



s/f/wo/bunderland

installation profile

s/f/wønderland installation profile - ABOUT

s/f/wønderland is...

- a research project;
- a web-based painting tool;
- a mixed-media installation piece;
- a visual library;
- a participatory creative experiment;
- an online labyrinth;

... which explores how queer (re)imaginings operate through media appropriations of censored content, and how it can become a form of creative resistance against oppressive state-enforced infrastructures.

This project was created in response to the environments I grew up with in Malaysia and Singapore, which both share similar histories as former British colonies, and are both ruled by conservative-leaning governments in their respective contexts. Due to media censorship policies, state erasure of queer history, criminalisation of acts of sodomy, and little to no protections of LGBTQ+ rights (among many other factors of queer stigma), looking for support systems, credible queer knowledge, and positive queer representation in these regions is, to say the least, really fucking hard. In the field of academia, most research on local queer communities here focus on healthcare and policy-related topics (and arguably necessarily so) - although such studies are already limited in number to begin with.

Given the general gap in literature and documentation regarding queer communities in these places where I grew up, I wanted to reflect on my role as a queer media artist that grew up in this environment, and explore queer existence and community creation in the age of social media. In particular, I was interested in how queer people learned about, and then later navigated queerness while existing in a mediated media landscape + social infrastructure that denies LGBTQ+ people any positive representation and legal protections.

With the help of six friends who:

1. had experiences growing up in Malaysia and/or Singapore;
2. identified somewhere under the queer umbrella; AND
3. were born in the 90s or early 2000s, and began using the internet in our late-primary ~ early-secondary school days;

... we learned that most of us had our first encounter of queerness through fan fiction and queer fandom pairings on the Internet - many shared experiences reading slash on fanfic.net, in particular. This media platform provided an alternative source of knowledge and guidance beyond parental figures, state-controlled media, and educational institutions.

As such, s/f/wønderland is a study of how this negotiation of freedoms occurs through the consumption and production of queer fan-made media, in hopes to realise the creative medium's transgressive capacity to not only offer avenues for escapism, but also shift attitudes and perceptions concerning queerness on a broader societal level.

s/f/wønderland is available to play on <https://huazzers.github.io/sfwonderland/>.

s/f/wønderland installation profile - SETUP

There are two ways to set up s/f/wønderland, each of which provides a different experience and interpretation of the project.

