

## BUREAUCRATIC COMMODITIES AS NON-FUNGIBLE CASE CARDS

As a final note in this section I would like talk about the digital representation of a case as a commodity in the scope of RMC. The graphic representation of one's case can be shortly exemplified by its aesthetic and structural similarity to Role Playing Game (RPG) cards. As mentioned in the scenario, time and space (total duration and total distance) lay the ground that defines the most distinguishable visual characteristics of one's case. This data lodges itself on a typical Cartesian coordinate system with two dimensions as X corresponding to the total duration of the bureaucratic experience, and Y corresponding to the total distance travelled for the it to take place. A deterministic algorithm maps the data to their location on X and Y which is intended to discard arbitrariness from the process and introduce consistency when it comes to the processing of this kind of data. The (x, y) location, resulting from this deterministic operation, is the coordinate in the Cartesian space where the outcome of LOBALOBA will be positioned. This set of collected data visually manifests