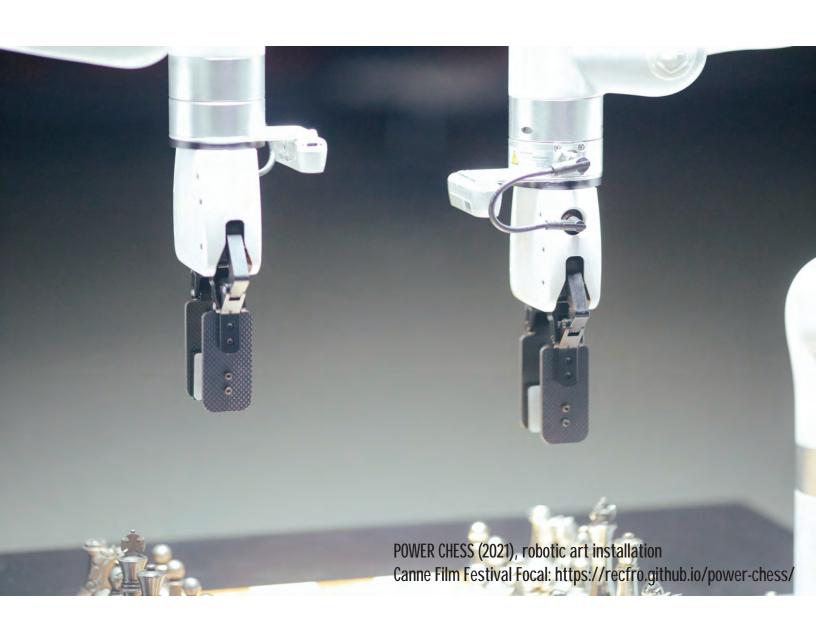
SPECIAL ISSUE Tuesday, 22 April, 2025 STUDIO FOR NARRATIVE SPACES Volume XVII DRIZZLE (2021), manga newspaper print ICIDS & Floating Projects: https://rectro

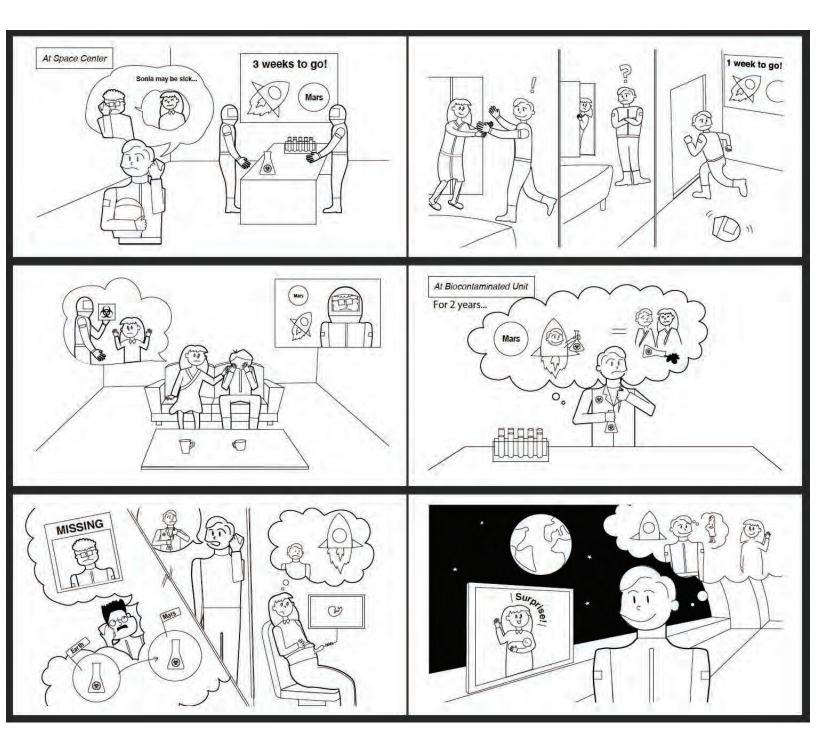












DESIGNING FOR NARRATIVE INFLUENCE (2021), design fiction ACM CHI: https://youtu.be/NDgyGjii50Q