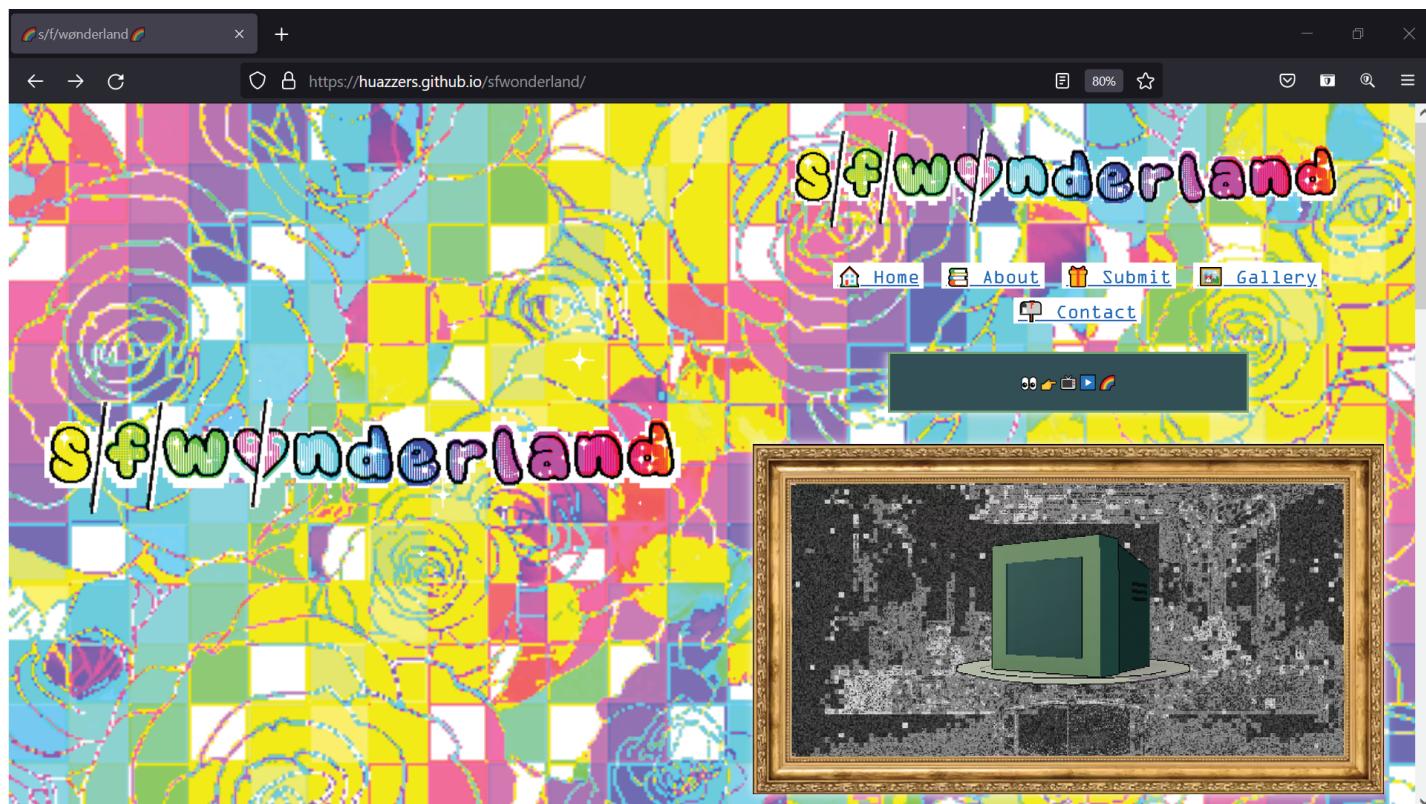
SETUP A: SINGLE DISPLAY

The simplest method to set up s/f/wønderland. This setup requires a monitor setup including a keyboard and mouse. Any Internet browser will do, but Firefox is highly recommended.

STEP 1: Set Firefox to default browser, then create a desktop shortcut to s/f/wønderland's homepage: <https://huazzers.github.io/sfwonderland/>

STEP 2: (Optional) Right-click the desktop shortcut, select Properties. Add "--kiosk" at the end of the string present in Target text box to enable Kiosk mode. Click on Apply button.

STEP 3: Click on desktop shortcut to open s/f/wønderland.



s/f/wønderland - home page.

END OF SETUP A

s/f/wønderland installation profile - SETUP (cont.)

SETUP B: DUAL DISPLAY

The recommended setup for exhibition purposes. This setup requires a projector display in addition to a monitor setup with a keyboard and mouse. Any Internet browser will do, but Firefox is highly recommended.

STEP 1: Span display across both the projector and the monitor such that:

- A. the display is extended (not mirrored);
- B. any application window will extend across both displays (not just one display) when maximised or set to fullscreen view;
- C. the projector shows the left half of the screen, and the monitor shows the right half of the screen.

STEP 2: Set Firefox to default browser, then create a desktop shortcut to s/f/wønderland's homepage: <https://huazzers.github.io/sfwonderland/>

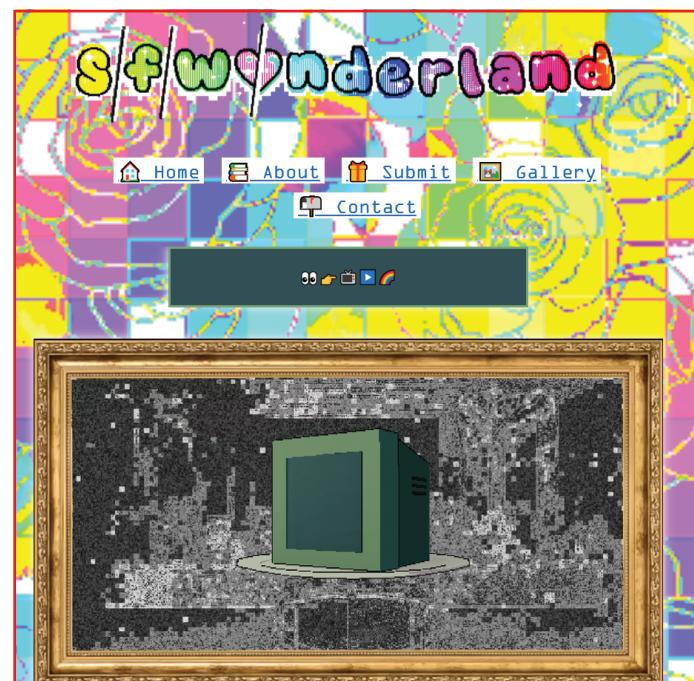
STEP 3: (Optional) Right-click the desktop shortcut, select Properties.

