

# Full Stack Sceneries



# Full Stack Sceneries

*lab :: artistic programme ::*

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13 maart - 31 maart 2023

10-17h

monday <> friday

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## DAS - Amsterdam

<https://www.dasgraduateschool.nl>

Overhoeksplein 2 1031 KS Amsterdam

studio 2.10

studio 2.15 (messy)

communal: kitchen, library, hallway, outside..

(old shell laboratories) <https://failedarchitecture.com/lost-forever-amsterdams-shell-terrain-transformed/>

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## Formats

- work session / laboratory / workshop
  - reading group / performative language/ roles
  - listening group
  - video screenings
  - radio show
  - excursion
- 

## Students

<https://www.atd.ahk.nl/en/theatre-programmes/das-theatre/people/students-alumni/>



## \_: Program :\_

During the 3 week program we install configure and maintain a technopolitical public performative interface to empower, commonize and decolonize our (self)technologies and the electromagnetic spectrum. We get to know our “behind-the-scenes” self-technologies and introduce digital solidarity networks. Read it as developing feminist perspectives on the current data societies and regimes we are living in. By exploring antenna’s, virtual machines, hardware, servers, circuit boards, minerals, magnetic fields, we become intimate with their performativity. Entangled, wet and in tune, we question how we want to approach techno-politics within our artistic practice.

Digital infrastructure comes with asymmetrical power relations, ecological impact, global violence and poverty issues that are sometimes difficult to reconcile with the visions, values and positionalities we develop within our artistic practices. How can we reduce dependence on proprietary, centralized tools and stop feeding the exploitation they represent ? Can we face our digital shadows, not only the digital traces that profile us, but also the algorithms and physical infrastructures that are often less invisible and hidden? Can we enter with them in a role play improvisation (LARP) and use an engine to power a scifi radio drama? Are there any specific instruments, devices we need to study, modify and edit collectively?

First week we install a performative interface + activate a 3 day hands-on workshop in which we introduce light, the visible aspect of the electromagnetic spectrum to see or [trans][re]ceive hidden frequencies and shadows: how to intra-act [\*] within [°] them? Who and what is transmitting, how do we read and demodulate the signals from rare earth metals and minerals with self built and programmed radio devices.

Second week we sonify our data and create narratives and roles by entering together a 3-day speculative writing workshop inbetween we build a collective sampler.

The last week the programme is structured by an open agenda with predefined slots, altering between personal and collective work; preparing for a public moment. Our guest is Claire Williams who shares her research, instruments and occult explorations.



# Roles

INTERNAL, IN/OUTSIDE EYE, WITNESS, ...

-- Others /Architecture of Interactions

<https://architectureofinteraction.wordpress.com/others/>

ooooo is a transuniversal constellation that initiates, mediates and facilitates, curates and appropriates projects, abducting thought, reflection and praxis on relevant issues. ooooo is hosted by Marthe Van Dessel, an activist and performer who creates interfaces, devices & protocols to instigate our urban and institutional hardware. She engages in the administrative, cultural, socio-political dimension of personal and collective identities. By triggering intersubjective alliances she confronts the 'self & other' to the commons, co-authorship and the redistribution into the public domain. <http://www.ooooo.be>

with Christina Della Giustina is an artist based in Amsterdam. She studied philosophy, art history, and linguistics at the University Zürich and completed her postgraduate studies in fine art and political theory at the Jan van Eyck Academy, Maastricht. Her artistic practice entails the gathering, structuring and transposing of data on water, rendering dynamics particular to specific environments publicly accessible and perceivable. The core of these works lies in the direct communication with the actual surrounding they are conceived for and intrinsically work with. Without adding to a given environment, fluctuations, dynamics and rhythms inherent to a site reveal themselves. In generating 'ways of saying' for the environment the work let's its surrounding speak, disclosing and addressing issues of power and intimacy as soon as we are present. The work involves live- and interactive audio-, video-, and light-installations, performance, drawing, writing and composing. [https://dg-c.org/index\\_cv.htm](https://dg-c.org/index_cv.htm)

Corazón de Robota is a visual artist, dancer and researcher, focused on experimentation with electronic media, free technologies and DIWO methodologies. Her artistic proposals are presented in various formats integrating dance, installation, sound performance and social practices. Her work explores noise as a sound, political and cultural phenomenon. She reflects on the role of machines in our culture and the human/non-human technological units, questioning the academy, capitalism, anthropocentrism and

techno-heteropatriarchy as opposition to open knowledge, autonomy and enhancement of technical manual work. Interested in recycling, hardware hacking, soft-circuits, DIY Antennas, handicrafts synths, ancestral technologies and electronic wizardry, generates her sound project Corazón de Robota (She-Robot Heart) with synthesizers DIY, where she explores the field of audible and inaudible frequencies as physical perceptions, vibrations as cosmic messages, noise and arrhythmia. <https://www.corazonderobota.wordpress.com>

Gaia leandra is a scientific art researcher. She studied biological physical chemistry at the University of Naples. At the end of her academic career, she collaborated with the National Department of Research in Microelectronics and Genetics (CNR). One of the reasons why she decided to leave the academy is due to the inconveniences generated by the privatization of knowledge and the sexist hierarchy. For Gaia, research and the results of science must be accessible to all and respect the freedom of dissemination, which is defined as open science. She frequented divers transfeminist and transdisciplinary laboratories where she collaborated with projects such as Micromondo, Transmigration, Open Source Estrogen (with Mary Maggic), Fotosintetika... . She is a developer of synthesizers and pedals, and gives workshops on electronics in collaboration with the artist Corazón de Robota and Oskar Martin. She is one of the founders of the Merda Elettronica noise collective. Gaia is a lover of video games, supports the Queer Games movement and the creation of transfeminist video games.

vo ezn is a sound && infrastructure artist working on server-side tensions and introverted interfaces ][ figuring Out the tools for-to knowledge-sharing / opting-out / autonomy ][ -to-for-by-with on my own terms. +++ part of Systerserver / Anarchaserver / Solisoft / Minadoraserver <https://leverburns.blue/>

Crys Aslanian is a creative-research student at the Gustave Eiffel University and an art reasercher at ESACM (École Supérieure d'Art de Clermont Métropole). Deeply influence by Starhawk's notion *Dreaming the dark* and by Donna Haraway's *SF* concept (Science-Fiction, Speculative Fabulation, String Figures, Science Fact, Socialism-Feminims), her PhD research, *Sound Foxyness, SF and radio artifacts in r dio c rgo & friends'approach*, is an exploration of those concepts focus on collective radio creation on air. In her and her friends experimentations the radio set becomes a space for choral and telematic interaction through which participants connect with each other to co-generate sound and



narrative fictions. Mixing practices from musical improvisation and from TTRPG , her research focus also on collective writing, roleplay, poetry and aurality.

Wendy Van Wynaesberghe is an artist, tinkerer, member of Floss arts lab Constant vzw, sound & field recorder, fauna & flora adept, part of the lively and chaotic Brussels realm, fascinated by protocol in all shapes and sizes, avid free software user, pro open licences such as the Free arts license for artwork, frankenscript coder, physical computing aficionado, playful interface creator, interaction researcher, net neutrality & public internet custodian, Open Design Course companion, workshop generator, dabbling in embroidery, crochet & weaving (with or without eTextiles).

<https://www.wvanw.space/>

From the hacked knitting machine to textiles transformed in sensing surfaces, the artworks of Claire Williams are at the crossroads of craft, sound and electronics. Her artworks try to sense the multiple variations in our electromagnetic spectrum taking the form of woven antennas or embroidered radios. Data of radio scanners or radio telescopes materialise themselves in knitted stitches, sound vibrations or through luminous plasma. She creates installations that combine craft and electronics where she sculpts her electronic components to make visible the electromagnetic movements of our magnetosphere or the solar activity.\*\* \*\*She is currently working on the exploration of ether, at the cross roads of experimental and occult science practices. In this way she explores our relationship to the world of the invisible and their instruments by reviving abandoned leads of certain scientific and researches of the mid 19th century. Claire Williams lives in Brussels. after a master degree in textile design at ENSAV La Cambre (2012) she followed a post master at Le Fresnoy studio national des arts contemporains (2018-2020). She exhibits in international venues and gives workshops in festivals, associations, museums and cultural organisations. She also teaches in art schools. <http://www.xxx-clairewilliams-xxx.com>



# Planning

Grid+time slot view

<https://eveliyn.vedetas.org/das-program>

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| | | | | | | | | | | | | | | |
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## Week 1

[ Intro / interface / digital shadow ] [ooooo]

[SONIC WILDERNESS]

Deep Listening exercises based on AGF <https://www.unseen.help/agf-en/> MANUAL FOR INDIVIDUAL AND COLLECTIVE LISTENING EXERCISES.

[cristina della guistina] .

[Del espectro de la luz a los fantasmas de la sombra]

A 3-day laboratory where we will explore DIY sensitive electronic devices as a scenic resource. Together we will make a speculative journey exploring the electromagnetic spectrum from visible light, shadows darkness and its phantom energies by creating a travelogue and developing DIY circuits based on light sensors, sound synthesizers and experimental antennas. These devices will amplify, receive and emit frequencies to and from our scenic environment allowing us to explore the invisible and inaudible landscape surrounding us during a performance and on a daily basis. [Gaia Leandre and corazon di robota]

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## Week 2

[Txx.uo.] ////////// - :::

This module converts the data received from a scanned card into a sound• and binary code••. the RFID technology is used for object identification, authentication and security reasons, this Binary signal is then transfigured into LED•• during the workshop we will have a hands-on exploration of rfid side of the module >> we'll

build breadboard prototypes of it, tweak the source code and sonify our train tickets, student cards, [ ezn ]

Device input --/ > [https://pzwiki.wdka.nl/mediadesign/User:E.zn/special\\_issue\\_X](https://pzwiki.wdka.nl/mediadesign/User:E.zn/special_issue_X) <https://non-zero-exit.sh/> visual input --/ > <https://golubjevaite.com/>

[Drama ~ Askew]

A roleplay improvisation for post apocalyptic radio drama. It is based on tabletop roleplaying game created by Avery Alder, with no Game Master. The system includes the gamers in the worldbuilding process and in the relationship background building of the characters. Also, the system has a special way for story-telling sharing and to induce vulnerability before every strong move and action for each characters. During this workshop, Dream Askew will be used as an engine to power an improvised SF radio drama. We will successively practice discussions, story-tellings, dialogues and dramas to build up a fictional world used as a collective avatar made out words and ideas of everyone.

This workshop is based on Donna Haraway SF and string figure2 theories. It will focus on collective work through roleplay as an information passing on process between participants. Starting from a table sized, we will progressively enlarge this working process to the stage until we open it to the waves of the radio streaming, transforming a roleplaying game to a radio drama experience. [Crys Aslanian] .

[The Ephemeral Choir Machine]

An interactive installation and invites you to play. Record your own sounds on this stretched out sampler, interact with what the previous contributors(s) have left.

Create multi-voiced, layered sound snippets or record a poem on your own. In group, you have to negotiate how to proceed with this machine. In this workshop we will design and fabricate our own sensors for this made to measure sampler.[by Wendy Van Wynsberghe]

Early prototype: <https://cloud.constantvzw.org/s/SyiHqGnzkPMa7fn>  
More recent version: <https://cloud.constantvzw.org/s/NarcoFQRtQsCBiH>

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## Week 3

Open slots with suggested excursions.

- <https://ub.fnwi.uva.nl/computermuseum/> - Amsterdam \_ Monday
- <https://www.hetjohanborgmanfonds.nl/collections/> - Utrecht - Tuesday with Claire Williams —/ > <http://www.xxx-clairewilliams-xxx.com>

From the hacked knitting machine to textiles transformed in sensing surfaces, the artworks of Claire Williams are at the crossroads of craft, sound and electronics. Her artworks try to sense the multiple variations in our electromagnetic spectrum taking the form of woven antennas or embroidered radios. Data of radio scanners or radio telescopes materialise themselves in knitted stitches, sound vibrations or through luminous plasma. She creates installations that combine craft and electronics where she sculpts her electronic components to make visible the electromagnetic movements of our magnetosphere or the solar activity.\*\* \*\*She is currently working on the exploration of ether, at the cross roads of experimental and occult science practices. In this way she explores our relationship to the world of the invisible and their instruments by reviving abandoned leads of certain scientific and researches of the mid 19th century. Claire Williams lives in Brussels. after a master degree in textile design at ENSAV La Cambre (2012) she followed a post master at Le Fresnoy studio national des arts contemporains (2018-2020). She exhibits in international venues and gives workshops in festivals, associations, museums and cultural organisations. She also teaches in art schools.



# Access

## Upload Media:

<https://digitalcare.noho.st/nextcloud>

# Protocol

Sessions are in English but we acknowledge minority languages. The sessions are investigative and hands on. We walk, we question, we try. We work with (Free Libre) Open Source tools and use a dedicated server <https://digitalcare.noho.st> server. Read the guidelines. When you are not an official student of the class, add your name <https://eveliyn.vedetas.org/das-program> in inside/outside and commit to a complete session.

No prior technical knowledge is needed for this program. You should bring your devices, instruments, tentacles, protheseses,... and energy.

