

Or why we should make systems-driven Journey

Or why you should make decentralised prose-poems

Or why we should make a playable version of Conway's Life

Clockwork

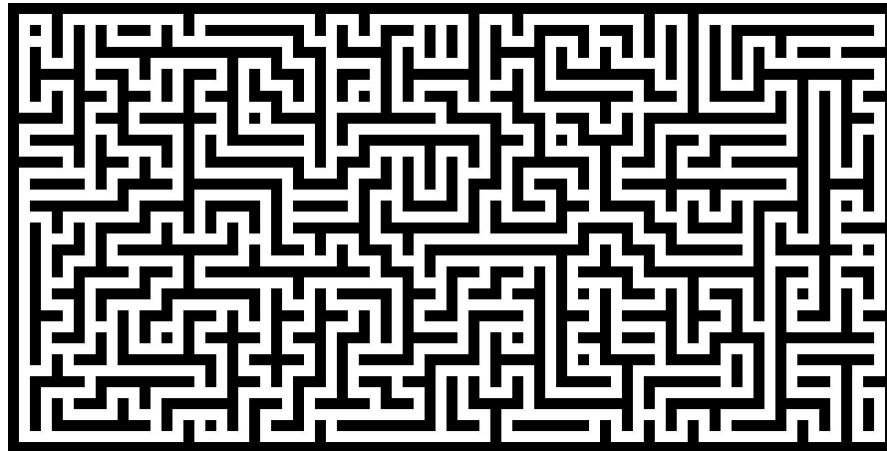


Cinema



Good if you like bad
representations of reality

Branching Narrative



Good if you like hedge mazes, bad
if you like cinema

Emergent Narrative



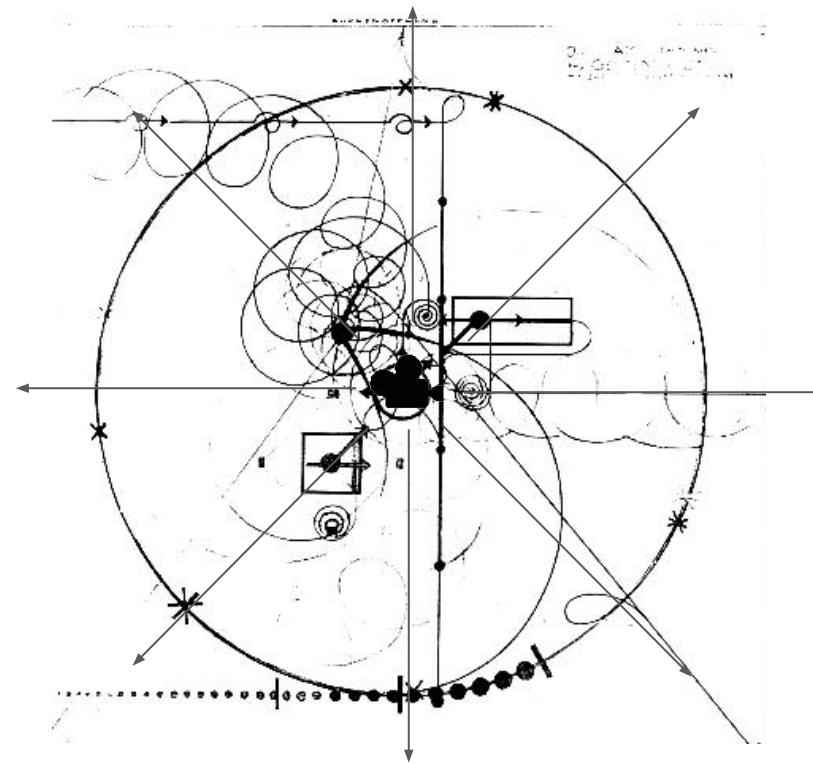
Good if you like Deism,
bad if you like intelligent
design™