Add "--kiosk" at the end of the string present in Target text box to enable Kiosk mode. Click on Apply button.

STEP 4: Click on desktop shortcut to open s/f/wønderland. If both displays are set up correctly, they should match the following diagram(s):



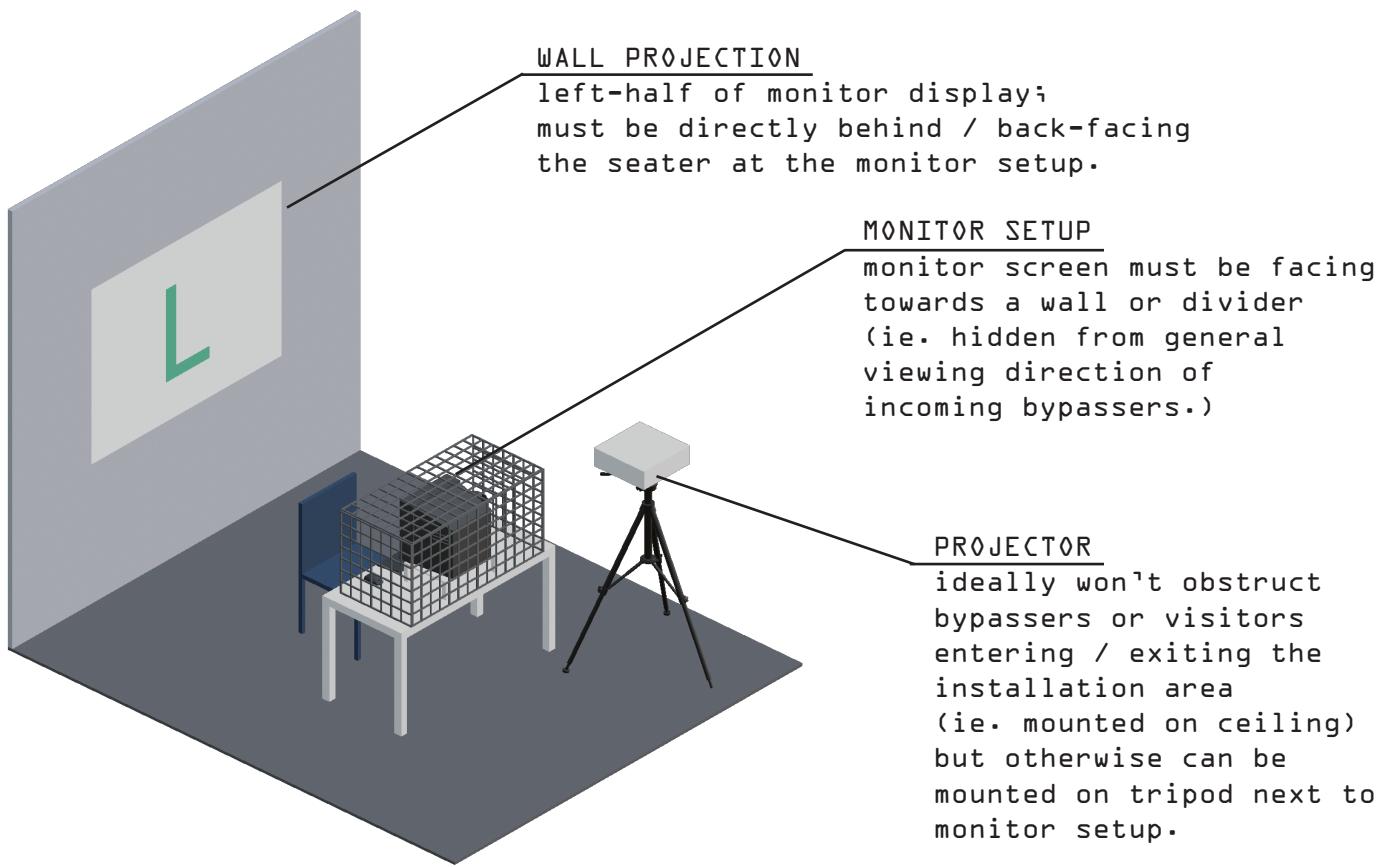
PROJECTOR DISPLAY
(left half of screen)



MONITOR DISPLAY
(right half of screen)

s/f/wønderland installation profile - SETUP (cont.)