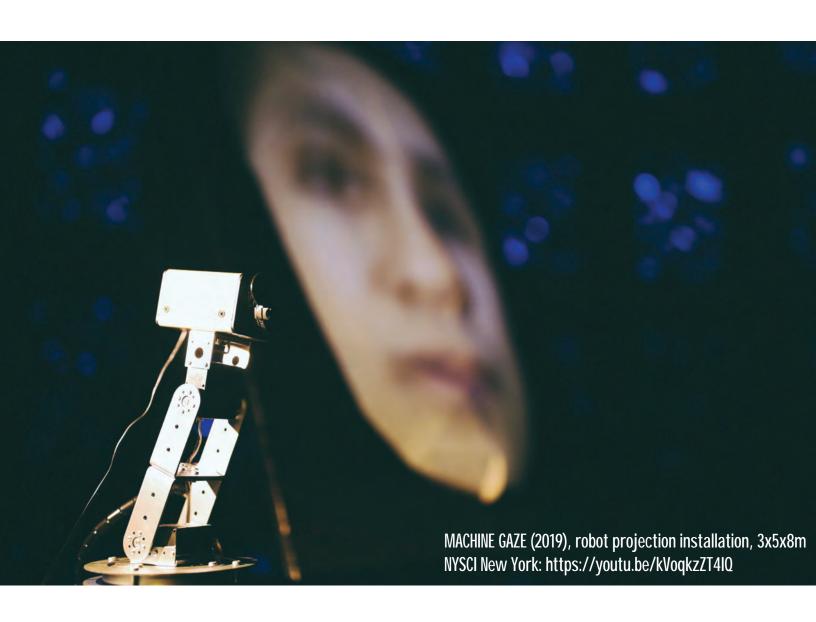


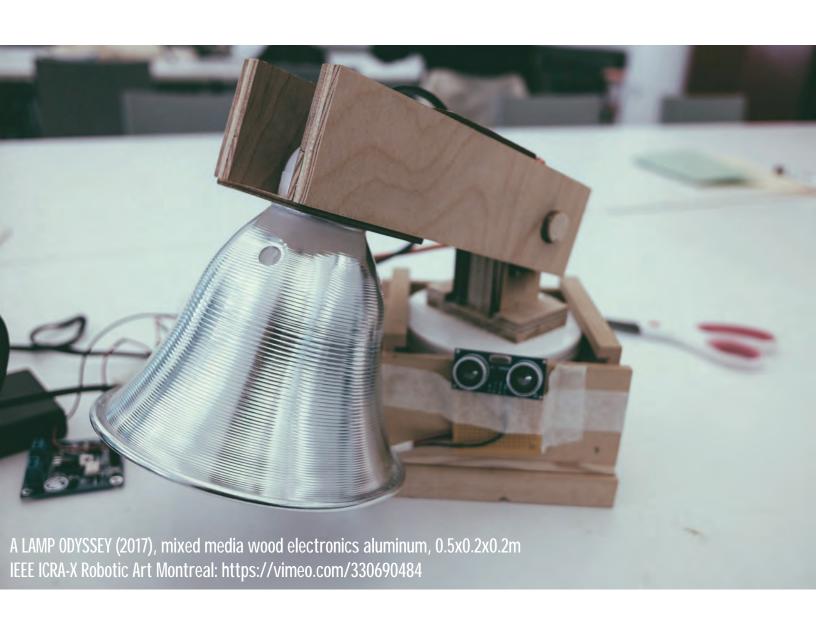


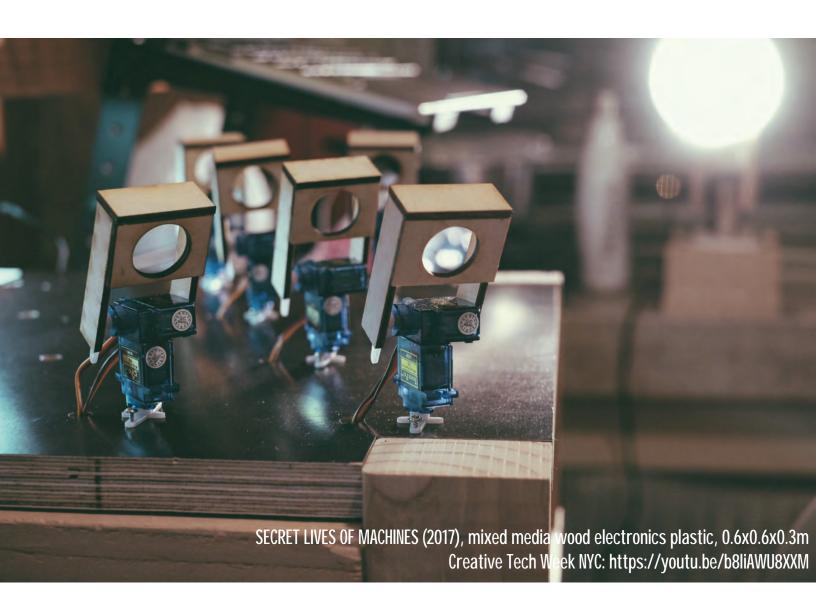
IMITATIONS OF IMMORTALITY (2020), web installation NeurIPS: https://vimeo.com/476549956