Game Ecology

The
promise of
Conway ~

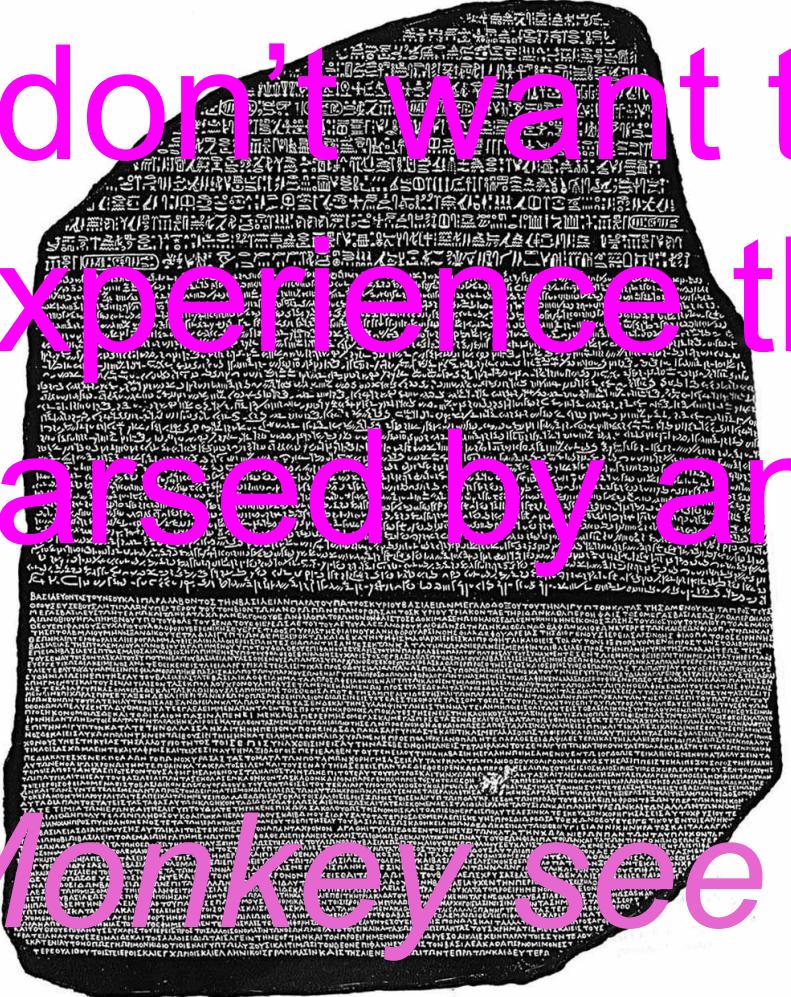
Generative
Procedural
metaphors

No more
mazes,
only paths



I don't want to create an
experience that can be
parsed by an algorithm.

