

Art 25

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Mechanic is the Message

Using Train by Benda Romero as an example.

- Play as Train dispatchers
- Goal is to maximize number of people in trains as possible.
- I think its a holocaust game.
- The yellow from the yellow badges from concentration camps.
- I was correct, that was kinda fucked up. I mean I'm not against the game, but I don't know if I like how it was placed into the class. I feel like leaving it unspoken might have been more taseful.

Unmanned By Molleindustria

- Unmanned drones
- Iraq, Afghanistan, etc.
- Through thermal cams people are nothing but white specks that you shoot.

Society of the Spectacle

- May '68

Global student action against poor student treatment.

- Opposition to the Vietnam War (1965-1973)

First televised war, we could see what war actually looked like. Knowledge of the war could spread fast enough that the government can't filter it through traditional propaganda instruments.

- Civil Rights Movement (1954-1968)

Situationist International

- 1957-1972
- Group of radical artists working together.
- Anti-capitalist
- Libertarian Marxists
- Dadaist and Surrealists

About what can't be known.

Strategies Used:

- Surrealists:

Chance based, Collage, Uncanny

- Dada:

Nonsense, Humor, Trash, Performance

Bro this is kinda lame
Its like such a pretentious
take. The enlightenment claimed
objectivity but objectivity was
always a lie. The technologies
we've made aren't bad, flight
can be used to pollute and move
people back and forth fruitlessly.
It can also be used to put out fires
to map out the world, to move life
saving medicine, etc.
Its like Primitivism but without the
commitment.

- Both:

Games, Play, Aesthetic Intervention.

This stuff is truly more interesting to talk about than see or participate in. The concept is way cooler than anything else.

I think I know why I am annoyed with this assignment. I am like Donald Knuth, or Tom7. I am not worried so much about it looking good, or seeming right, but about something being good, and being right. These interventionist things sound radical, and seem interesting. But they lack refinement, they are not the correct version of themselves.

Eddo Stern

- Thinking about violence and embodiment.
- Tekken Torture tournament
- Get shocked when he takes damage.

I like this, but only because it is dumb as hell, and funny. It is like a shit post, but the pretentious justifications are pretty lame. We have literal fighting sports, MMA, boxing, etc.
Fighting games aren't violence in the same way, and it seems to me that its a very immature understanding of games.

Situationist Beliefs

- Social World increasingly mediated by images
- Media saturation deprives people of connective awareness of their own body in society
- Media has been used to alienate us into individual self contained units which are easily shifted to the ends of the status quo.
- Lived Experience is authentic
- Mediated Experience is less valuable and less authentic
- They call the rituals of experience Situations

Goal is to liberate everyday life back into some notion of adventure and belonging.

Moments of life constructed for re-awakening and pursuing authentic desires, not just ones constructed by industrial capitalistic machinery.