# Interface

{ } instruments

{ } boards -pcb

{ } games

mindsynthesis headskull speaker oneled fountain audiovisualizer  
body noise amp saxophone klarinet small flutes, triangles and  
bongo's - music bag guitar keyboard drumpad megaphone CB radio  
Title Desk Pro Family Studio Sony white noise sherrif badger  
batdetector pac man metaquest 2 optical illusion play cards HEXEN  
20 TAROT - [https://suzannetreister.net/HEXEN2/TAROT\\_COL/HEXEN\\_2\\_TAROT.html](https://suzannetreister.net/HEXEN2/TAROT_COL/HEXEN_2_TAROT.html) zelyx





# Public Moment

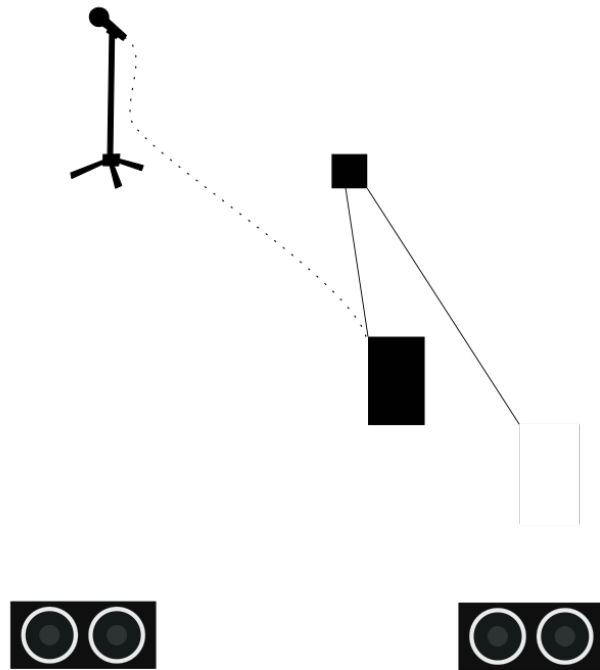
impro mix of dark theremin, mixers, analogue instruments + human streaming

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- Digital Shadow <https://digitalcare.noho.st/nextcloud/s/z3eQGPab64tJjEJ>
- The Ephemeral Choir <https://digitalcare.noho.st/nextcloud/s/RryFJfxZrYiRp6n>
- Map is the territory <https://digitalcare.noho.st/nextcloud/s/RBSap6Ld47LPydz>
- Del Spectro <https://digitalcare.noho.st/nextcloud/s/nZEMaCEsTwt8MYN>
- Drama Askew <https://digitalcare.noho.st/nextcloud/s/k6iHcWgd59FGD3p>
- Sonic wilderness <https://digitalcare.noho.st/nextcloud/s/7H74DcKDL7TSwWG>
- Txx.uo <https://digitalcare.noho.st/nextcloud/s/3aJBKWc53xXPqQT>

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to order :: \* banana \* mandarin \* chocolate (vegan and no vegan) \* chips \* amandelen \* kaasstengels \* sparkling water \* dry mango



Full Stack Scenarios  
Txx.uo



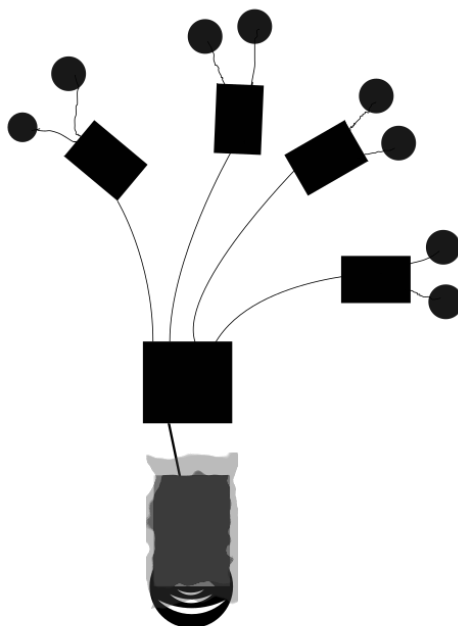
Full Stack Sceneries

Map is the territory



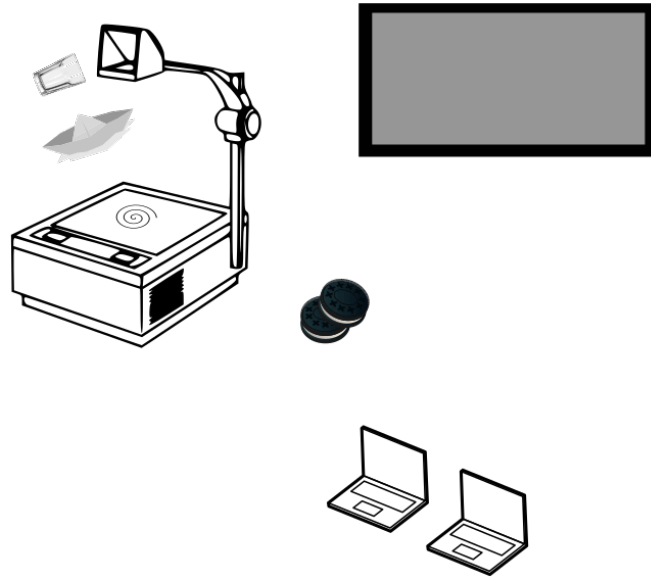
Full Stack Sceneries

Del Spectro



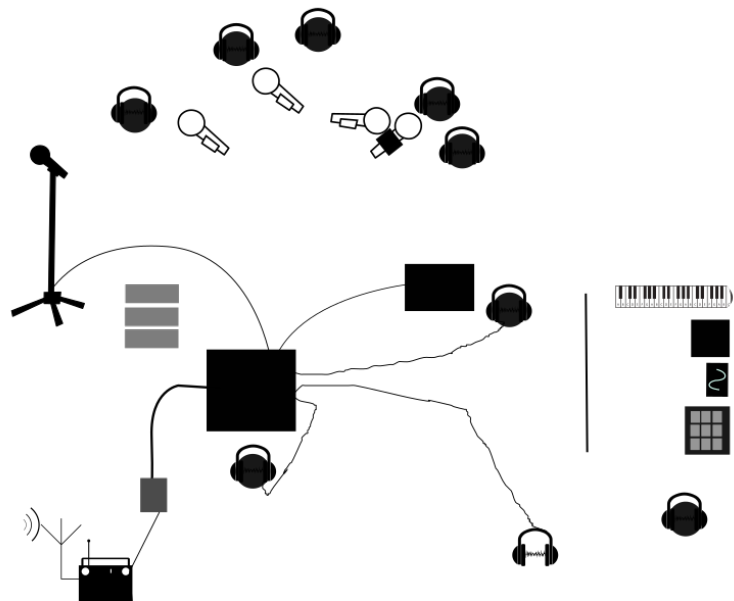
## Full Stack Sceneries

### Digital Shadow

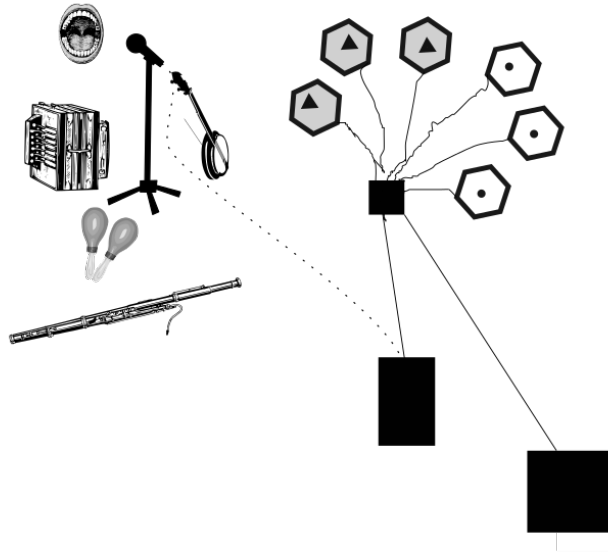


## Full Stack Sceneries

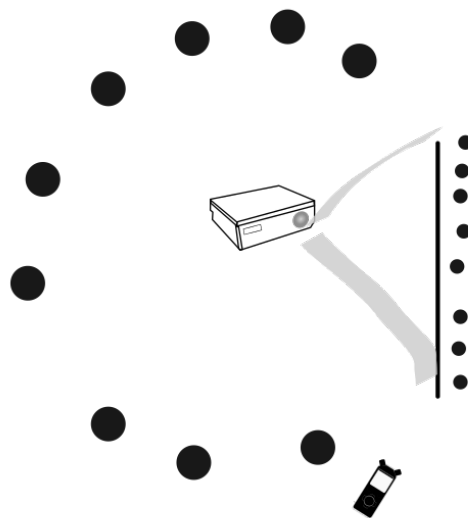
### Drama Askew

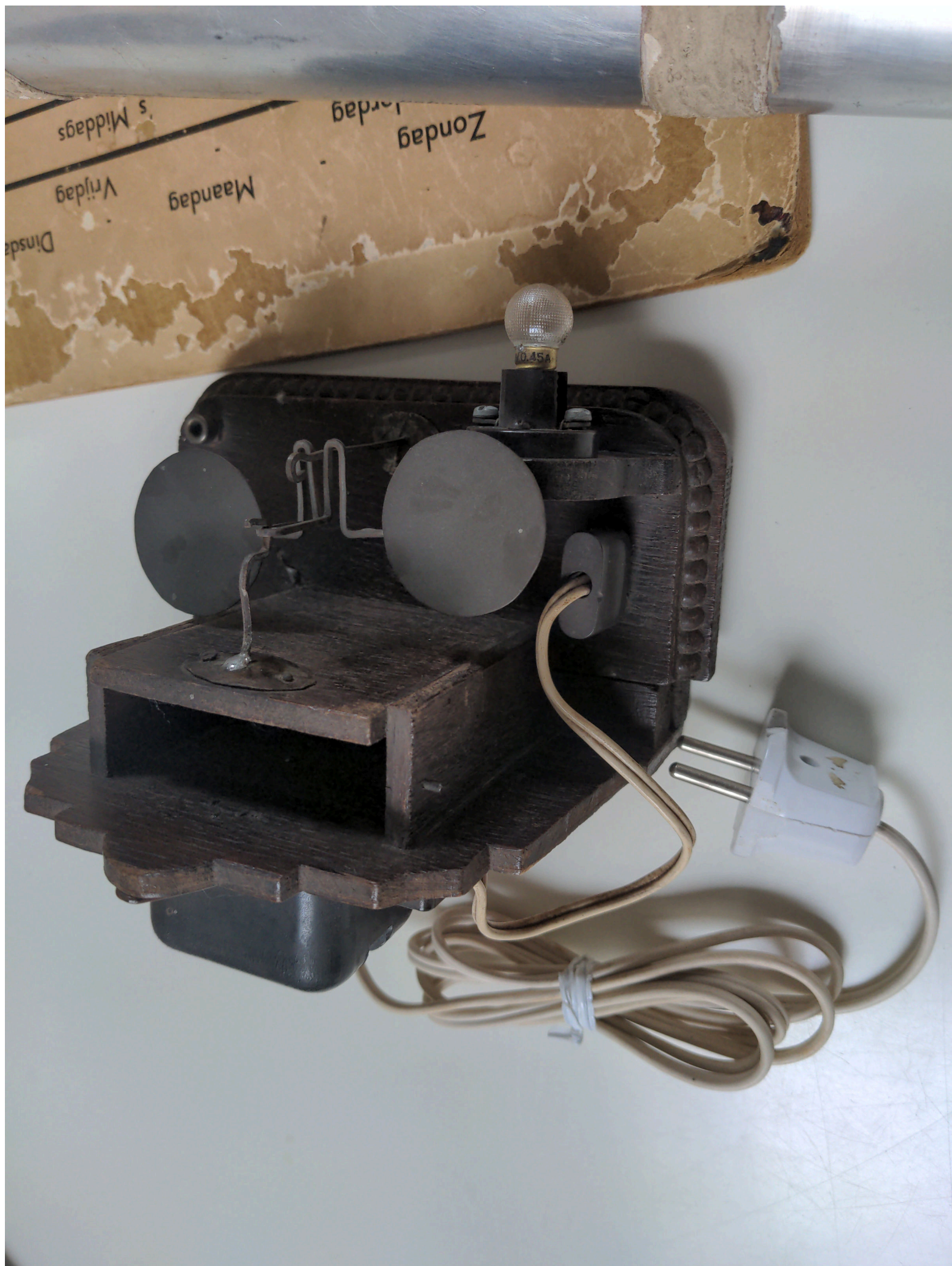


## The Ephemeral Choir



## Sonic Wilderness





# Full Stack Sceneries – Day By Day





# 13/03/2023

- 10:00

say hi

## { dynamic hi

- - move spatiallly (alter speed, dynamic, ...)
  - say name/pronoun when passing by (feel RX-TX) or shake hands
  - follow 1 person
  - follow 2 persons
  - follow 2 persons with same distance
- 10:30

--- Still Lives - (Isabelle Schad)

[http://www.tanzplattform2008.de/good\\_work\\_engl.html](http://www.tanzplattform2008.de/good_work_engl.html)

<https://www.pact-zollverein.de/en/programme/still-lives-essen-0>

-- The Handshake <https://hackingwithcare.in/wiki/doku.php/maozada>

## { show tech

- put what you consider as a digital (binary) or analogue machine, device, ... somewhere in the room

Working Still Working <https://web.archive.org/web/20180819205802/http://workingstill-stillworking.net/the-zine/>

- 11:00

/ when mika arrives /

## { visualisation constellation

- put your arm on the person you have know the longest

*Politics of Play, (Futurefarmers) Sociometric star*

<https://www.futurefarmers.com/play/doc.html>

- 11:10

[ photo - server] - <https://digitalcare.noho.st/nextcloud/s/HWgHbACpM5dLsW1> [feminist servers - self-hosting] - <https://cloud.systemserver.net/index.php/s/6AxwMRxcNPra9FE> [open - laptop/computer]

- 11:20

## { Login

Name, pronoun, pseudonyms, avatars, collective identity...