Monkey see monkey do



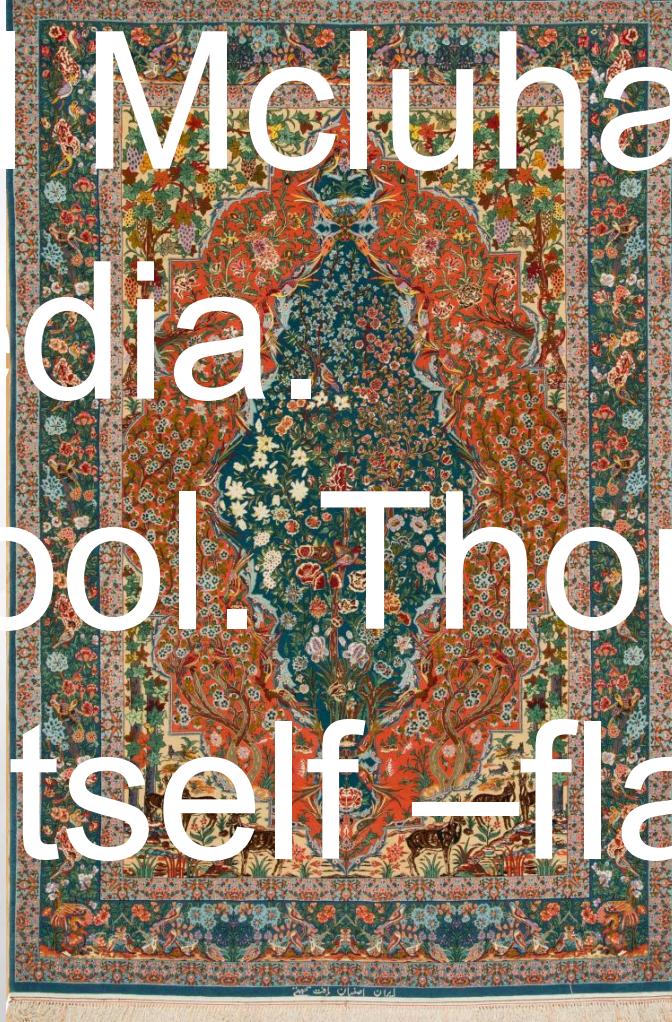
Creating Indra's Web

The background features three vertical panels of abstract white line art on a black background. The left panel shows a complex, branching structure resembling a snowflake or a fractal tree. The right panel shows a dense, organic, swirling pattern. The central panel contains a large, intricate diagram of a web or network. The web has a central circular node from which numerous lines radiate outwards, creating a star-like shape. Small circles are placed along these lines, and some lines connect these circles to form a more complex web structure.

Trap those fools in dukkha

neuroses

Marshal McLuhan. Ice
cold media.
Hypercool. Thought
seeing itself -flantz



Throw culture at the wall and see what sticks as your thought makes form



ELIZA and Tetris Effects are your friends~

“I had not realised that extremely short exposures to a relatively simple computer program could induce powerful delusional thinking in quite normal people”

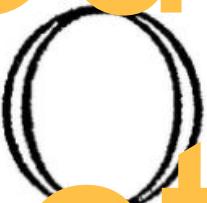
Why not leverage the power of language

People already carry an entire world around in their heads.

No more 3D environments painstakingly aping reality

Modernist

LXXXV



out of Phlegethon!

out of Phlegethon,

Gerhart

Poetry = a good

art they come forth out of Phlegethon?
W. Luxemburg and Klage in your school, with the
Stammbuch of Sachs in yr/ luggage
—not of one bird but of many

Start



Vocab Words:

Gesamtkunstwerk
Imagism
Noumenon

Digital randomized noise

Sound-----Ascll-----Bitmap

Datafication creates glorious frankenstein Ultracool media

In Search of Lost Time-----Mona Lisa

Highly refined production

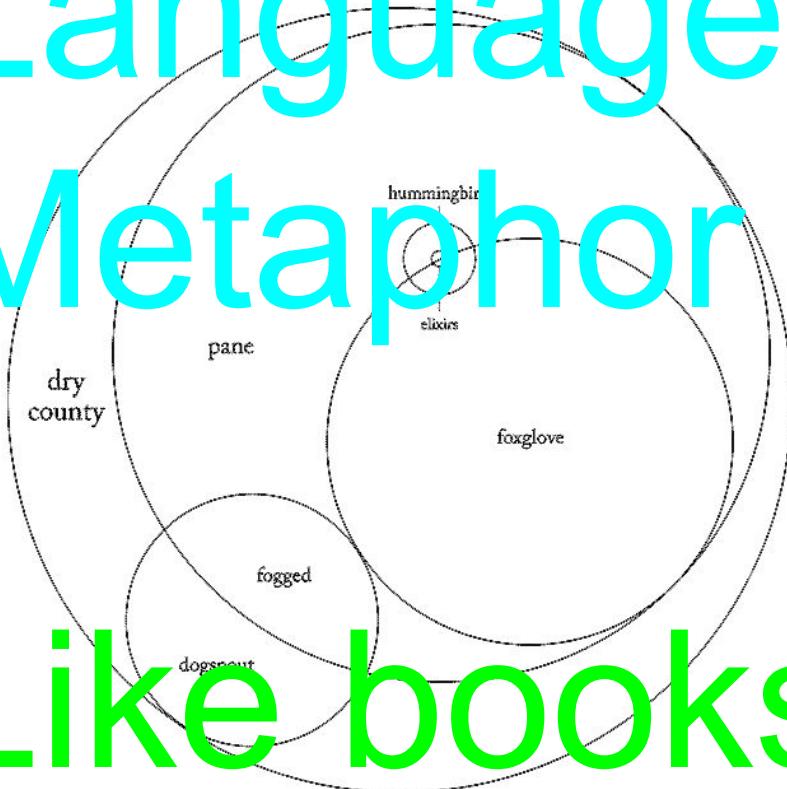
Going down the "T" limits the way of reading/abstracting a work

Going up the "T" increases the chance of having the data exist across other forms

