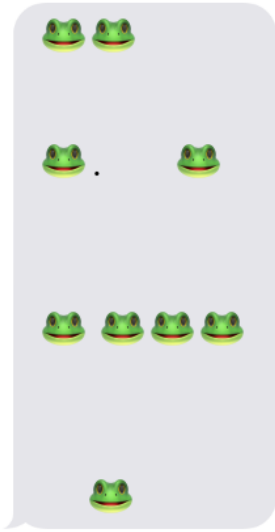**lost languages**

lost languages is a *hyla crucifer* chorus simulator. when the program is activated, players' phones are transformed into autonomous organisms actively listening and responding to like stimuli within the ecosystem. player proximity influences soundfield density.

directions for use: first install MobMuPlat (Android, iOS) on your handheld device, and open the complete *lostlanguages.zip* file in that application. player one should open *hyla.mmp*, and the remaining five players should open *lostlanguages.mmp* (if you have more than six players, there should be roughly one designated *hyla* user for each six or so *lost language* users). once the programs have been opened, the *hyla* player begins by activating the toggle.

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image: MONIKA ZARZECZNA   (c) 2017 dakota