

## IV      REST MY CASE

***„Bureaucracies create games – they’re just games that are in no sense fun“. (Graeber 2015: 190)***

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I began this paper first by laying out its context, bureaucracy. As I went on with the writing in the first chapter, I tried to exhibit the arsenal of problematic characteristics inherent to this ubiquitous structure and its intertwined affairs with central entities such as nation states or corporations. In that sense the first chapter represents an analysis of the status quo. Furthermore, the second chapter was introduced as a theoretical groundwork in the social discourse for practical tools to be built atop. In its demeanor the second chapter acts like a showcase of rhizomatic circumvention. This narrative now leads me to introduce the somewhat unconventional platform that I built by observing and enduring the status quo, then by studying and employing the cryptographic tools in my reach. Respectively, my major concerns during this process have been to address the issues of impersonality in institutions and ownership in centralized infrastructures. For that, I tried to set up an interplay between the digital and physical, constantly meandering in between and evaluating their validities.