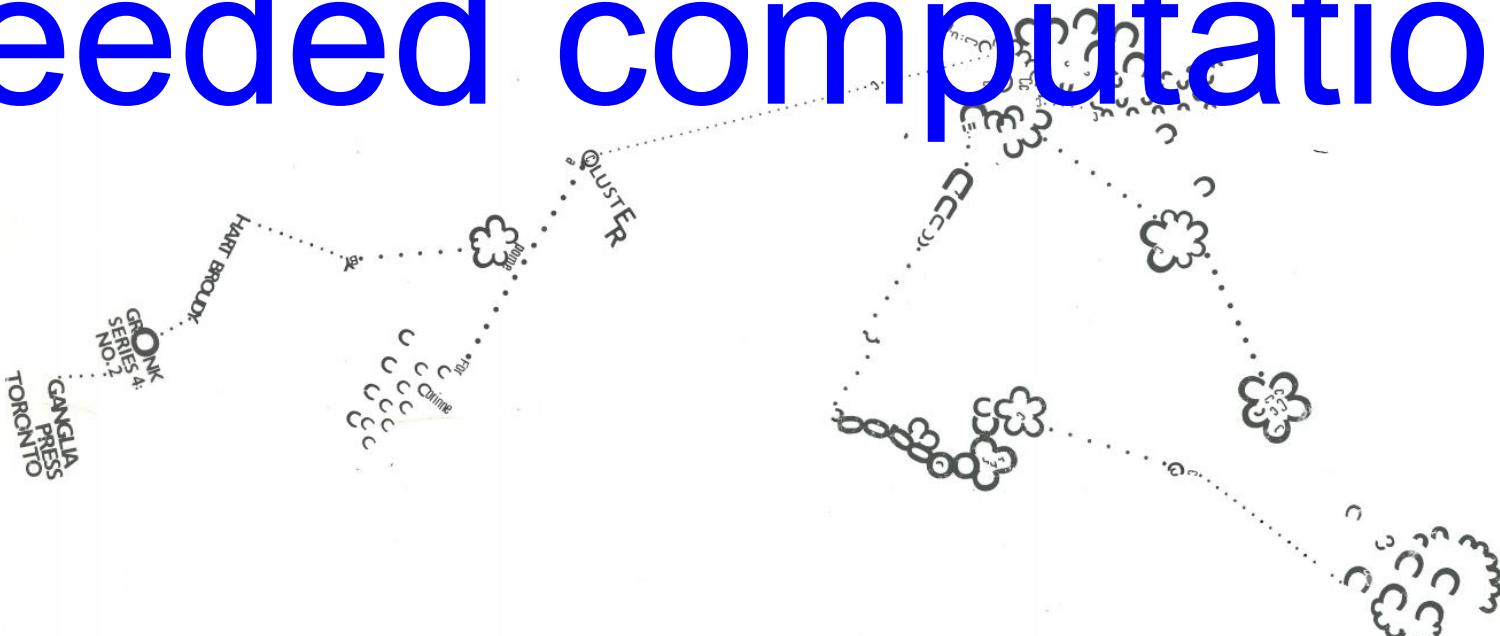
Key Words:
Remediation
Datafication
Sonification
Grey goo