- add to <https://digitalcare.noho.st/pad/p/das-login>

- 11:45

## { terminal

Introduction to command line, terminal and agency by vo ezn

— Map is the territory <https://solarpunk.cool/zines/map-is-the-territory>

Hi

— Lever Burns [ \_\_\_\_- \_ ] (vo ezn) A -no-camera&&-no-audio environment [we-txt-&-terminal] for workshops / conversation sessions re:autonomous\_practices for individuals and collectives  
[[ art <-> cultural production ]

<http://terminal.leverburns.blue/> <http://terminal.leverburns.blue/8m-varia/>

- 12:30

A BREAK

- 13:30

## { Desktop Association

- each after each other show their Graphical User Interface +Tools/Software
- skills/experience to share

-- Desktop Metaphore <https://digitalcare.noho.st/nextcloud/s/wP6Lxqafs7nqwKN> -- Man os  
[https://webarchive.ars.electronica.art/en/archives/prix\\_archive/prix\\_projekt.asp%3FiProjectID=13338.html](https://webarchive.ars.electronica.art/en/archives/prix_archive/prix_projekt.asp%3FiProjectID=13338.html)



# 14/03/2023

- 10:00 \*

## { Digital Shadow

Profiling & identity politics by online activity with machine, networks, satellites,...

Wa ja non nee oui jang [Post-it session -brain storm]-after watching video - > [<https://myshadow.org/animation>]

references: forensic architecture [<https://forensic-architecture.org/>] 8 mins video descript what they did in the past <https://www.youtube.com/watch?v=vJXurE1EQ9g> )

hito steyrl [https://en.wikipedia.org/wiki/Hito\\_Steyerl](https://en.wikipedia.org/wiki/Hito_Steyerl)  
<https://www.stedelijk.nl/en/exhibitions/hito-steyerl-2>

Jung's Theory of the Self & Collective Shadow Projection  
<https://theunityprocess.com/jungs-theory-of-the-self-collective-shadow-projection/>

Johanna Mol - The Hidden Life of an Amazon User (2019)\*\*\*  
[https://www.janavirgin.com/hidden\\_life.html](https://www.janavirgin.com/hidden_life.html) In order to purchase the book, the Amazon website forces the customer to go through twelve different interfaces composed of large amounts of code, which is normally invisible to the average user. This code carries out all sorts of operations, such as organizing and styling the site's content, allowing interactivity, and recording the user's activity. Overall, I was able to track 1,307 different requests to all sort of scripts and documents, totaling 8,724 A4 pages worth of printed code, adding up to 87.33MB of information. The amount of energy needed to load each of the twelve web interfaces, along with each one's endless fragments of code, was approximately 30 wh.

presentation - openserver - time 1:04:16 -  
<https://bbb.constantvzw.org/playback/presentation/2.3/8698dfa8f31cbfe2237bca52f4a869f5839ebf9f-1644563371134>

*Intro to Hotjar... in 60 seconds* [https://www.youtube.com/watch?v=7YKs-01Bf\\_4](https://www.youtube.com/watch?v=7YKs-01Bf_4) *Strata* - <https://www.youtube.com>

[/watch?v=9ipyZwvinXs](#)

ADDON- Listening Back - <http://www.jasmineguffond.com/?path=art/Listening+Back> - Jasmine Guffond  
ADDON- Noisy <https://noisy.com/#how-it-works> - Angela Grammatasnoisy  
INFO - GDPR - <https://www.gdprexplained.eu/> WEB - Datedetox - <https://holistic-security.tacticaltech.org/> + <https://datadetoxkit.org>  
DOCUMENTARY - Coded Bias - <https://www.codedbias.com/about>  
ADDON - Counter-data - <https://addons.mozilla.org/en-US/firefox/addon/trackmenot/> WEB  
AI - experience - <https://www.hownormalami.eu/> WEB AI - experience (patsy?)  
BOOK - <https://www.ursulakleguin.com/adaptation-earthsea-miniseries>  
BOOK - Obfuscation a users guide for privacy and protest <https://ieeexplore.ieee.org/book/7307711/>  
<https://we-make-money-not-art.com/obfuscation-a-users-guide-for-privacy-and-protest/>  
EXPO - <https://waag.org/en/event/oba-expo-digital-shadows/> WEB- <https://www.hownormalami.eu/> TV - <https://www.arte.tv/en/search/?q=dopamine>

in conversation with ingrid vranken - annelien keppens (work in progress), Gisele Vienne, Tino Seghal, Lynn hershman - Shadow stalker: <https://www.lynnhershman.com/project/shadow-stalker/>

-/ (Diederik peeters ) De hulk in ieder van ons  
<https://www.spinspin.be/diederik-peeters/hulk/>

TO WATCH VIDEO

- we used piped - <https://docs.piped.video/docs/>  
<https://github.com/TeamPiped/Piped/wiki/Instances>  
<https://piped.lunar.icu/watch?v=psAefHUv2Ig>

- 12:30
- BREAK
- 13:30

## {} Install

<https://www.exploratorium.edu/search/shadow> data-travels at speed of light - fiber glass

[ ] Processed Interventions [ ] Messy + studio 2.10

- Digital Light\*\* Sipan, Masha, Aline
- FACIAL RECOGNITION -Patsy\*\*

- Parallel Identities -Maarten\*\*
- COOKIES - Chun Shing\*\*

## { Log-in

<https://digitalcare.noho.st/pad/p/das-login>

Hello! Welcome,

Mahsa..... Mahi=Fish whom: student (not my own computer)

📖🐼🔫 maarten | maartenheijns@Maartens-MacBook-Pro

oi, aline here. login: alineolmos or alineolmos

ultraViolet\_s + MTG (Movimento de Teatro de Grupo) + DAS Theater

Hi, this is Chun-Shing. + Or you can call me chickenroll.

ummm.....+ TDP (Theatre du Poulet) + 雞扎

mika / e.zn / vo ezn - systerserver + anarchaserver + solisoft + minadoraserver ~ leverburns

🐼 patsy (they/them) aka laserbov // patsylasbo@Patsys-Macbook-Pro // das theatre, sticky drama, \*\*\*\*

\*Heyy. Sipan here! Call me SİP / DAS Theatre - KHASDAK 'Climbing Club' - Login : Sipansezgin

Hello, ooooo (we), Marthe, xm (she/he) , - constellation, login on most devices - ooooo or root - planète concrète - band, systerserver - feminist server, perceel 25 - garden group, greasy horses - bicycle collective

## { DESKTOP ASSOCIATION

<https://digitalcare.noho.st/pad/p/das-desktop-association>

PATSY

Face/mask as a desktop - icons in specific places -> eye: remember to engage with + ear: sound file . The sound file 'brain jam 1 2- left. wav' is developed by an application called 'brain jam' developed by APHEX Twin. (since the 6th of October 2022 present on their Desktop). The file 'English [auto-generated]...' is a text document that has autogenerated subtitles

from a YouTube video that Patsy saved. (since the 28th of June 2022 on their Desktop) -> Autotranslation is interesting because it creates absurd sentences and narratives. Translation algorithm: the way it introduces texts is what interests Patsy. (application: downsub.com). Designer and composer of 'Bergfikationer': a show about mountains (a very liked thing in both Sweden and Norway). It's not their show, but Patsy was a collaborator. Patsy performed both live and pre-recorded. The performers' voice is manipulated by Patsy. Micropython pi -pico / downloaded manual > solenoids - push/pull > programmed rhythm - asd ( abbelton live - analyse audio) - tempo-pitch freesound.org (sound resources) - bestdani. Putting the garden to sleep - documentation - sound/composer/light designer: Supercollider environment (composing music through codes: coding environment for musicians). A rule: increase the frequency of an example until it becomes a new sound. Collaboration with visual artist Patsy plays the object/instrument - exiters which make chladni patterns

## MAARTEN

flight information /serbia - holidia. Important to take holiday (read) and likes to feed himself. Background image is from an artist Jesse Kanda- <http://www.jessekanda.com/arca1000000/> - collaborates with Archa - venezualan dj <https://arca1000000.com/> wanted to have a black background (baby xen). Health schedule - haven't touched for a very long time. different categories for taking care of himself. starts 4 of January 2022 - stopped on the 30 of July 2022. (move .read/listen/watch/not smoke) - it annotated with colours He stopped last summer. Milkshakemilkshakemilkshake. DAS Theatre 22-24 - full year at DAS - one folder per moment of the program. information and material produced while working. Organisation of working files: "Concept sonic portraits..." concepts developed but not realised yet (space - construct/action/concept). Spectators has headphones - embodying a persons daily life - audio portrait. Files kept on the desktop and also on a backup. "Drawing 'A cloud's....." - a mask with a screen inside + a drone - you see yourself from the perspective of the drone- tension between senses. "Romeo Castellucci" - folder with folders of documentations and dvd-rips of some of Castelluccis works. also documentary with behind the scenes material that interests Maarten. Always on the desktop to be able to share it."Inside appearance" want to delete project.



## MASHA

Video frozen sea (0.07') from Finland or Latvia? Worked with ice at the moment. No fridge make ice - "natural ice" ? Images of burned milk - skin, wounds, larva. Naming the file or not? picture of burned milk skin on top of a hand - visual and texture. Working around abjection - Julia Kristeva (disgust/fear. Transformation in objects and materiality. Video of milk skin being played with - documentation Mahsa read in a book that there's a disgust of the skin of the milk. Mahsa did not experience it as abject (Patsy did). Not documenting is an explicit choice (it is not usual for Mahsa).

## ALINE

Had to save a webpage, saved all the pictures on the desktop. Screenshot 2023-03-11 - "Lets begin our journey to the future. The question on everyones mind: What will become of us?" Video game we made with the collective ultraVioleta\_s which is sleeping. Extraterrestrial person replies to questions . Multilevel - lack of time/resources /... (existential philosophical questions) RPG maker - 2020. Open Source: softwares of modular ways to interact. Aline was responsible of script/dramaturgy/character/transformation of the game - not part of the technological part of the game. Also the music was made by the collective. Working 8-10 hours per day during the lockdown. Released as an online game (with a lot of layers such as Zoom): up until now you can still play it on a website. Interacting with all the objects in the virtual house. Avatars were real life persons. The game was 1 hour equal to cooking of a meal she was preapring in real life. Graphics are disappearing while you play. video game/pictures and poetry where combined International shit shop - short independent movie how much your shit costs in relation to nationality + cultural value. (2min). Screenshot of a picture of an Audio guide device - research about the shapes of audio guides - analog to vibrator in the research. Looking for which one to maybe use. 'Borrowed' one from Stedelijk. Audio content can be about pleasure , art, ... Discussion about tuition fee - european people have 50% reduction. Reflection about how to raise tuition fee by 'retrading' milk/coffee. 'Hey, do you really think that I'm gonna pay the tuition fee?' - Cow -Embroidery practice - museum in tilburg - questioning gender roles? patterns ? develop some ideas around it also in realtion to childhood/family. Trying to relate

it to her practice. Poster of a film - A movie that we did with UltraVioletta 'the days that never ends': set-up inside of a black box theatre. Because of the pandemic. Where is the theatre now? Where can we built our scenario again? Connection between theatre and city through the car. Building the scenario in a landscape. Shooting for 8 hours with the sun going down behind the scenography. Discharge project - plant with superpower to read the discharge in the underwear to predict your future. The plant grows up in a pink light - grew real plants and made a Timelapse of this growing. 28 part series of video

## SIPAN

Background image is the serpent king who is a mythological character from Persian and Kurdish culture/lore, representing the endlessness of time, and love. I like storytelling. Background or tattoo? just background. Interested in multilingual practices and where do you (not need) translation Kurdish/Zazaki. "Cords.mp4" - movement of vocal chord when you speak, found while working on the first presentation at DAS. Installation + 4 languages + vibrational potential, sensual elements of language. Beforehand process of communication - SENSE PROJECT - Ableton live projects: farsi, dutch, cantonese, portuguese. ARDoUR - Ableton live alternative (open source) - Dependent on the license being free or not? - Installation inspired by the demonstration in Irã (2022): scarf + ventilator. Revolutionary different interpretations, depending on geopolitical locality (also to cover your face) During ableton workshop - made some improvisation files (sipen/xiao/ .wav). Dengbej- telling stories - in melodic and harmonic way Dengbej is a traditional storytelling form of Kurdish culture. No written text - completely connected with memory. Telling the stories by recalling the memories which has a political background 'As forbidennes in Kurdish language and war between Turkish and Kurdish military forces' As a storytelling form Dengbej has a different potential of perceiving the language. It unfolds the imaginary and sonic potential of language by using melodic and harmonic aspects o in telling. Collective moment of telling of voice waves - to switch "clown" – painfull - nasal / delightfull ? more long. Cannot join because 'my Kurdish language is not good enough'. Everyone has a different colour (by voice). Back in the day this would happen in the villages. (derwish) - list of now - exercise of wrtiing in "list of list" - open invitation

CHUN SHING

Standard Mac background - Chun Shing likes it because it looks nice and the colour placement helps to sort things. Folders - touch designer - learning from youtube software touch designer. Projection Design Software (video projection) + more possibilities = Object Oriented. You can choose different shapes and textures and ways of positioning/relating. The learning curve is quite deep. Started with isodara. I don't use it for my work yet, maybe in the future. (challenges in effort, licence, money). Function to play around with (instead of the end result). Transforming human action to data. BE WATER - school project from Carmen's bachelor time in Prague - based on the quote "Be water my friend" - related to the Hongkong protests in 2019 where it was used as a strategy for the protest. - for the spirit of hongkong dew, gathering - ice - stay strong. Telegram in application - building a bot - troubleshooting. Happening in the street / audience participation (both interested) + public space (more carmen's idea) levelup live virtual experiments - 4 participants online - remote - together 40 hours in 3 months. Find common ground + Ping - Tunnel vdo.ninja Hiding the process for the audience (different people online created together a platform for spectators to see). A chain-collaboration.