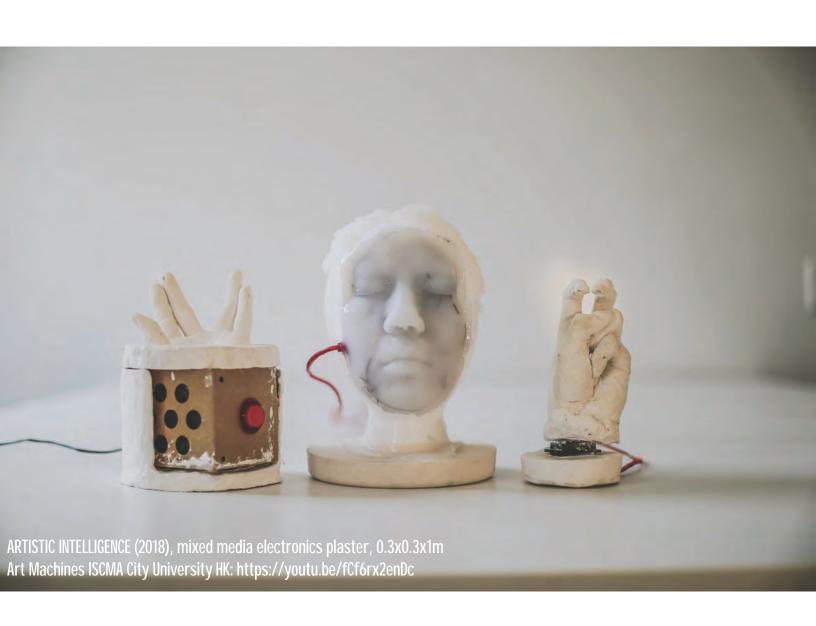




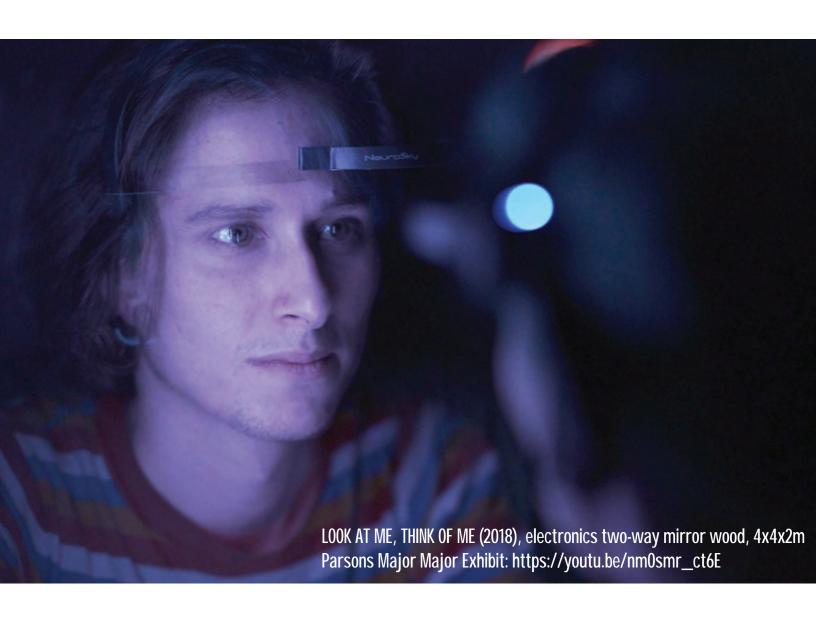






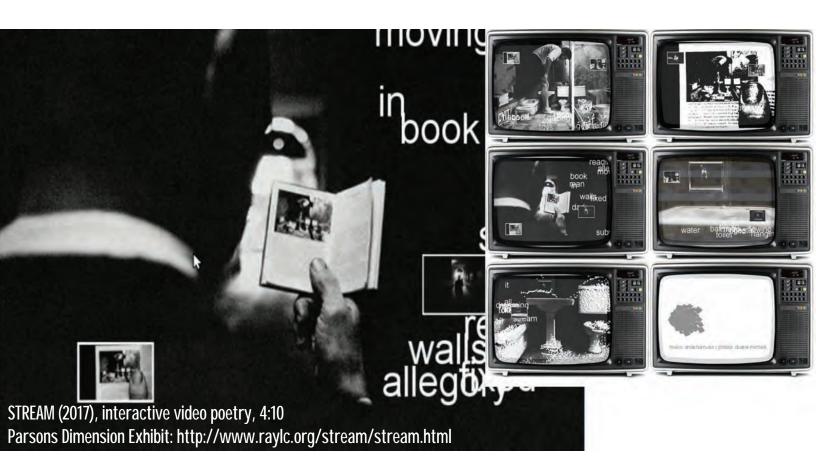


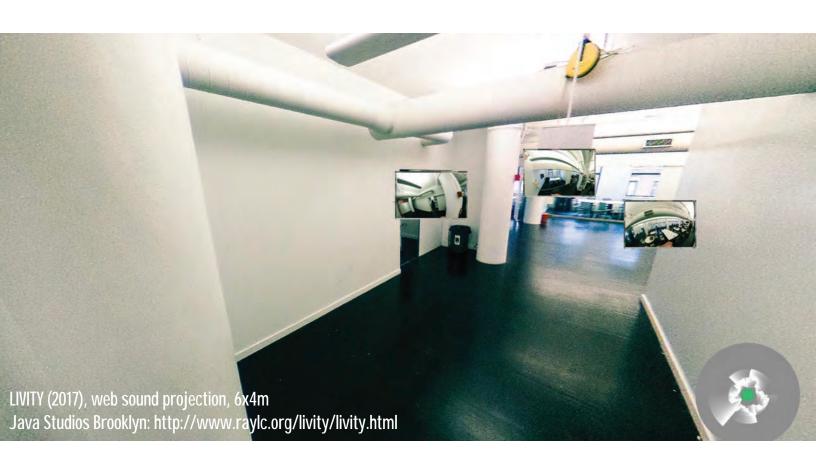




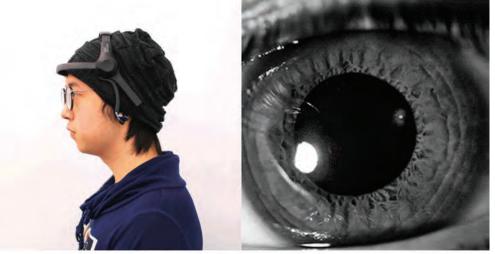