Language + Spatial Metaphor = Jackpot

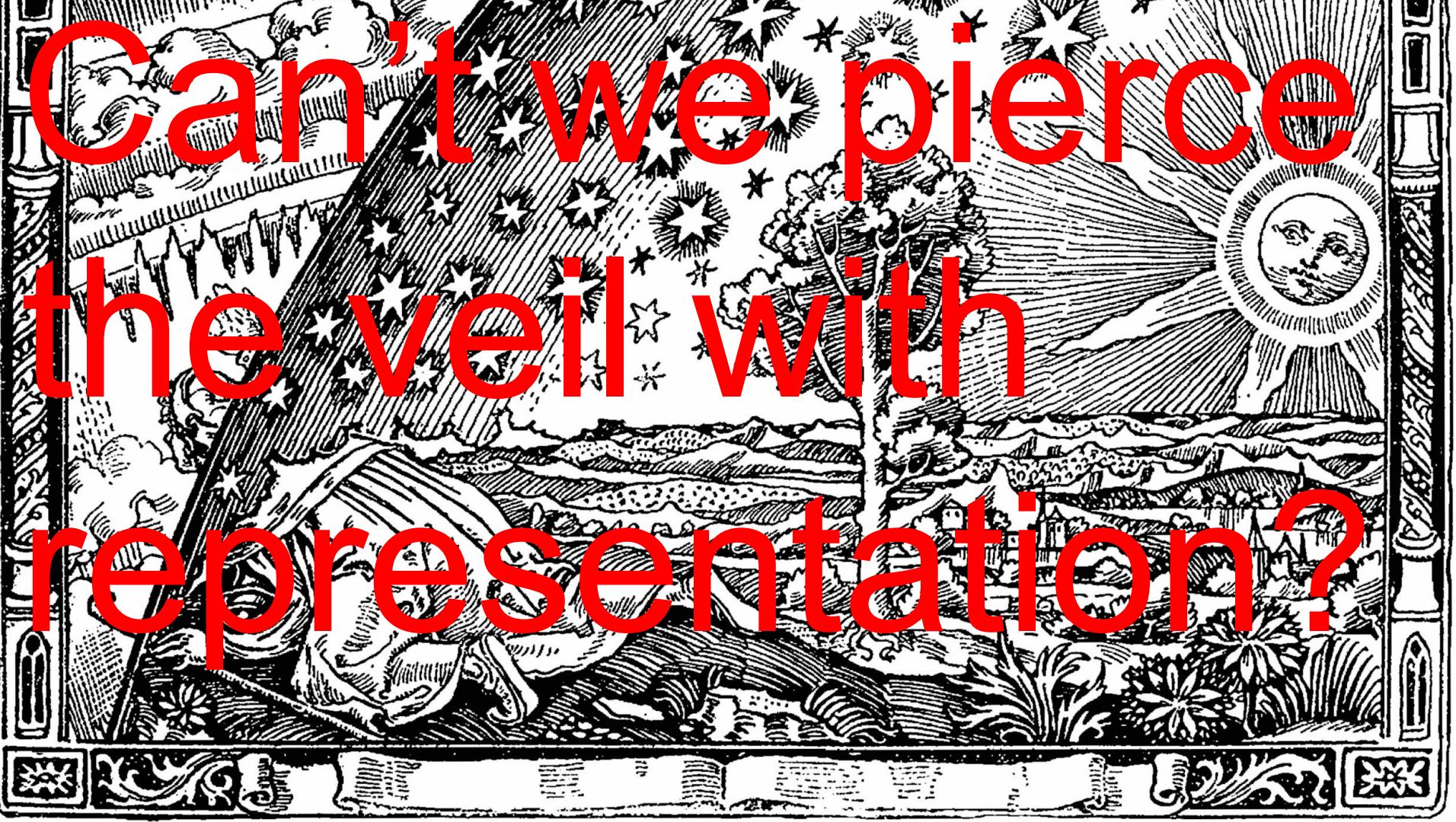
Like books but better



Concrete poets just needed computation



Can't we pierce
the veil with
representation?



Welcome to the
desert of the
real





Images are a
knee jerk
involvement

Images are
ubiquitous



Images are
cheap.



this oscilloscope has
more to teach



WE NEED
ULTRACOOL
HYPERMEDIA



Like a disgusting
simulation of hell, a
new divine comedy

The background features a complex network diagram with numerous nodes and connecting lines, resembling a brain or a neural network. The nodes contain various words and numbers. A large, semi-transparent circular inset in the center-left provides a detailed view of one node, showing concentric layers of text and diagrams related to a 'modular system' and 'object'. The overall aesthetic is dark and technical.

Welcome to your virtual hell
anxieties

This is the only way
I can do justice to
this irreducibly
complex world

A photograph of a large tree with vibrant yellow autumn leaves. The tree's branches are bare, and its canopy is filled with bright yellow leaves. A long shadow of the tree is cast onto a light-colored brick wall to the right. In front of the wall, a lawn is covered with a thick layer of fallen yellow leaves. In the background, there are more trees and a misty, hilly landscape under a clear sky.



Frank Lantz

@flantz



Following

The best games are cryptic signals you make
your own through curiosity and faith. Trust me,
stick with it, you won't be sorry. #Imbroglio

3:26 PM - 19 May 2016



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