# 15/03/2023

- 11:00

## Del espectro de la luz a los fantasmas de la sombra

A 3-day laboratory where we will explore DIY sensitive electronic devices as a scenic resource. Together we will make a speculative journey exploring the electromagnetic spectrum from visible light, shadows darkness and its phantom energies by creating a travelogue and developing DIY circuits based on light sensors, sound synthesizers and experimental antennas. These devices will amplify, receive and emit frequencies to and from our scenic environment allowing us to explore the invisible and inaudible landscape surrounding us during a performance and on a daily basis. [Gaia Leandre and corazon di robota]

---

## Text experience

We invite you to a deep listening session

assume us in a subatomic empathy as parts of a living whole while we observe the life of electrons.

For the electron, the living whole in which it partakes is the wave forms that unify all matter.

The rocks are like humans so much as that humans are like rocks.

From crystals to the rocks and sand in a river bed, exhibits self-organizing behavior and even acquires experience.

We are going to rethink life as something that is not the exclusive property of organic creatures.

The memory of electrons does not have to do with will or self-consciousness, but with an emergent self-organizing principle.

Electrons are connected by invisible forces.

If one electron moves, the paths of the other electrons that are entangled with it on a shared wave will be modified.

Matter, then, is composed of waves that are thoroughly and intimately interrelated.

And electrons ride on them.

All matter is fundamentally interconnected.

An electron remember where it came from,

and thus remains linked to other electrons sharing the wave even when they are physically far distant.

The photons of sunlight that warm our faces

are physically connected to the star that emitted them,

reaching us in a common wave

intimately and visibly interconnecting our matter with the sun.

<http://www.mfj-online.org/journalPages/MFJ34/LMarks.html>

## Text inspiration

The human auditory system is never silent.

We seek auditory peace in nature, in private rooms, in earplugs... etc.

we fool ourselves Sound perception is a complex phenomenon.

We constantly listen, sometimes involuntarily, sometimes with active listening.

Our hearing aid is limited. only fluctuates between 40 and 20,000 Hz, the frequency spectrum is much wider.

Transform us cyborg,

We want to broaden our perception of sound.

We enter into symbiosis with electronic devices, we seek sensory deprivation with white sounds

.When there is background white noise, the ear and the auditory cerebral cortex are saturated, so that the rest of the sounds are unable to pass through that constant auditory barrier.

Our ears are already sound bioradar.

Sharing inspiration

spooky action fast distance

queer performativity of nature - Karan Barad

-> Using theoretic texts in a poetic manner. How normative is our language? ('memory' of electrons is already a human concept)

let's go to the deprivation tanks

- 13:30

BREAK

- 14:30

## □Dark theremin□

We like to propose a introduction on how to prototype a synth. The workshop will share knowledge on how to build a square wave oscillator controlled by light, a circuit that generates a sound that depends on the interaction of the body with the variation of light intensity. It will be focused to be done on protoboard with the solder-less technique, that is, without soldering, and we can search for the sound we like best, easily changing the electronic components

- Presentation of a theremin and how to transform it into a Dark theremin, interaction with the body to characterize the light.
- Explanation of the components present in the kit, basic notions of electronics and reading of schematics.
- construction on the breadboard
- music experimentation

# Nomenclature

sound - vibration in air - in anthropocentric view - 10HZ -  
200000hz electromagnetic - electricity in the 'air' - dc direct  
current ac alternate current red - OUT positive black - gnd / gnd  
- ground

gendering cables in stereotypes, proposal for alternative ass  
dildo

<https://www.alldatasheet.com/>

ic integrated circuit

- \* CD ( 40 -- familiy) (n) ---- logic gate
- \* LM -- amplifier
- \* NE -- wave generator

mathematical operation happens in the gate the IC - is black box  
with a circuit inside doors are opening or closing 0 is false 1  
is true

analytical representation > data sheet

<https://www.alldatasheet.com/>

- conductivity - resistivity



# 16/03/2023

- 10:00

## Sonic Wilderness

Deep Listening exercises based on AGF's MANUAL FOR INDIVIDUAL AND COLLECTIVE LISTENING EXERCISES and Pauline Oliveros' Sonic Meditations [christina della guistina]

- <https://www.unseen.help/agf-en/>
- [https://titipi.org/wiki/index.php/Listening\\_Structures](https://titipi.org/wiki/index.php/Listening_Structures)
- [https://monoskop.org/Pauline\\_Oliveros](https://monoskop.org/Pauline_Oliveros)
- <https://www.unseen.help/agf-en/>

*stop reading and listen.*

*What did you hear? What did you listen to?*

*"Are you listening to what you are now hearing?" (Sonic Meditation, 1971, p. 34).*

*Listening is different from merely hearing, isn't it? If you wish proof of this statement,*

*just stop reading again and listen. (Who turned up the volume?)*

- <https://www.deeplistening.rpi.edu/deep-listening/pauline-oliveros/>

Pauline Oliveros - a major figure in the field of experimental music as composer, performer, teacher, and writer - introduced "deep listening" as a practice for different ways of listening. It is a series of invitations to experience the world and ourselves through sound and silence. Attending to the transformative power of perception takes practice, and as we practice, our listening and the quality of our experience deepens, and with it the quality of our lives. For Pauline Oliveros, listening has been her life-long practice. Oliveros's explorations in the 70s of group improvisational practice called Sonic Meditation is influenced by her study of Asian contemplative

practices, including Buddhist meditation and Daoist somatic practices such as Tai Chi, Karate et. al. It explores modes of listening and responding in sound. The first collection of Sonic Meditations was published in 1971 as a series of verbal descriptions of how to listen and create sound fabrics in groups. In these pieces everyone is a participant, there are no separate spectators. Active participation helps develop individual and collective awareness and sensitivity, as well as a sense of group bonding and healing, where music is considered as just "a welcome by-product." Sonic Meditations laid the foundation for the practice of Deep Listening, the term coined by Oliveros in 1989. In 1991 Oliveros led her first Deep Listening Retreat, which marked a phase of systematic training in the practice of Deep Listening.

These retreats propose twenty-four hour listening, including listening while asleep and dreaming.

Body-centered exercises comprise the foundation for Deep Listening practice.

The workshop at DasArts includes one of Oliveros Masterclass, based on energy and body-work, breath exercises, listening, vocalizing, and dream-work. The class begins with a standing meditation, where one establishes a good posture through a body-scan and visualizations. This is followed by a series of exercises to stimulate internal organs and increase flow of blood and lymph that involve arm swinging and slapping parts of the body, a "Taoist face wash," and simple yoga postures. Then there are seven "chi" or energy exercise adapted from chi kung and t'ai chi involving conscious breathing and body movements. Awareness of breathing is further emphasized through a three- to five-minute breath improvisation that invites the participants to create a playful, collective piece using only breath sounds. Later on in the class a period of extreme slow walking can be introduced, where one moves as slowly as possible, with a note that "no matter how slow you are walking, you can always go much slower" (p. 20), while listening with your feet ... When the gong sounds to end a session, everybody gets the chance to reflect on their experiences and describe them in their journals.

Journaling is an important way to cultivate and heighten experiential learning.

improvised sound pieces and participation in a rhythm circle. The emphasis is on health and healing, on balance between lightness and seriousness, and an awareness and dedication to collaboration.

Pauline Oliveros's life-long deep listening practice as a composer and emissary for peace and nonviolence is really a path of peace making.

- 12:30

BREAK

- 13:30

## Del espectro de la luz a los fantasmas de la sombra

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[ ]Ghost detector[ ]

Invisible forces and phantom energies (EMF) detector.

With this device we will be able to capture environmental signals of natural origin: such as lightning, electrical storms, telluric movements, cosmic rays and magnetic fields of artificial origin such as wireless networks, radio frequency waves and electrostatic current.

electromagnetic spectrum [https://www.explainxkcd.com/wiki/images/7/7f/electromagnetic\\_spectrum.png](https://www.explainxkcd.com/wiki/images/7/7f/electromagnetic_spectrum.png)

atom representation - ion - kathi, body, metal, salt water, conductive, isolator, resistance CMOS - Complementary metal-oxide-semiconductor extravision - lithium podcast - desde 1 sur observando el cosmos ::::: zoe todd - [https://en.wikipedia.org/wiki/Zoe\\_Todd](https://en.wikipedia.org/wiki/Zoe_Todd) - luna costa - columbian - <https://lunaacosta.net/>

HOW TO UNDERSTAND by body practices

razor machine -inside is a coil - + 2 magnets

50 Hz/:60HZ

door - electromagnetic - power generator

Resistors - color codes [https://en.wikipedia.org/wiki/Electronic\\_color\\_code](https://en.wikipedia.org/wiki/Electronic_color_code)

choreography of electricity - and flow

body noise amp - <https://quimerarosa.net/>

long hair - better reception energy

tesla bol - reject of electromagnetic

indigenous people realize the hair has importance for orientation, ..;

<https://paolodafloresta.wordpress.com/2015/04/03/hair-our-antenna-to-the-subtle-realms/>

Crystals have the power to receive and transmit energy waves. The earliest radios used quartz crystals and were called "crystal sets." The main composition of quartz crystal is silicon. Silicon is also a key mineral found in the hair, and undoubtedly contributes to its antenna ability. It is no accident that silicon is also the most essential component of computers; silicon enables computers to have mind-like properties including "memory." Silicon is also an important mineral found in the brain, which is the seat of the mind. Silicon is what gives an iridescent sheen to some fruit such as strawberries and cucumbers. It is also found in whole barley and oats.

hysteresis - capacity to keep - physical view - take energy a,d keep the energy

The lagging of an effect behind its cause, as when the change in magnetism of a body lags behind changes in the magnetic field.

electronic core memory <https://www.computerhistory.org/revolution/memory-storage/8/253>

transducer

physical energy > electric energy

A device, such as a piezoelectric crystal, microphone, or photoelectric cell, that converts input energy of one form into output energy of another

headskull speaker

world wide web >>> wood wide web -- (mycellium)

Bioxeno by Gaia leandra - <https://zkm.de/en/person/gaia-leandra>



# 17/03/2023

- 10:00

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- 12:30

BREAK

- 13:30

CONTINUE

Gain

Amplification

Low pass

Mid pass

High pass

- 17:00





# 20/03/2023

- 10:00

## Txx.uo

– ::: This module converts the data received from a scanned card into a sound• and binary code••. the RFID technology is used for object identification, authentication and security reasons, this Binary signal is then transfigured into LED•• during the workshop we will have a hands-on exploration of rfid side of the module >> we'll build breadboard prototypes of it, tweak the source code and sonify our train tickets, student cards, [ ++++ ]

[https://pzwiki.wdka.nl/mediadesign/User:E.zn/special\\_issue\\_X](https://pzwiki.wdka.nl/mediadesign/User:E.zn/special_issue_X)

<https://non-zero-exit.sh/>

<https://eth.leverburns.blue/p/das-txx>

Txx.uo

[https://pzwiki.wdka.nl/mediadesign/User:E.zn/special\\_issue\\_X](https://pzwiki.wdka.nl/mediadesign/User:E.zn/special_issue_X)

[https://git.xpub.nl/XPUB/special-issue-x/src/branch/master/INPUT\\_OUTPUT/Txx.uo](https://git.xpub.nl/XPUB/special-issue-x/src/branch/master/INPUT_OUTPUT/Txx.uo)

special issue x

<https://issue.xpub.nl/10/>

## on-board

nano

<https://docs.arduino.cc/hardware/nano>

RFID pins >>> NANO pins

<https://i.stack.imgur.com/1yl3f.jpg>

D5 >>> [single] 3.5mm mono jack socket [double] >>> GND

D6 >>> 330ohm resistor >>> LED anode [+ / long] // LED cathode

[- / short] >>> GND

## arduino ide

download

<https://www.arduino.cc/en/software>

spi [serial peripheral interface]

