

# What a website can be

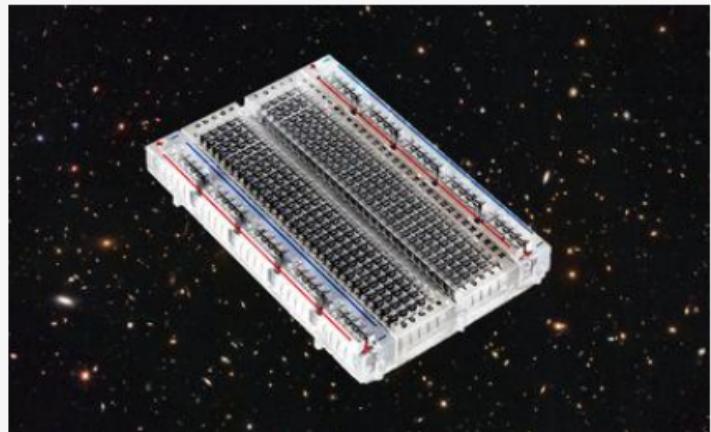
FLOSS based publishing,  
a static and generated example

a FLOSS attitude ...

varia is a space for developing collective approaches to everyday technology. varia is an association whose members organize events and collaborate in work groups. varia is around 90m<sup>2</sup> and has a 100/35<sup>m²pe</sup> connection. varia works with free software, provides a set of tools. varia figures things out as she goes, tries to keep notes and is bilingual.

## Wojtek Szustak - Space Junk Workshop

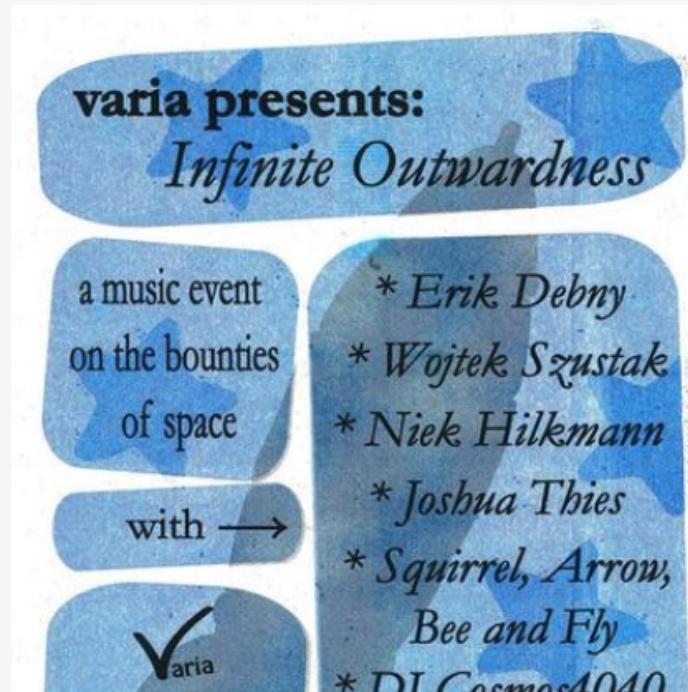
18 May 2018



Wojtek Szustak is an electronic intermedialist from Krakow who works with and around music and space junk. In preparation of 'Infinite Outwardness' he will conduct a synthesizer junk workshop at Varia where we will make new electronic instruments from old rubbish we find on the streets of Charlois. The results ... [read more](#)

## Infinite Outwardness

18 May 2018



## Concert: CLM and Maria Violenza

17 April 2018



Varia presents two concerts by three incredible musicians from Italy. CLM (formerly known as Cascao & Lady Maru) is a quirky electro duo, hailing from the saucy punk/no-wave scene of the aethernal Rome. Starting in 2008, they quickly turned into a bizarre live act with guitars, synths, live samples, percussion ... [read more](#)



Varia - Solutions and problems in Extratonality, February 2018



Varia – Algologs workshop, March 2018



Varia – Robomob Race, January 2018

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# It Is As If We Were Doing Work