Athlete: Kornelius Denis Korp (KDK)

Years in TG: 9

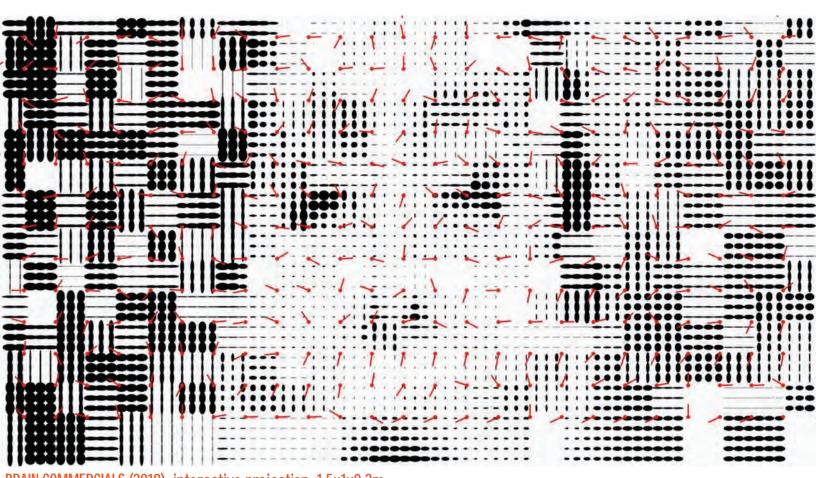
Specialty: wave leveling (control)
Record: below 250 amp for 1.5 hour continuous telegaming