<https://docs.arduino.cc/learn/communication/spi>

*lang change*

mfrc522 [download library or install it directly from a library manager]

<https://www.arduino.cc/reference/en/libraries/mfrc522/>

tone()

<https://www.arduino.cc/reference/en/language/functions/advanced-io/tone/>

tone generator

<https://www.szynalski.com/tone-generator/>

## sonification ino

```
#include <SPI.h>
```

```
#include <MFRC522.h>
```

```
#define SS_PIN 10
```

```
#define RST_PIN 9
```

```
#define CHECK_BIT(var,pos) ((var) & (1<<(pos)))
```

```
MFRC522 mfrc522(SS_PIN, RST_PIN); // Create MFRC522 instance.
```

```
const int RFIDled = 6;
```

```
const int RFIDSound = 5;
```

```
const int RFIDbin = 3;
```

```

void setup() {

Serial.begin(9600); // Initiate a serial communication >> Serial
Monitor

SPI.begin(); // Initiate SPI bus

mfrc522.PCD_Init(); // Initiate MFRC522

Serial.println();

pinMode(RFIDled, OUTPUT);

pinMode(RFIDSound, OUTPUT);

pinMode(RFIDbin, OUTPUT);

}

void loop() {

void readCard();
  // Look for new cards
  if ( ! mfrc522.PICC\_IsNewCardPresent())
  {
    return;
  }
  // Select one of the cards
  if ( ! mfrc522.PICC\_ReadCardSerial())
  {
    return;
  }

/Show UID on serial monitor Serial.print("UID tag :"); String
content = ""; // for tag + sound String binary = ""; // for binary
+ LED

  for (int i = 0; i < mfrc522.uid.size; i++)
  {
    Serial.print(mfrc522.uid.uidByte[i], DEC);
    content.concat(String(mfrc522.uid.uidByte[i], DEC));

    if (content.charAt(i) == '0') {
      tone(RFIDSound, 40, 2250);
      delay(100);
    }
  }
}

```

```

else if (content.charAt(i) == '1') {
    tone(RFIDSound, 15, 2250);
    delay(100);
}
else if (content.charAt(i) == '2') {
    tone(RFIDSound, 25, 1500);
    delay(100);
}
else if (content.charAt(i) == '3') {
    tone(RFIDSound, 17, 150);
    delay(100);
}
else if (content.charAt(i) == '4') {
    tone(RFIDSound, 30, 1000);
    delay(100);
}
else if (content.charAt(i) == '5') {
    tone(RFIDSound, 27, 1590);
    delay(100);
}
else if (content.charAt(i) == '6') {
    tone(RFIDSound, 28, 1500);
    delay(100);
}
else if (content.charAt(i) == '7') {
    tone(RFIDSound, 10, 1500);
    delay(100);
}
else if (content.charAt(i) == '8') {
    tone(RFIDSound, 13, 1050);
    delay(100);
}
else if (content.charAt(i) == '9') {
    tone(RFIDSound, 7, 1000);
    delay(100);
}
}

for (int b = 0; b < mfrc522.uid.size; b++)
{
    Serial.println(mfrc522.uid.uidByte[b], BIN);
    char r = mfrc522.uid.uidByte[b];

    for (int j = 8; j >= 0; j--) {

```

```

if CHECK_BIT(r, j) {
    digitalWrite(RFIDled, HIGH);
    digitalWrite(RFIDbin, HIGH);
    delay(100);
} else {
    digitalWrite(RFIDled, LOW);
    digitalWrite(RFIDbin, LOW);
    delay(100);
}
delay(100);
}
}
Serial.println();
delay(100);

}

..

alternative ending
..

for (int b = 0; b < mfrc522.uid.size; b++) {
    Serial.println(mfrc522.uid.uidByte[b], BIN);
    binary.concat(String(mfrc522.uid.uidByte[b], BIN));
    if (binary.charAt(b) == '1') {
        digitalWrite(RFIDled, HIGH);
        delay(200);
    } else {
        digitalWrite(RFIDled, LOW);
        delay(100);
    }
}

}

..

```

- 13:30

Test & experiment with hardware A decryption and encryption RFID hardware :: <https://flipperzero.one/>

- 13:30

## TXT - audiovisual

--/ > <https://golubjevaite.com/>

<https://pad.riseup.net/p/00ff00js-keep> <<<<<<<< javascript

<https://tube.systerserver.net/w/o83mW9c8Wpdo6kLcXkFY8d>

[https://hjfkgasjkgfahjgfjh.sentryourname.com/index.php/Digital\\_residency\\_on\\_feminist\\_peertube\\_instance](https://hjfkgasjkgfahjgfjh.sentryourname.com/index.php/Digital_residency_on_feminist_peertube_instance)

[https://www.youtube.com/watch?v=VXWvfirmpapI&ab\\_channel=FranksLaboratory](https://www.youtube.com/watch?v=VXWvfirmpapI&ab_channel=FranksLaboratory)

CODE REPOSITORY of the Day

<http://86.81.35.245:17001/00ff00/txt-audio-web/src/branch/master/DAS>

code- is not a forced tool - storytelling/writing - a textual synthesizer - text/interface - queering - imagination - not in grids - anti-userfriendly - breaking the expectation - accessibility to complexity - kakophony - multiplicity voice - obscure - constantly /real time

-- *olia lianlina's* : <https://art.teleportacia.org/>

-- *digital folklore* : <https://digitalfolklore.org/>

-- [https://www.algorit.net/index.php?title=Main\\_Page](https://www.algorit.net/index.php?title=Main_Page)

javascript - WEB API + canvas

used the text : [ composition as explanation -- gertrude stein]

<https://www.poetryfoundation.org/articles/69481/composition-as-explanation>

text to frequency - deconstruction / non reading - non-writing - non sensical / non linear / looping - objects /methods / array == a list of numbers or text == ai, n algorithmic literature - websockets - realtime update

<https://pad.riseup.net/p/00ff00test-keep> <<<<<<<< text

6/13 sipan

- how to fish
- infinity
- call center conversation
- colors/frequencies - wavelenght

4/11 patsy

- length of array
- summary of bible in 256 bytes
- generated [p- words]

3/10 maarten

- data mindset
- responding to the content of the sentence
- about interval
- reversed the text of paragraph with an online generator

2/9 mascha

- flexibility - translated in farsi
- flexural strength

1/8 aline

- 2015-
- Turkey - forensic architecture -
- everything everywhere all at once





# 21/03/2023

Drama ~ Askew is a roleplay improvisation for post apocalyptic radio drama. It is based on tabletop roleplaying game created by Avery Alder, with no Game Master. The system includes the gamers in the worldbuilding process and in the relationship background building of the characters. Also, the system has a special way for story-telling sharing and to induce vulnerability before every strong move and action for each characters. During this workshop, Dream Askew will be used as an engine to power an improvised SF radio drama. We will successively practice discussions, story-tellings, dialogues and dramas to build up a fictional world used as a collective avatar made out words and ideas of everyone.

This workshop is based on Donna Haraway SF and string figure2 theories. It will focus on collective work through roleplay as an information passing on process between participants. Starting from a table sized, we will progressively enlarge this working process to the stage until we open it to the waves of the radio streaming, transforming a roleplaying game to a radio drama experience.

- 10:00

Sipan - happy new roz Being is my hope without identifying. he doesn't want to be bothered with checking in his emotional status Alini - she/her happy reading this text - we had a company and she left and she left theater for javascript and tried to reconnect - last project was a game, curious. Masha - she/her is not so comfortable with talking in group. Chung Sin - he/him is a gamer and is excited. it pops up a project we did with a canadian collaborator games not toxic. Patsy - they/them - hope is connected to being with other people and exploring reality and together with others to stay fascinated of strange world + trying to have fun in process. Familiar theory + role play games as a political space. feel at home. like good challenge. Maarten - he/him - have some friends who do d&d and roleplaying games.

Interfacing between reality and potentiality - direct relationship to art - trying to imagine together - what kind of space can TRPG can be and what is already inherited - i am not so

Crystal proposes Dream askew - no god no master, no dice, ... How are you dealing with text improvisation? orality ? How to invent magic circle, tuning the group - produce is a byproject. There is a special character sheet + 3 moves from weak or vulnerable >> to be strong. Puzzling maybe too many possibilities -

TRIGGER WARNING - role playing game are safe - safer.

parameters :

Psychic maelstrom -

society intact ( not mixing with us )

digital realm ( tech)

outlying gangs ( bad person/mean gang) - ( no threat)

earth itself

READ introduction -

dream askew how to play - we are 6 - we build relationships - build the apocalypse

e.g documentary - 2006 <https://en.wikipedia.org/wiki/TechnoCalyps>

/ sky yellow desert- purple night - it can be changing / red full moon every 10 days / grey ground shiny reflective silver / Landscape - near volcano?

EVENT - ? -

/ apocalypse comes in waves / the echo of the big bang - too many decibels / cosmic - quantum echo ?

- always deep echo - / (echo ->> needs vibration of air)

are we humans, half human ? or mix of entities >>>> evolution - from the event?

First character - IRIS

[indelibly ] <https://en.wiktionary.org/wiki/indelible>

magic power

patsy -

Second character - HAWKER

contigent <https://en.wiktionary.org/wiki/contingent>

the one who can get -material things- business somebody who is needed

sin chung

Third character - STITCHER

healer/ fixer special things

alina

Fourth character - TIGER

safety, special resource physical and brutal behaving - muscle  
maarten

Fifth character - TORCH

similar IRIS who is more psychedlic difference between priest  
[central] and shaman [peripherique]

moral answer priest wise - leads rituals and has followers

sipan

Sixth character - ARRIVAL

new person = who dint belong to the community- they can have  
secrets

alina

If you look for safety - look for the character which farest as  
you If you look for beeld - you look for character close to you

find tokens // we need 20 - candy [https://en.wiktionary.org  
/wiki/token](https://en.wiktionary.org/wiki/token)

Improvisation to narration ->> building of enclave, we do if we  
have the rest of the world

- psychic maelstorm
- society intact -> what inside the enclave can threaten us
- digital realm - hacking part
- outlying gangs
- earth itself

COGNITIVE DISSONANCE =lets intertwine

What looks like the community ?

The Enclave

-What does the enclave look like?

- What defines its borders?
- How much you're ?
- How would you describe your social organization?

-How many factions are there within the enclave?

Various Scarcities

- How do you eat?
- What types of energy do you use?
- What protects you from the outside?
- What is impossible to find at home or nearby?
- What everyday comforts have you had to give up?

Intact Society

- How far is she from the enclave?
- Which offer from the company did you have to refuse and why?
- What threat does the intact society pose to the enclave?
- How are you introduced to members of the Intact Society?

- Who runs it?

Digital Realm:

- which data regime is active in the enclave -

*we need to face is there is a binary copy shadowing the entities*

- are technologies {im}materialized? neuro-biological? extractive? (properties)

*complete system of psychedilc technologies chemical mushrooms*

- which technology is present for the enclave to communicate and to connect

*cosmic waves*

- what are the roles of the characters to configure and maintain the data infrastructure

grow the mushrooms, select the communication channeling mushrooms

- what is the source

after the deep echo became electromanetic source that feeds by the rock who falls into the world in the center of the enclave

The Psychic Maelstrom

- How do you open your mind to the maelstrom?

*a physical process - rubbing your hair scrubbing*

- What makes the maelstrom concrete and undeniable in your daily life?

*the climatological moment of transitioning from yellow to purple - twilight you have to rub your hair because the signal is too strong / echo is too deep - on full moon you have to find an -other-*

- What did the maelstrom take from you?

*it consumes your ability communication skills , the*

*mental ability - so you get mute - stutter, loose words,  
dont make sound anymore and bring in state of confusion  
in relation spiritual wholeness*

- What did the maelstrom give you?

*it gives individual spiritual wholeness completeness,  
fullness and when red full moon it is a collective  
wholeness*

~~-What are the boundaries of the maelstrom, if any ~~

linking the time ?

The Surrounding gangs

- How many gangs are prowling around the enclave?

many very small

- What do they want to take from you?

make you one of them and take your spiritual abilities/  
mushrooms and want to enlarge their groups

"Why would they consider that normal?"

they have glued hands and they are very social and they eat  
mushrooms everyday

-What sign of weakness have you ever displayed in front of them?

fetishizing / overfocus on the moon - they are too interested on  
1 aspect and loose engagements with others

-Why can't they unite?

we don,t know

- 12:30

BREAK

- 13:30

The Stitcher

My name is Jane I am a agender (it) person and i am transparat

liquid and jelly when you see me i am a mirro - you see your self. I have 2 hands. I is a normal human hand and another hand is changing, elastic can change fingers. I have no clothes, You see through me or yourself.

I am a nurse and tech assembly. I steela what i need to get my supplies. I have a twin apprentice i trip up my words when i meet her and... hand. I am very dramatic. I lost a key to open the door where behind was my lover and they died.