2018-03-10 18:45:00

→ [event](#) → [Lees dit artikel in het Nederlands](#)

A few months have passed since the 11th issue of the Pervasive Labour Union zine was launched, but the topics that were touched upon are yet to be digested. Focused on the "entrepescariat", the issue is an exploration of the multiple ways in which entrepreneurial ideas, models and approaches relate to the perception of precarity. To expand on the reflections that emerged from this informal publication, Varia is hosting some of its contributors. After an introduction of the Pervasive Labour Union zine project, there will be a conversation between Alina Lupu, Gui Machiavelli and Lídia Pereira moderated by Silvio Lorusso. The guests will discuss their contribution to the zine, as well as the relationship between their practice, emerging work standards, and the current state of education. Furthermore, there will be an open gaming session of two (or maybe more!) videogames which were reviewed in the zine, such as

"[DIE AUF DER WEG DAZU](#)" by [Dirkje Bouw](#) and "[THE ENDLESS LINE](#)" by [Eduardo](#)

<https://varia.zone>

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# What a website can be

When considering how to design a website for varia, our<sup>1</sup> mutual but implicit understanding was not to just make a site. But rather that there was a potential for the process of site-making to become a process of exploring what a website can be. Exploring how one could do web publishing in a self-hosted<sup>2</sup>, minimal<sup>3</sup>, portable<sup>4</sup>, documented<sup>5</sup>, FLOSS<sup>6</sup> and playfull<sup>7</sup> way. In a way that connects to the multiplicity of practices that varia consists of. This text is the beginning of an attempt to make explicit and put to words some of the ideas and questions that drove this process. In the spirit of release early, release often we will publish a series of texts as we develop this site. Hopefully this can trigger questions on web design in the conceptual sense, not as a practice only involved with visual language, but as a practice considering on-

the web as a network - One of the fundamental characteristics of the web is that it is a network of networks.

[1] Varia works via different thematic workgroups, one which is concerned with its website. [☞](#)

[2] Self-hosting culture as a way to speak about network infrastructures and preferences. This is also the main subject of the [homebrewserver.club](#), a group for discussions, learning and reflection on the practice of hosting a server from home. [☞](#)

[3] Minimal not as in minimalism in design but rather understood as simple/low-tech/appropriate technologies, understood in (some) aspects of [Minimal Computing](#). [☞](#)

[4] Portable in the sense that it allows for multiple tranformations and media, generated by various tools and distributed to various contexts and publics. [☞](#)