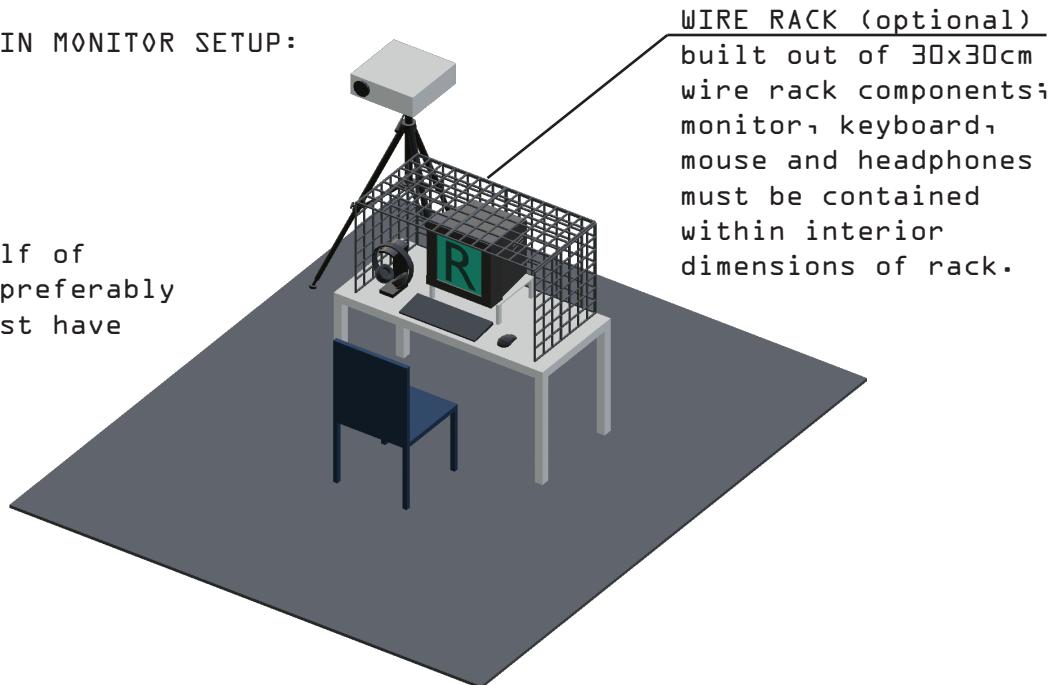
SETUP B: PROJECTOR DISPLAY VIEW



SETUP B: MONITOR DISPLAY VIEW

EQUIPMENT INCLUDED IN MONITOR SETUP:

- Chair
- Table
- Keyboard
- Mouse
- Headphones
- Monitor (right-half of
monitor display; preferably
a CRT monitor; must have
colour display.)



END OF SETUP B

s/f/wønderland installation profile - INTERACTION

Participants are expected to navigate the website themselves without any external assistance. However, participants may request for text-to-speech functions if available on the computer device.

The main interactive component is a web-based painting tool, but participants must first locate the PLAY button on the home page in order to access it. This button may not be immediately identifiable to new participants. Clues and hints are provided on the home page to help them find the PLAY button.

The PLAY button can be accessed by clicking the TV within the golden frame on the home page. (See figure on the right.)

The web-based painting tool will open in the same tab. (See figure at the bottom of this page.) Participants may explore each button's functions however they wish. All buttons come with sound effects, making the auditory component core to this experience. Unfortunately, assistive captions and audio descriptions are not available at this time.

Participants can only draw on the monitor side (ie. right half) of the browser window. However, each stroke a participant draws generates a visual strobe effect on the projection side (ie. left half) of the browser window.

Participants may also save their work, and return to the main website to SUBMIT their saved work to the GALLERY. The artist will moderate and manually upload any submissions received. Participants may also browse other submitted works on the GALLERY page, or learn more about the project's context on the ABOUT page.



s/f/wønderland - PLAY button on hover.

s/f/wønderland - painting tool.

END OF INSTALLATION PROFILE