The Torch

My name is Cissy. My look is far away, i am transgressing gender ITI have a wardrobe style crunch up, bacchanl and . Augury. I can give your desiny, future. Our souls have begun to rot inside our bodies. Hope and mischief are fires that we must keep ever-burning or we will face eternal darkness. I am not a funny character but good have some funny acts. The students i must teach. The coven I was asked to leave. Are you amongst my followers and devotees. Starbuck believes what he is preaching, he is a follower. You remember the astrotrip and you coundn't take it.

Tiger

My name is Leviola my looks are angelic face. I have a necktattoo and toned arms. I am androgynous. My wardrobe. I have dark green velvet. I have infinitely growing black hair. I have living iron horse. My gang i addicted to something dangerous and one or 2 key relationships is with my documentary creaw who makes a documentary. I have a relationship with my sugar biker. He/him.

Hawker

My name is starbucks. I have pinched face. I look half transparent and with glasses. I am coil ( chinese gender is a pronounoun) I can provide sonicproof venue and what ever people are chasing. My choice of desired currency is the whispered secrets and the barter. I don't have any key relationships yet.

Iris

Siri has floaty frame and luminous eyes. Is agender and uses It for pronounouns. The appearance is frre shop fabulous and you have

lucky guesses. The psychic maelstrom told me that i was going to die on a day th emoon is missing by whipping in slippers. My key relationships is with the internet service provider with a goddess i meet in my dreams

The arrival

My name i googool. U is the pronoun. My look full of feather, soft fur instead of skin. It took a new street and that is how i encountered the enclave. Food and map.

- 17:30
- 19:30

## new roz

At first there was the Big Bang. And billions years later, it reverberation, the Deep Echo, creating waves of apocalypse. The Deep Echo is a cosmic carrier wave, feeding every sound and every noise back since the univers had been: the Deep Echo. The Deep Echo is a reflection of creation of the univers itself, and like an electromagnetic wind it unbalance the light spectrum. The Next stories are maybe on earth, but no one is sure about it because it does not look like theEarth anymore. By day light, like quartz of citrine, the sky is yellowshining but by night, a mysterious purple melancholy blush its immensity. ø Between Days and Nights, the twilight, perfectly Dark, impetnetrable shade between purple and yellow, is blinding the world under black sky. Opening the doors for Pyschic Maelstrom, Forcing the mind of beautiful creature and people living together, Their hands, palm and tentacle scratching their hair letting the dark sky passing through them. The Psychic Maelstrom is born with the Deep Echo. From electromagnectic and air perturbation it glimps, somewhere between brain waves and cosmic wind. No one can really explain what is the maelstrom but everyone is part of it and connected with it.

◇ They said is connecte every beeing on the on the planet

◇ They say it's to strong during the Twilight Black so you have to grab your hair

◇ They say on full moon, the ruby burying, the one that appears from nowhere bleeding all of sudden the purple sky, your own



hands are not enough, so you need to connect with other beings to let the maelstrom go. But from the red moon connection

◇ The maelstrom gives to everyone an individual and spiritual wholeness, the completeness of being your own echo. The echo becomes collective when the red moon appears.

◇ But they also say the Maelstrom will consume your ability to communicate.

Slowly but surely, the Maelstrom will bring only silence from your voice as you become complete.

If the Maelstrom works as a collective memory grounded in the present

They also built a digital network from the ruins that precede the Deep Echo

The Digital Realm is a binary system that uploads and copies the inhabitants of the enclave to archive their life and existence when everything disappears in the maelstrom

The Digital Realm is a complete system of psychedelic technology that encrypts and shares information through mushrooms channeled by cosmic waves.

Communication maintenance with the Digital Realm involves people gardening the mushrooms but also relaying and charging them with the electromagnetic energy provided by rocks sent from the sky with the Deep Echo and used as a power plant at the center of the enclave



# 22/03/2023

- 10:00

pauline olivieros / sonic meditation - 4 healing power

- discuss about what we are going to do
- feeling okay to express emotions
- feeling okay during the performance
- an expression of idea which circulates in group - deep feeling of belonging

Narrative as a process to be together and how to stay together and travel together. The goal is not to produce good stories to outside feeling together in the group. Difference inner group dynamic / externalized -audience

homo ludens - Huizinga - <https://en.wikipedia.org/wiki/Neo-Luddism>

## Lore

At first there was the Big Bang. And billions years later, it reverberation, the Deep Echo, creating waves of apocalypse. The Deep Echo is a cosmic carrier wave, feeding every sound and every noise back since the univers had been: the Deep Echo. The Deep Echo is a reflection of creation of the univers itself, and like an electromagnetic wind it unbalance the light spectrum. The Next stories are maybe on earth, but no one is sure about it because it does not look like theEarth anymore. By day light, like quartz of citrine, the sky is yellowshining but by night, a mysterious purple melancholy blush its immensity. ø Between Days and Nights, the twilight, perfectly Dark, impetnetrable shade between purple and yellow, is blinding the world under black sky. Opening the doors for Pyschic Maelstrom, Forcing the mind of beautiful creature and people living together, Their hands, palm and tentacle scratching their hair letting the dark sky passing through them. The Psychic Maelstrom is born with the Deep Echo. From electromagnectic and air perturbation it glimps, somewhere between brain waves and cosmic wind. No one can

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## Scenes

start from - regular move

It early in the morning and you are watching the sky. I am alone, don't have have friends, lying down watching the sky (new arrival). The torch just woke up coming out of the cave and ask 'you are the torch?' You can call me crystal, i was smoking. cissy - was stop smoking. crystal offers to blow out the rainbow smoking and saw a shape of the ship in the smoke. What did you do last night?Crystal is shaky and she says that the black twilight was too intense and puts her hand on the pocket. I had to kill an animal to feed myself (confess) (weak)Cissy believes the person but if you see ever around here hunting

siri (iris) , leviola (tiger), jane (stitcher)

It is 5 in the morning alone, walking and see silver shining ground. I am looking fro a specifc stone to fix a weapon. I go to a sort of hiding place. Sirri is also in her hiding spot and i am think about my slundering weapon. By chance jane arrives in the secretspot and Sirry hides. Leviola is in the same area an he is patrolling and i have my megaphone with me and suddenly i hear some noise. Jane sees the tiger and is scared as she stole something of her and she wants to hide, she realizes she is transparant and a mirror and she goes very close to the tree and she goes close to the trunk of the mirror

Digital realm - you step on a special mushroom and there is a little explosion of light - and the tiger sees you. What do you do ? Leviola. I grab the megaphone and call my iron horse which runs towards me. Levio, Levio and we look Jane straight in the eye. Jane pees and she is confused and i look to my side and see some freeshop fabulous warderobes Siri comes out of the hiding place and see Leviola and jane in a conflict of some sort. I reveal myself altough i didn't want to

Digital realm - Puffy light explosion

Siri ::: oops - how is it going what er you up to ? In al the comotion, I break an extra part of your weapon. - krskkkkkk Leviola wants to approach i smell your urine and it makes me high and i fall from horse and i lay down there silently and is unconscient. Jane sees is seeing leviola's purple shiny blood Siri escapes the situation. Leviola slowly regains the consciousness and see that Siri is running away. I give leviola my iron horse to get you back. Siri hears a sound of metallic 'hoeves' and wants to use her gift to make the horse her friend. Jane sees

.... the wind is strong i am flying and a stone came and moves me in another direction....

<HOW TO SWITCH - narrator - character>

Chun Shing - > mechanics well understood / listen well > to change (how mean can the character be) expanding the character

Maarten > reach goals of regular or weak move - would love to be more in the story - expanding

Aline > too much psycho drama is humanized ? how to put ourselves in other planets

Patsy > have fun and getting there - it is very technical to check the boxes want to get past this step not being in chess - against each other - but be in imaginary

Mascha > is fun but english is a challenge - would love to have more dialogue one on one

Sipan - it starts to be organic - impulsive - - produce more new eakeness and strengths - and feel playfullness would love to be more in atmosphere

the gns - theory - [https://en.wikipedia.org/wiki/GNS\\_theory](https://en.wikipedia.org/wiki/GNS_theory)

game challenge

narrative challenge

simulation challenge

or dynamic between

- 12:30

BREAK

- 13:30
- effects
- psychic maelstrom
- synths
- voice

who is the enclave ?

what are the scenes ?

piece of fabric as holding the narrative together, you experience  
who wants to go where

Welcome to the enclave

picturize- - area - map -

3 visual elements

/// - >

wasteland - old railroad - terrain vague - >> Tvarkoski - stalker  
, cave and tunnel to mushroom please /digital realm - farming -  
servers - under the ground -- crawl climb - cave can lead you to  
the space, light no roads - insects - firefiles. one big fountain  
- cold and warm water - elctromagnetic waves --  
<https://ooooo.be/panpanpan/> island in the universe which is  
hanging on the air, tents - not plastic , vulnerable - house  
/cabane

[https://en.m.wikipedia.org/wiki/Method\\_of\\_loci](https://en.m.wikipedia.org/wiki/Method_of_loci)

- food / how to eat - source - applejuice - soil - rocks

[https://en.m.wikipedia.org/wiki/Method\\_of\\_loci](https://en.m.wikipedia.org/wiki/Method_of_loci)

- in conflict - mushroom - consumerism and divination,  
feedback mirror / copy / underground-overground
- when do you become digital realm / psychic maelstrom

6 monophonic or collaborative scenes

what are your wishes >>> esthetic, symbolic, ...

which can become a scene ?

- - collectively take care of a creature
  - carnival - siri guide -
  - secret - wanna kill one of you (during) using the hand
  - starting and ending with a ritual- for you and for  
storyline

- I want to die
- death - i have a prophecy - 10 day blood moon -

multi-layering world - / overground /underground

copy - /

space / not in space

patching /

esthetics/game play

how to engage with the interface — do we want to make fun ? or serious fun to be in comic ->> leads to contact how to write character - radio performative voice

Narration or becoming character

To act more and play less ?

Collective narrative. to have fun.

Discovery of character.

How to force my character - I didn't jump yet.

The map is an important element

The sound isn't triggering me or less important. More sound input

Lost the grip on the the moves of characters

Very confused in the world. Was nice listening others

Confusion? World building. Collective voice Became individual

How does it become polyphonic..

- 17:00



# 23/03/2023

The Ephemeral Choir Machine is an interactive installation and invites you to play. Record your own sounds on this stretched out sampler, interact with what the previous contributors(s) have left.

Create multi-voiced, layered sound snippets or record a poem on your own. In group, you have to negotiate how to proceed with this machine. In this workshop we will design and fabricate our own sensors for this made to measure sampler.[by Wendy Van Wynsberghe]

Early prototype: <https://cloud.constantvzw.org/s/SyiHqGnzkPMa7fn>

More recent version: <https://cloud.constantvzw.org/s/NarcoFQRtQsCBiH>

- 10:00

Intro

Constant member <https://constantvzw.org/site/>

Website: <https://www.wvanw.space/> - mini slide show

Get acquainted with the Ephemeral Choir Machine  
washing machine

freetube - <https://freetubeapp.io/>

[https://www.secretlifeofmachines.com/secret\\_life\\_of\\_the\\_sewing\\_machine.shtml](https://www.secretlifeofmachines.com/secret_life_of_the_sewing_machine.shtml)

--< sadie plant zeros and ones

[https://monoskop.org/File:Plant\\_Sadie\\_Zeros\\_and\\_Ones\\_Digital\\_Women\\_and\\_the\\_New\\_Technoculture\\_19](https://monoskop.org/File:Plant_Sadie_Zeros_and_Ones_Digital_Women_and_the_New_Technoculture_19)

--< annie albers - bauhaus - textile<sup>2</sup>

(ergonomics - power - sound - ) - milk foamer - staaf mixer - sanding machine to make flat - dremel ( pen, wood, ...) - flip switch - electronic music instruments - XY pad - focus on the

body - visual feedback - washing machine - record player - putting needle

Think about interfaces, buttons, interactions

How do instruments/devices/machines make our body move?

What is your favourite interface?

How would you like to interface with a device?

<https://architectureofinteraction.wordpress.com/others/>

Links to all kinds of etextile projects and resources:

[https://pad.constantvzw.org/p/2023\\_Greenfabric](https://pad.constantvzw.org/p/2023_Greenfabric)

Look at etextile materials in the boxes

Look at ingredients for making an interface

- 12:30

BREAK

- 13:30

Handson / praxis

- 15:30

demo/presentation

<https://marijebaalman.eu/>

part of <https://instrumentinventors.org/>

machine learning - display graph - comparing gestures - ai -  
labour condition / categorize, clean, accumulate the data - is the  
machine learning or is the human in dialogue with the machine -  
written in very basic language ( typings >> variable — here a  
gestures >> variable) -sensors — acceleration /orientation / tilt  
/ gyroscope - in relation to gravity - more about energy of the  
gesture - frustration is part

- 17:00

## 25/03

Drama ~ Askew is a roleplay improvisation for post apocalyptic radio drama. It is based on tabletop roleplaying game created by Avery Alder, with no Game Master. The system includes the gamers in the worldbuilding process and in the relationship background building of the characters. Also, the system has a special way for story-telling sharing and to induce vulnerability before every strong move and action for each characters. During this workshop, Dream Askew will be used as an engine to power an improvised SF radio drama. We will successively practice discussions, story-tellings, dialogues and dramas to build up a fictional world used as a collective avatar made out words and ideas of everyone.