# What a website can be ...

... FLOSS

... minimal

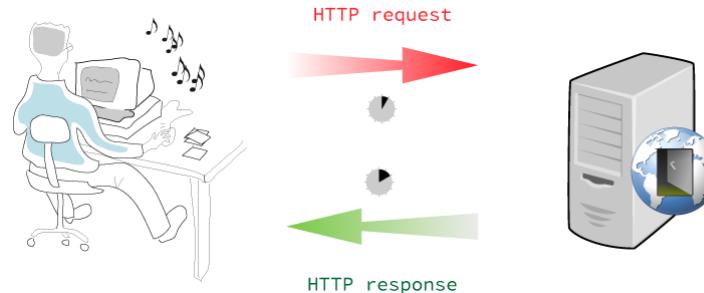
... self-hosted

... distributed

# **Static site ...**

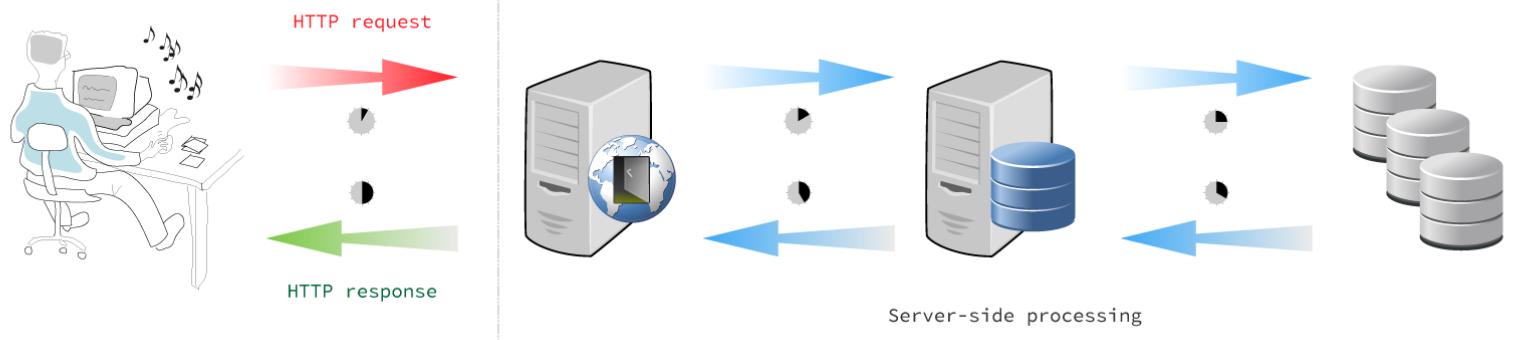
Scheme A

### Static Website



Scheme B

### Dynamic Website



From: *SSGs Part 1: Static vs Dynamic Websites* by Marcia Ramos

<https://about.gitlab.com/2016/06/03/ssg-overview-gitlab-pages-part-1-dynamic-x-static/>

	Name	Size	Modified
⌚ Recent			
🏠 Home			
📁 Documents			
⬇️ Downloads			
🎵 Music			
📷 Pictures			
▶️ Videos			
🗑️ Trash			
+ Other Locations			

The screenshot shows a file browser interface with two panes. The left pane, titled 'ontwerper' and 'varia', displays the contents of a directory named 'varia.website'. It includes files like 'content', 'develop\_server.sh', 'LICENSE', 'Makefile', 'pelicanconf.py', 'pelican-plugins', 'plugins-custom', 'publishconf.py', 'README.md', 'scripts', and 'themes'. The right pane, titled 'varia.website.output', shows the generated website files. These files include 'algologs.html', 'archives.html', 'author', 'authors.html', 'categories.html', 'category', 'ccc-screening.html', 'century-21-calling.html', 'CLM-and-Violenza.html', 'concert.html', 'drafts', 'en', 'event.html', 'events.ics', 'extratonaliteit.html', 'favicon.ico', 'feeds', 'gathering.html', 'hbsc-cal-1-nl.html', 'hbsc-cal-2-nl.html', 'homebrewserver.club.html', 'images', 'index.html', 'Infinite-Outwardness.html', 'inox-kapell.html', 'itisasif.html', and 'nieuwjaarsborrel.html'. The files are sorted by name, size, and modified date.

Pelican workfiles

	Name	Size	Modified
⌚ Recent			
🏠 Home			
📁 Documents			
⬇️ Downloads			
🎵 Music			
📷 Pictures			
▶️ Videos			
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Output

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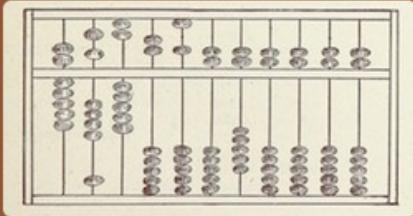
... Minimal Computing

... Self-hosting

... Publics

# Minimal Computing ...

# Minimal Computing



a working group of GO::DH

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## Minimal Definitions (tl;dr version)

by Jentery Sayers - 03 Oct 2016

I've been researching the various uses and implications of "minimal computing." What does it mean? According to whom? For whom? Under what assumptions? Yesterday, I wrote a rather unpolished [thought piece on the topic](#), but below is the tl;dr version of my observations.

Minimal computing appears to prompt these fundamental questions about choice and necessity: "What do we need?" (see [Gil](#)) "What don't we need?" "What do we want?" "What don't we want?"

