATIONS OF THE COMPUTER CAN BE UNDERSTOOD AS COMMUNICATIONS. WE MUST PRESUMABLY LEAVE ASIDE ALL ANALOGIES OF THIS SORT AND ASK INSTEAD WHAT CONSEQUENCES IT WOULD HAVE IF COMPUTERS COULD ESTABLISH A QUITE INDEPENDENT STRUCTURAL COUPLING BETWEEN A REALITY THEY WERE ABLE TO CONSTRUCT AND CONSCIOUSNESS OR COMMUNICATION SYSTEMS.

INVASION CHARACTERS:

MEMEMASTER TEXT:

Please pre-select memes which the denizens of Barlow's "New Frontier" would consider to be supreme, but please leave out racist, bigoted or misogynistic memes—it is not necessary to reproduce these things even if in irony.

INTERNET/GAMING CULTURE TEXTS:

When entering, name yourself some stereotypical gamer name, e.g. XxXSnIpErB055420XxX. When you enter, feel free to behave as you would imagine your persona to.

META TEXTS:

Describe a person in the audience, or the music hall or read (really type) from the program a lá Berio Sinfonia.