This workshop is based on Donna Haraway SF and string figure2 theories. It will focus on collective work through roleplay as an information passing on process between participants. Starting from a table sized, we will progressively enlarge this working process to the stage until we open it to the waves of the radio streaming, transforming a roleplaying game to a radio drama experience.

- 10:00

<https://eveliyn.vedetas.org/das-drama>

map:: elements ? entrance cave – fireflies --

[ ]characters[ ]

siri: bright shiny eyes, shapashifting body and concealed weapon, clumpy

starbuck: fetishist/material, sonic driver van, short time memory, absent minded

leviola: autodidact gatekeeper with iron horse, fur allergy, fierce

googool: very tiny, furry, fast, not interested in living

jane : person liquid, jelly, mirror with a big hand, weird

CC (sisi?):

---

amplified gaze >>>> first invitation is to listen to stream but door is open - setup - hosting area

*A narratology of audio art: telling stories by sound*

- 13:00

BREAK

- 14:00

collective moment + updating sipan

- 15:00

- tech/soundcheck -

<https://stream.p-node.org/ooooo.ogg>

<https://p-node.org/> look for ooooo

AT 3 PM:

Crys : set Patsy : print - crys exports

[ ]feedback /question /sharing[ ]

40min

hormone: ositosin release ? sonic hug

maarten : feeling during that everybody was smiling- building a sound in and out - enyoing that sonic collectivity

sipan: felt welcoming to each other and passing through the world. have a eeling i talked too much - felt losing the structure and that fell good. she shared how it was going to be and that was good was playing piano and playing some keys while aline and xm text

aline: moment of confidence when exchanging between expert and the scene of death, feeling collective and theatrical

patsy: feels glad of the musical part but the sonic focus was distracting me from the role playing. atmospheric part i it a role was prepping for the sonic support before and lost the

intensity of the actual role playing/narrative preparation - how in a stress moment do you organize yourself , we have to take delegation/expertise in consideration in relation to empowerment, horizontal happiness in using voice, instruments, ...the first time is rich and full of possibilities ( sound, role play ...) - thanks for setting it up the equipments/instruments, ... to have a his journey this spirit is amazing love+ party time balances out the death, killing, ...

favourite part - dialogue / finding the moment of accordion, carnival - moment of singing - problem solving /hair - starting up the world - could be in and outside eye - speech of sisi, lot of favourite moments- dialogue / googool talking / ... behind mic making sound, carnival strange and weird love scene - when starbuck found the keys - resolution funny / twilight feeling - moved and touch

- 17:00

[IMPORT - DAS DRAMA] <https://digitalcare.noho.st/nextcloud/s/JgRQAKEKBHypsPc>



# 27/03/2023

<https://eveliyn.vedetas.org/das-week3>

- 10:00

Welcome Claire Williams - praxis & research

From the hacked knitting machine to textiles transformed in sensing surfaces, the artworks of

Claire Williams are at the crossroads of craft, sound and electronics. Her artworks try to sense the multiple variations in our electromagnetic spectrum taking the form of woven antennas or embroidered radios. Data of radio scanners or radio telescopes materialise themselves in knitted stitches, sound vibrations or through luminous plasma. She creates installations that combine craft and electronics where she sculpts her electronic components to make visible the electromagnetic movements of our magnetosphere or the solar activity.\*\* She is currently working on the exploration of ether, at the cross roads of experimental and occult science practices. In this way she explores our relationship to the world of the invisible and their instruments by reviving abandoned leads of certain scientific and researches of the mid 19th century. Claire Williams lives in Brussels. after a master degree in textile design at ENSAV La Cambre (2012) she followed a post master at Le Fresnoy studio national des arts contemporains (2018-2020). She exhibits in international venues and gives workshops in festivals, associations, museums and cultural organisations. She also teaches in art schools.

<http://www.xxx-clairewilliams-xxx.com>

textile from electromagnetic spectrum - waves of electricity and magnetism - energies which crosses radio, satellites, telecommunications – artificial waves / they are ghost / transmit data voices energies – natural waves natural vlf - electrostatic activity -big waves - less energy -short waves - short big energy - audible, visible, tangible, pattern (spectrogram) ada lovelace /charles babage inspired by musical partitions -punch cards -gimp - photo processing : <https://www.gimp.org/> -crystal radio - graphite / oxidize razor blades / spiderweb antenna - Am radio, plasma 4th state of

matter / cosmos is in plasma state ( not liquid, not solid, not .;) the sun is a big ball of plasma plasma needs atmospheric pressures and insert different gasses - with a glass blower - glass blowing is not craft - but found some russian royal of observatory - studies the sun (solar eruption) ( acces to data) ( translate in sound) -the plasma pulses. consciousness / scientific - philisophical / is not resolved - brain is triggering and making electric sparks - standby - mode - biosphere — oxygen and water - noosphere - energy and psychic / modified conscious state / coma state / dream state - outside of body /

what is the representation - of this invsible -- occult and strange - spirtualistic movement / mediums - talking with the dead, others trying to find women in science -laboratory and objective - and how can we reactivate home made experiments - a lot of abondened plans of machines -arther of vibration of the mind - mesmer - fluid start, cosmic -shifting - travel in meditative states -participatory methods, spirtual telegraph / occult machines, women as machines - ++ faster information, telegraph/ secretary / ham radio , human computers - cyborg is mostly machines, healing machines - or care ( radionics), ghosthunters - haunted places to communicate, suffragettes / (rights voting, racial), science without religious -- / spiritual -western — intercultural exchange hysteric/witches/... getting into trance - body where occult non-sensical language, Helen smith, memory - weaving, Mesmer - animal, locus sonus

ejactuale - ectoplasm -( vagina/mounth) <http://www.xxx-clairewilliams-xxx.com/blog/the-wirelesse-women>

lockind syndrome — [https://fr.wikipedia.org/wiki/Le\\_Scaphandre\\_et\\_le\\_Papillon](https://fr.wikipedia.org/wiki/Le_Scaphandre_et_le_Papillon)

schliren optics <https://sciencedemonstrations.fas.harvard.edu/presentations/schlieren-optics>

- 13:00

BREAK

- 14:00

Excursion computermuseum (tbc)

<https://ub.fnwi.uva.nl/computermuseum/>



Computer Museum

University of Amsterdam

Science Park 904, Room B0157a

1098XH Amsterdam, The Netherlands

- 17:00



# 28/03/2023

<https://eveliyn.vedetas.org/das-week3>

- 10:00

public performative interface : <https://digitalcare.noho.st/pad/p/das-ppi>

collective dramaturgy: <https://ethercal.digitalcare.noho.st/das-ppi>

interface <https://digitalcare.noho.st/pad/p/das-interface>

<https://excalidraw.digitalcare.noho.st/>

<https://excalidraw.digitalcare.noho.st/#room=2236c5c808a1c20634da,HespisfDCpTQMr0SGMbK0Q>

list

<https://digitalcare.noho.st/pad/p/das-array>

- 13:30

BREAK

- 14:00

guided by patsy ghost picture collective -- >

## digital shadow/ghost

step 1: Google <https://duckduckgo.com/> your own name and download the first picture. // if you are not on google: select an existing photo of yourself

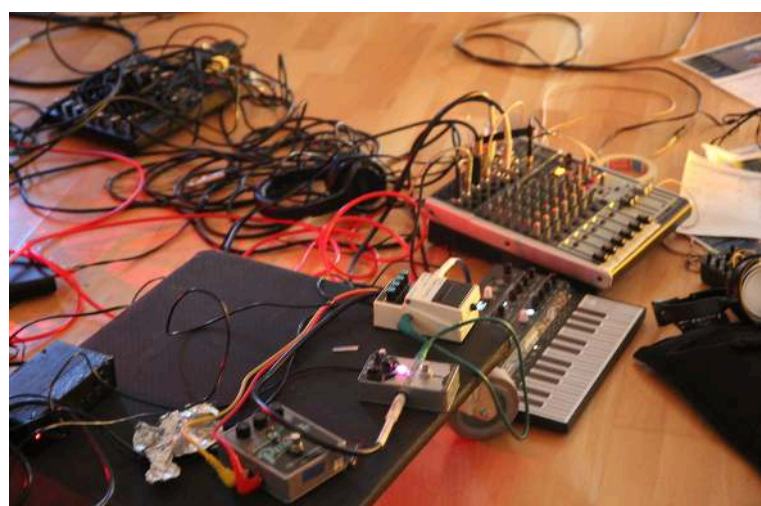
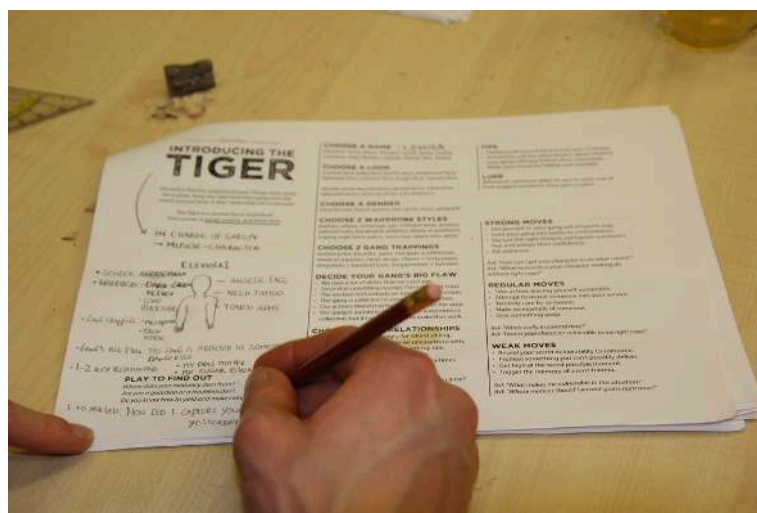
step 2: Upload it and check all the options:  
<https://www.betafaceapi.com/demo.html>

step 3: copy the result and paste it into:  
<https://labs.openai.com> (you need to register) We use laserbov  
CREDIT

step 4: say hello to your digital shadow

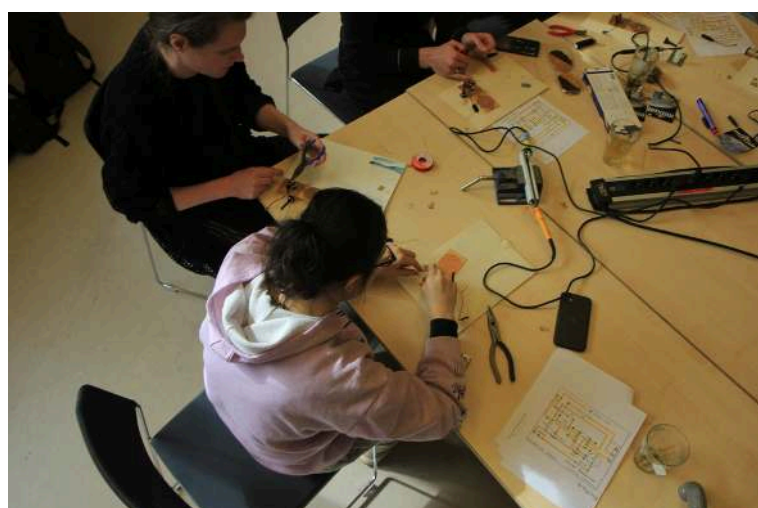
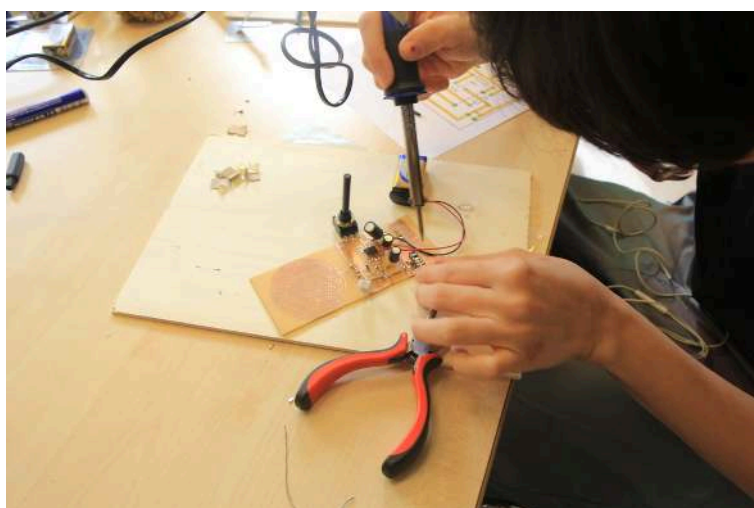
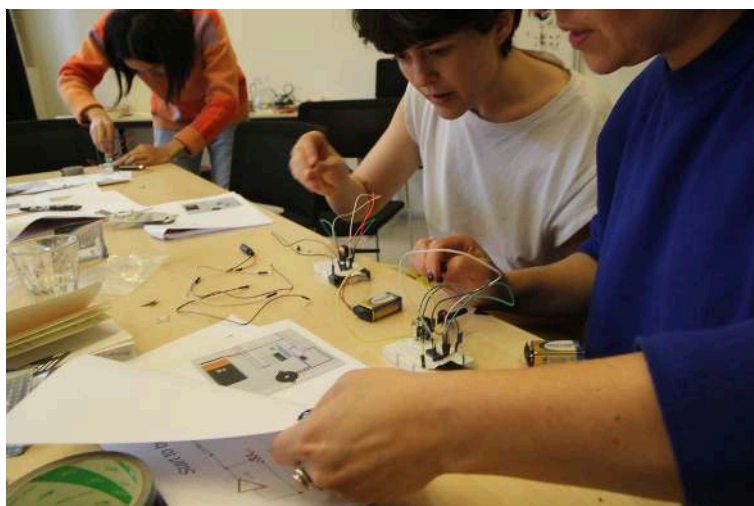
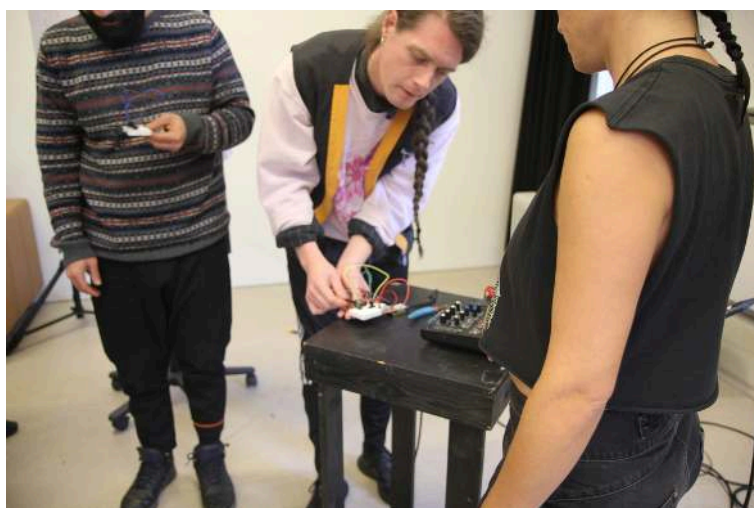
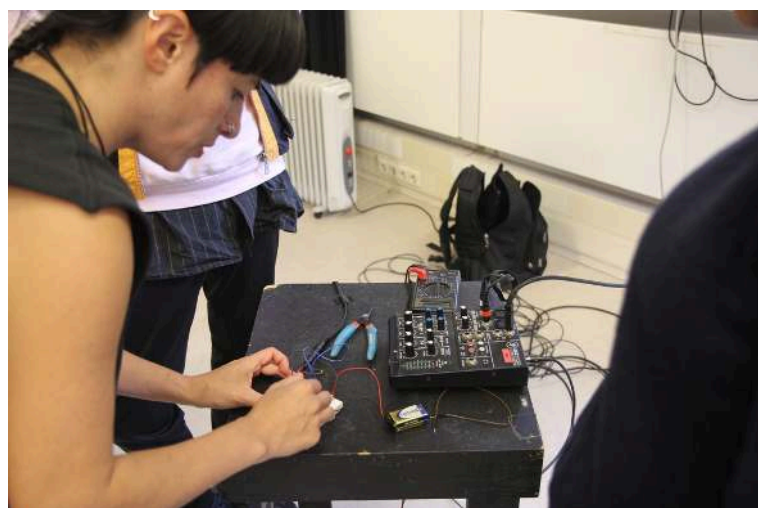