The brief definitions/perspectives below point to some interesting overlaps and tensions between the multiple aims (stated or not) of minimal computing. For now, tho, I'm listing them here without synthesis, analysis, or any assumption that the list is complete. Soon, I'll add some questions that may emerge from each definition. Feedback is welcome in the meantime. Thank you!

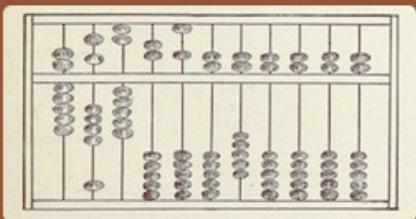
### Minimal Design

Reduce the need to update/modify the structure or layout of a project in order to focus on content production and to increase the likelihood of project persistence

### Minimalist Design

*Minimal Computing*, a working group of the *Global Outlook::Digital Humanities*  
<http://go-dh.github.io/mincomp>

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Reduce the use of what you see is what you get (WYSIWYG) interfaces to decrease resource demands, increase awareness of programming and markup processes, and also increase individual focus on writing

## Minimal Dependencies

Reduce reliance on scripts, databases, libraries, versions, and software to decrease resource demands and processing time

## Minimal Maintenance

Reduce dependencies and the use of features to decrease the labor of updating, moderating, and stewarding a project over time

## Maximum Ephemerality

Reduce an impulse to inscribe, measure, or visualize with technologies in order to increase the likelihood of experimentation and collective participation

## Minimal Use

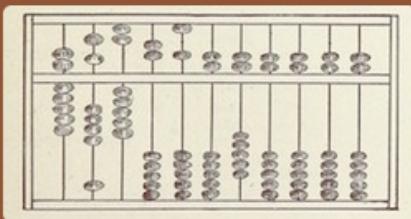
Reduce the use of natural resources and technologies (especially hardware, middleware, and peripherals) to decrease environmental effects and energy consumption

## Minimal Consumption

Reduce arguments premised on technological progress, the early adoption/implementation of technologies, and the treatment of computing as work (to create products) in order to increase deliberation, thoroughness of research, and the likelihood of informed decisions

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## Minimal Obsolescence

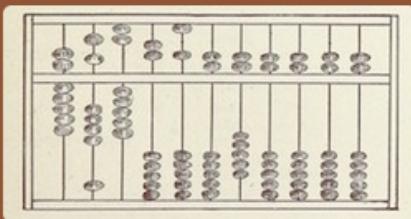
Reduce turnover of technologies, standards, and formats to increase reuse and decrease waste/discards

## Minimal Presence

Reduce the use of laptops, desktops, and other computers in order to prototype with low-tech materials (clay, paper, pencils), decrease reliance on automation, and increase comparative studies (across digital and analog media)

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mechanisms to increase privacy and security and to decrease harassment and hacks

## Minimal Vulnerabilities

Reduce attack vectors (e.g., cross-site scripting, SQL injections, and directory traversals) of projects to decrease likelihood of hacks and harassment

## Minimal Externals

Reduce dependency on external groups or mechanisms to produce, exchange, and circulate your own projects and content

## Minimal Automation

Reduce use of mechanisms that (magically) turn input into output in order to increase awareness of how this becomes that or how algorithms/tools make decisions

## Minimal Space

Reduce the physical space dedicated to hardware and workstations to increase the flexible use, variability, and modularity of that space

## Maximum Mobility

Reduce dependency on fixed technologies (e.g., desktops plugged into walls) to increase movement, performance, and participation across events and settings

## Minimal Technical Language

Produced through a minimalist, inclusive, and open collaborative process

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# Self-hosting ...



The Varia server

Publics ...