Endorsements: AT&T

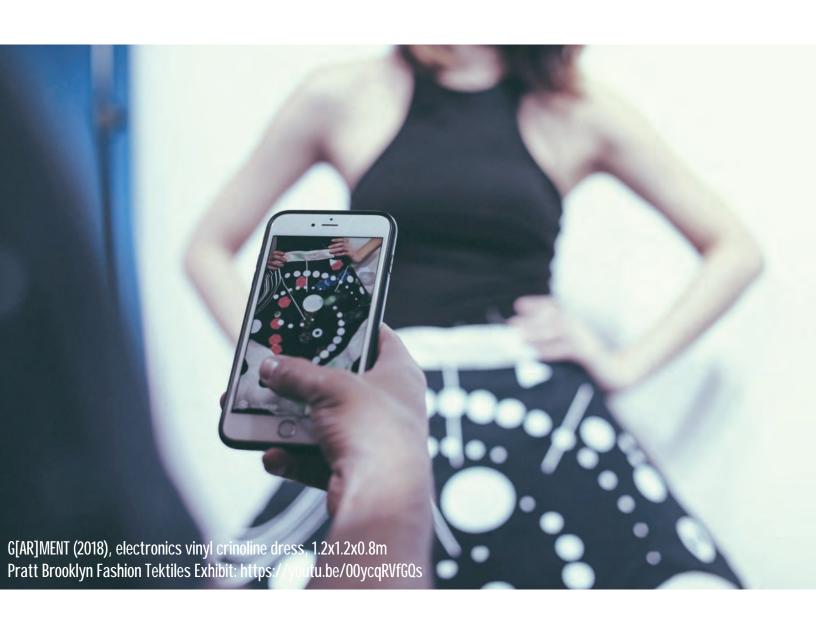
Advocate: "Game as mental control"

Controversy: performance enhancement with ginseng.

THE TELEWAVE GAMES (2018), speculative design installation, 1.5x1x0.2m Parsons School of Design: https://vimeo.com/455115990

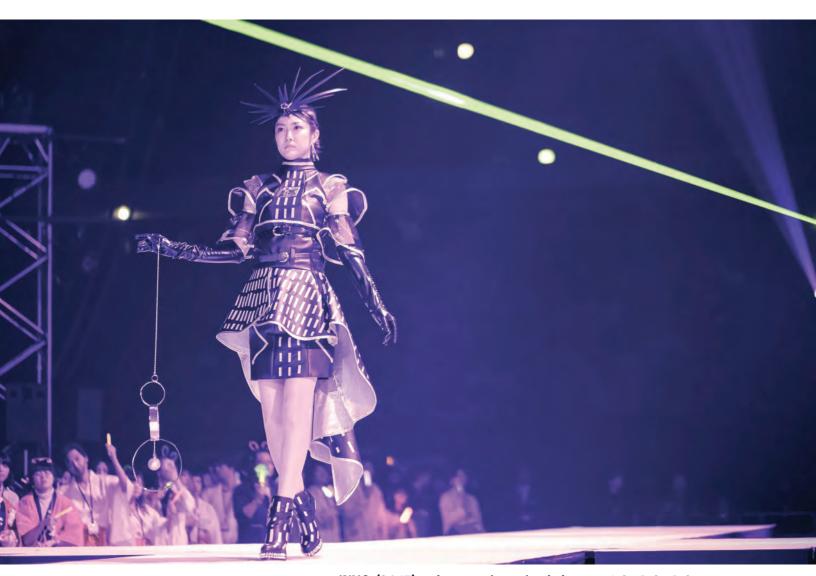


BRAIN COMMERCIALS (2018), interactive projection, 1.5x1x0.2m
Parsons School of Design: https://recfreq.wordpress.com/portfolio/presentation-of-data-in-everyday-life/#feed









INUS (2017), electronics vinyl dress, 1.8x0.3x0.2m Tokyo MODE New Era Show: http://www.raylc.org/inusfashion