... Generator

Open it-is-as-if\_en.md ~/Documents/ontwerper/varia/varia.website/content Save

**Slug:** [itisasif](#)

**lang:** en

**event\_start:** 2018-03-10 18:45

**event\_duration:** 4h

**featured\_image:** /images/pluz.jpg

A few months have passed since the 11th issue of the [Pervasive Labour Union zine](<http://ilu.servus.at/>) was launched, but the topics that were touched upon are yet to be digested. Focused on the "entreprefariat", the issue is an exploration of the multiple ways in which entrepreneurial ideas, models and approaches relate to the perception of precarity. To expand on the reflections that emerged from this informal publication, Varia is hosting some of its contributors. After an introduction of the Pervasive Labour Union zine project, there will be a conversation between Alina Lupu, Gui Machiavelli and Lídia Pereira moderated by Silvio Lorusso. The guests will discuss their contribution to the zine, as well as the relationship between their practice, emerging work standards, and the current state of education. Furthermore, there will be an open gaming session of two (or maybe more!) videogames which were reviewed in the zine, such as ["It Is As If You Were Doing Work"](<https://www.pippinbarr.com/games/2017/07/03/it-is-as-if-you-were-doing-work.html>) by Pippin Barr and ["The Founder"](<http://thefounder.biz/>) by Francis Tseng.

Food, drinks and entrance are available on donation.

**Program:**

18:45 Open Doors and Welcome  
 19:00 Introduction of the [Pervasive Labour union zine](<<http://ilu.servus.at/>>) by Lídia Pereira (PT/NL) and conversation with Alina Lupu (RO/NL), Gui Machiavelli (IT/BR/NL), moderated by Silvio Lorusso (IT/NL)  
 20:00 - 22:00 Open gaming session with "It Is As If You Were Doing Work" by Pippin Barr and "The Founder" by Francis Tseng

[<http://varia.zone/>](http://varia.zone/)  
 <!-- link to event on fb >:( -->

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**\*\*Alina Lupu\*\*** (<<http://www.theofficeofalinalupu.com/>>) is a conceptual artist and a food delivery bike courier, at times a project manager, a

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varia comes in many forms: [mailinglist](#) [RSS feed](#) [Nederlands](#) [English](#)  
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## It Is As If We Were Doing Work



2018-03-10 18:45:00

→ [event](#) → [Leerd artikel in het Nederlands](#)

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<http://varia.zone/>

**Alina Lupu** (<http://www.theofficeofalinalupu.com/>) is a conceptual artist and a food delivery bike courier, at times a project manager, a copywriter, a photographer, an all-around side-jobber. Recently she became an elections candidate for the position of municipal advisor for the city of Amsterdam.

**Gui Machiavelli** (<https://guimachiavelli.com/>) is an okay programmer from Monday to Thursday and a lethargic writer from Friday to Sunday.

**Lídia Pereira** (<http://immaterialelaborunion.net/>) is an independent designer, artist and researcher based in Rotterdam, NL. Current interests revolve around the political organisation of labour in corporate social networking platforms and working class identity within networked economies, presenting a focus on the power structures governing online and offline behaviour.

**Silvio Lorusso** (<http://networkcultures.org/entreprefariat/>) is a designer without qualities, an artist without a gallery and a writer without spell checker.

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it-is-as-if\_en.md  
~/Documents/ontwerper/varia/varia.website/content

Slug: [itisasif](#)  
lang: en  
event\_start: 2018-03-10 18:45  
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events.ics  
~/Documents/ontwerper/varia/varia.website/output

BEGIN:VCALENDAR  
VERSION:2.0  
PRODID:-//My calendar product//mxm.dk//  
BEGIN:VEVENT  
SUMMARY:It Is As If We Were Doing Work  
DTSTART:20180310T184500  
DTEND:20180310T224500  
DTSTAMP:20180218T000000  
UID:It Is As If We Were Doing Work  
PRIORITY:5  
END:VEVENT

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 all.rss.xml  
 ~/Documents/ontwerper/varia/varia.website/output/feeds

```

<?xml version="1.0" encoding="utf-8"?>
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&lt;!-- link to event on fb &gt;:( --&gt;&lt;/p&gt;
&lt;hr&gt;
&lt;p&gt;&lt;strong&gt;Alina Lupu&lt;/strong&gt; (&lt;a href="http://www.theofficeofalinalupu.com/"&gt;http://www.theofficeofalinalupu.com/&lt;/a&gt;) is a conceptual artist and a food delivery bike courier, at times a project manager, a copywriter, a photographer, an all-around side-jobber. Recently she became an elections candidate for the position of municipal
  
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Streambot

Index of /stream/ - Mozilla Firefox

Index of /stream/ +

https://wwwvaria.org/stream/

Index of /stream/

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Streambot

varia is een ruimte voor de ontwikkeling van collectieve benaderingen van alledaagse technologie. varia is een vereniging wiens leden evenementen organiseren en samenwerken in werkgroepen. varia is ongeveer 90m<sup>2</sup> groot en beschikt over een 100/35Mbps verbinding. varia werkt met vrije software en stelt voorzieningen beschikbaar. varia leert gaandeweg, probeert aantekeningen bij te houden en is tweetalig.

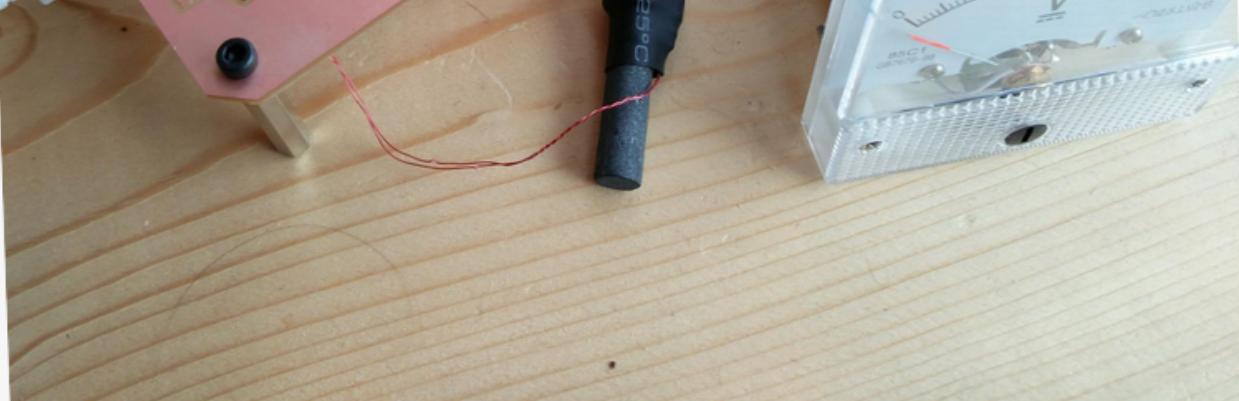


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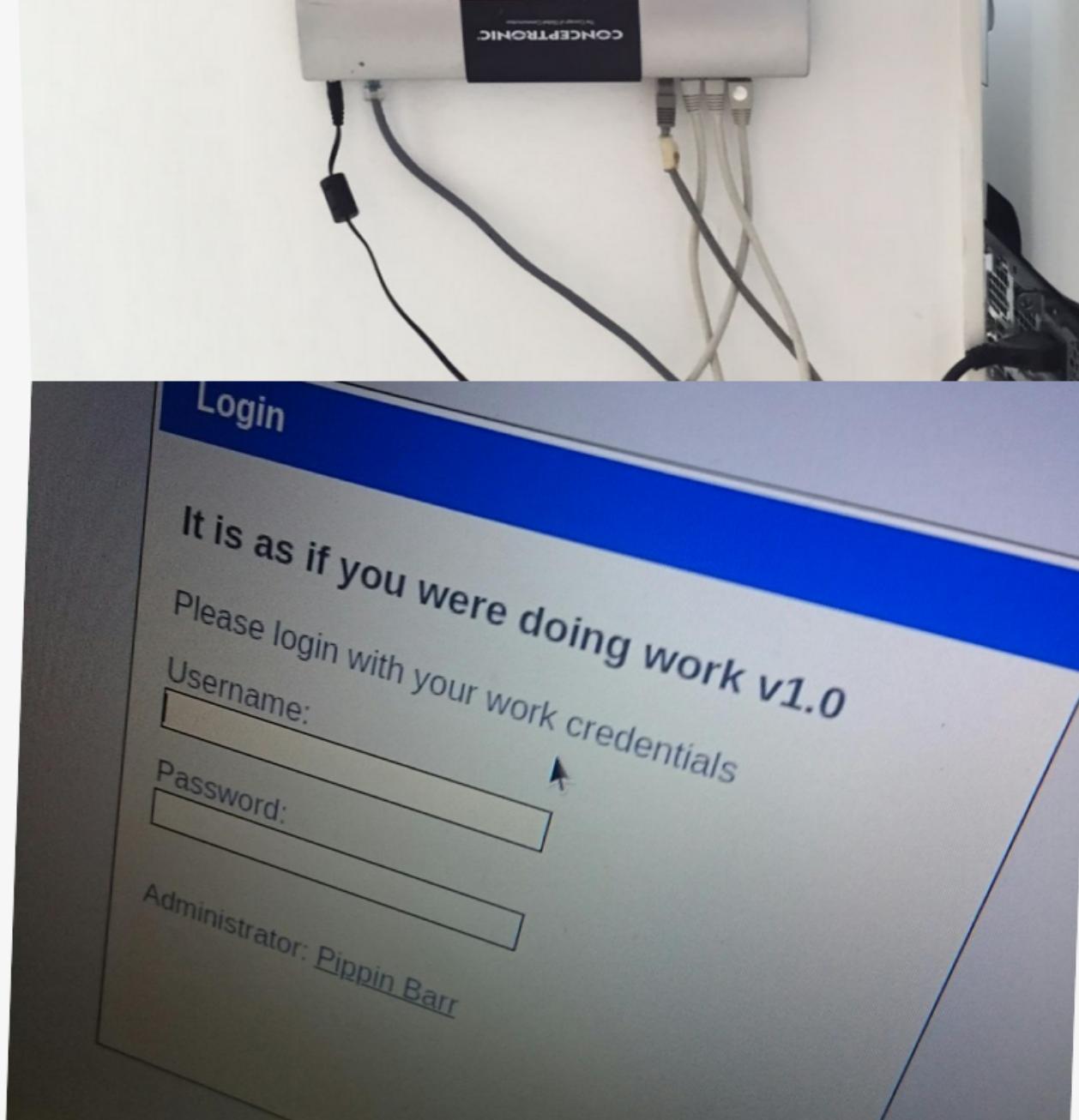


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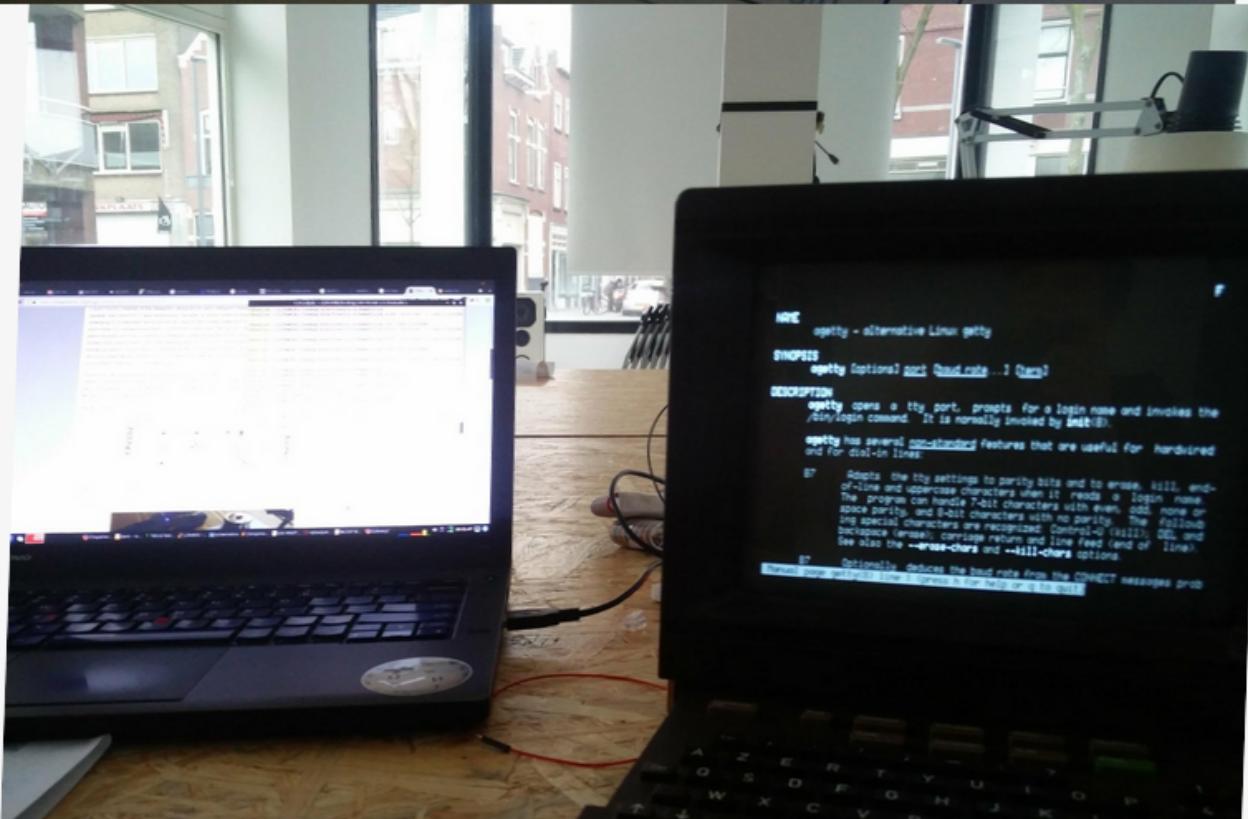
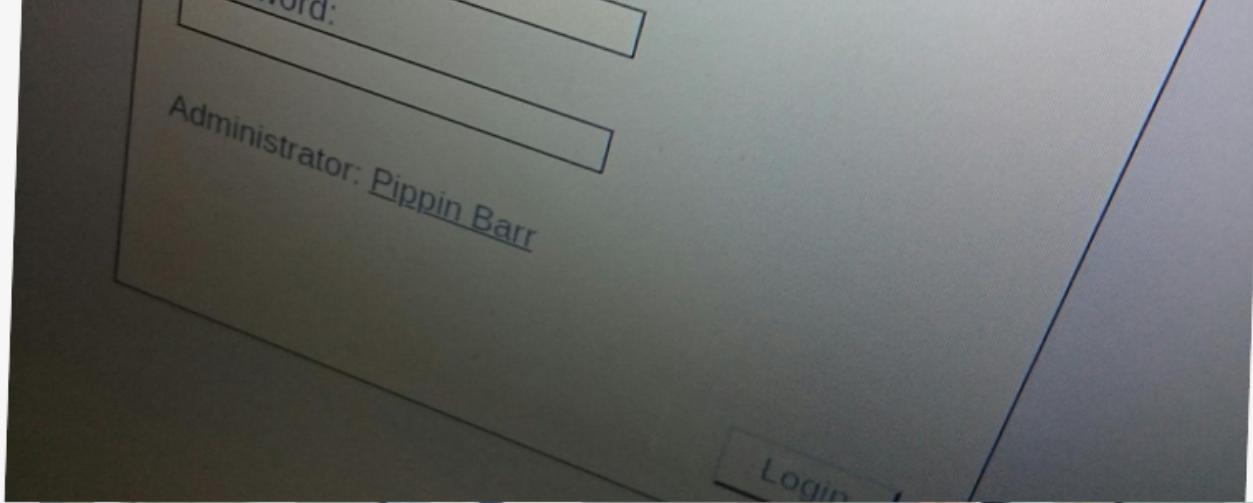
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**To be continued ...**

Thank you!