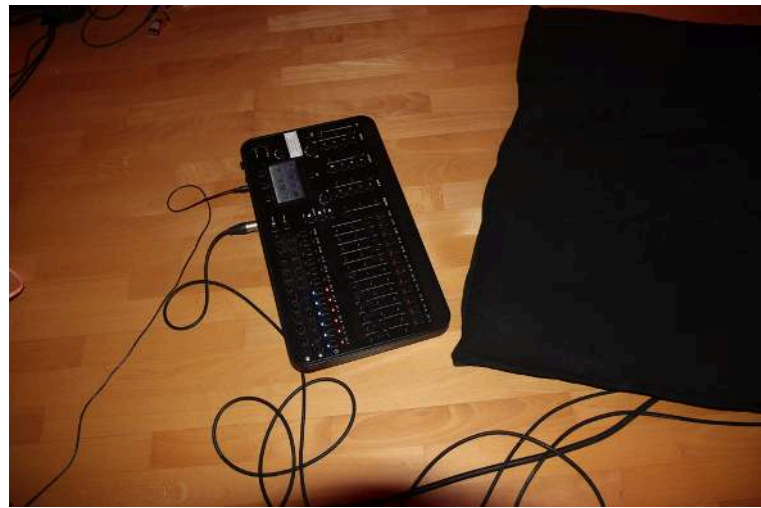












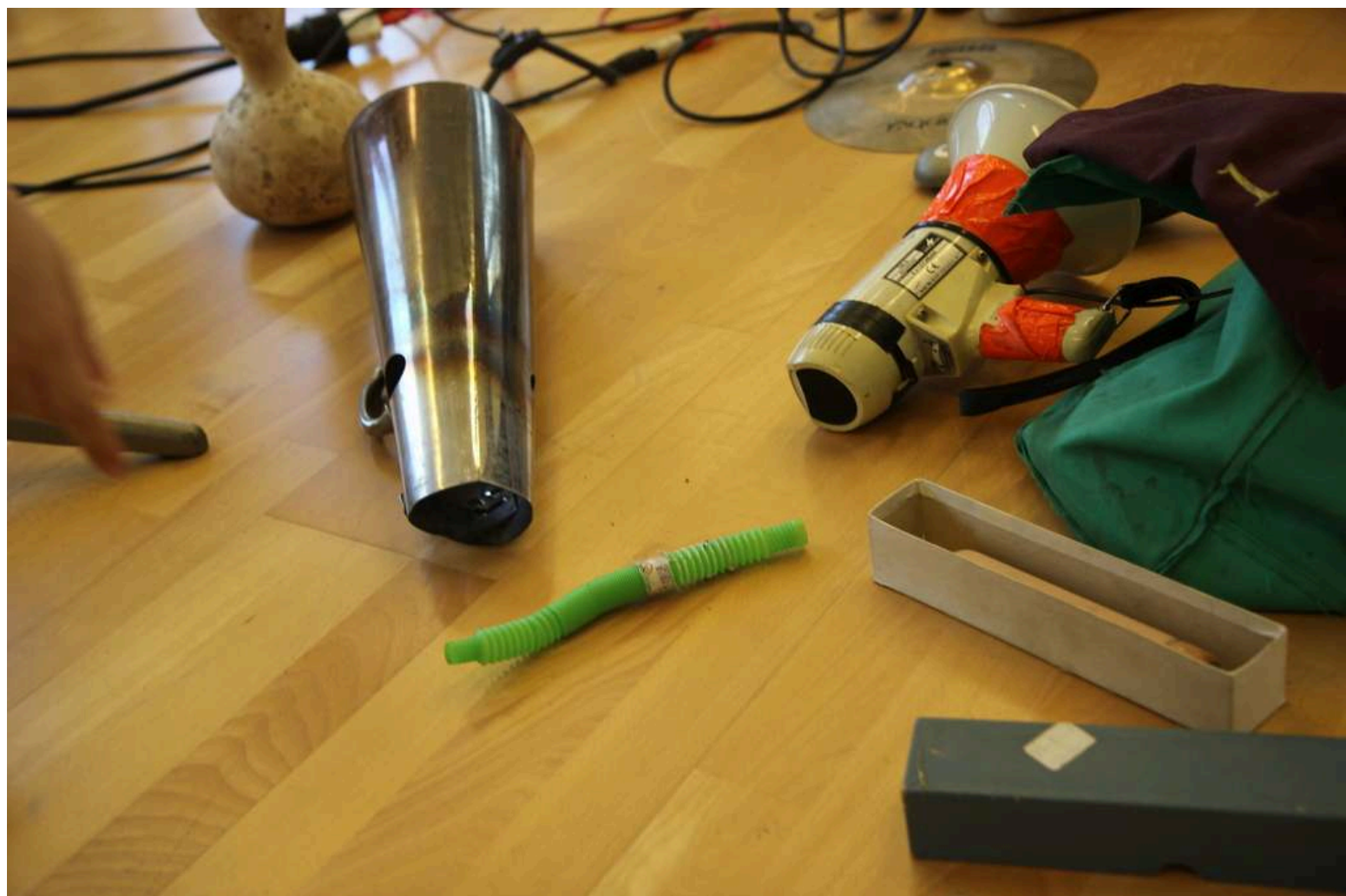










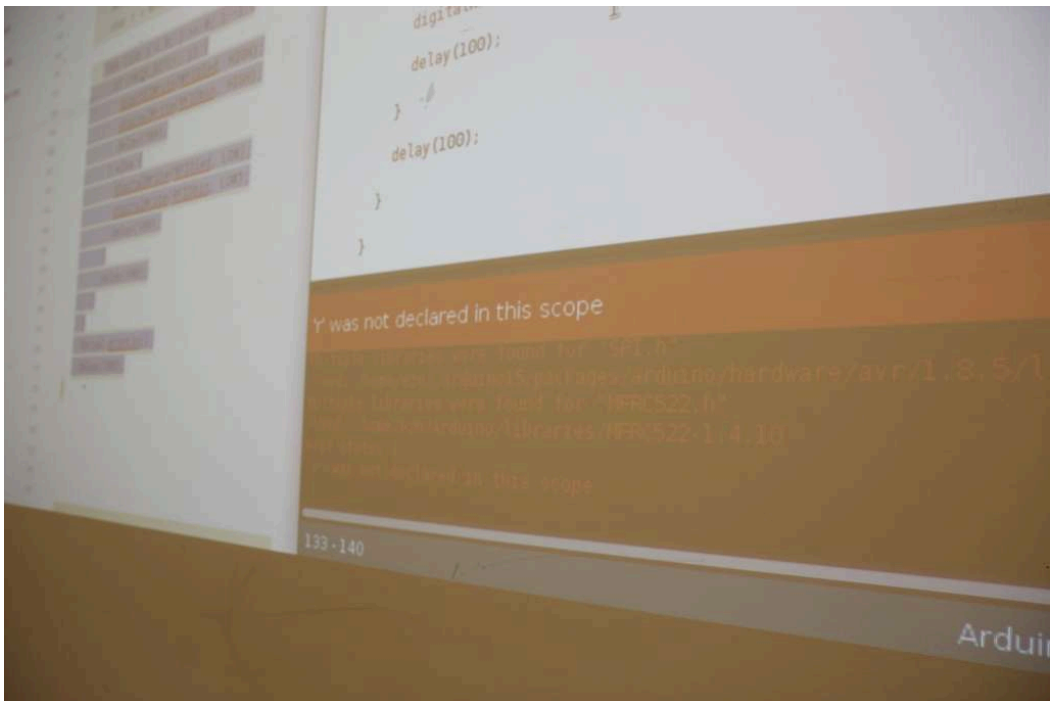
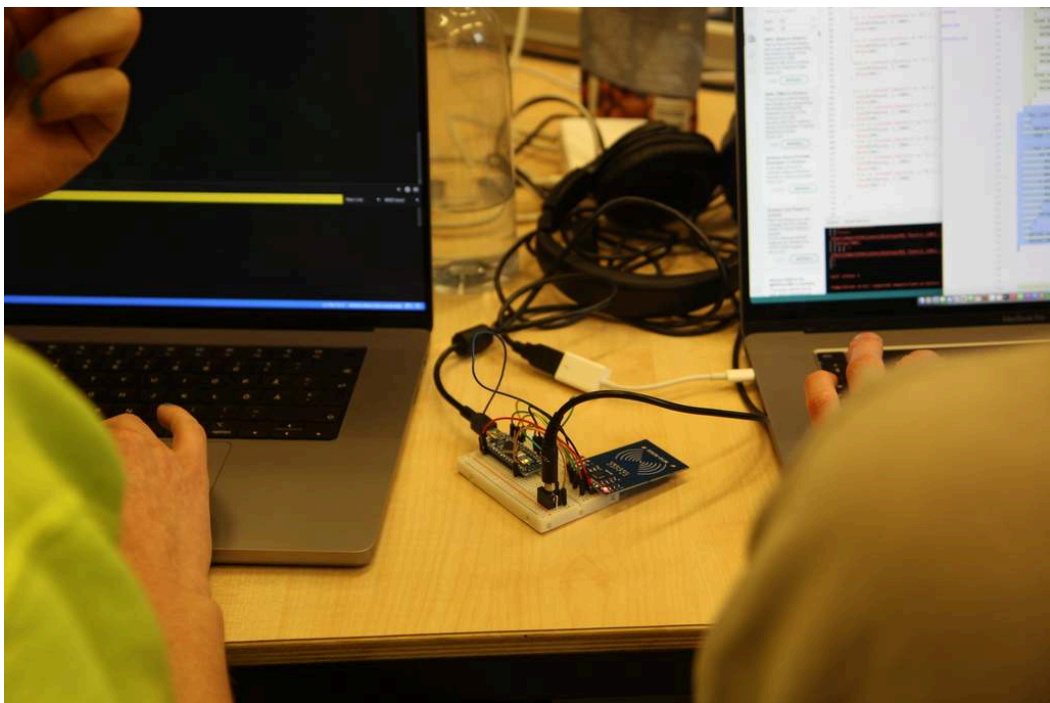




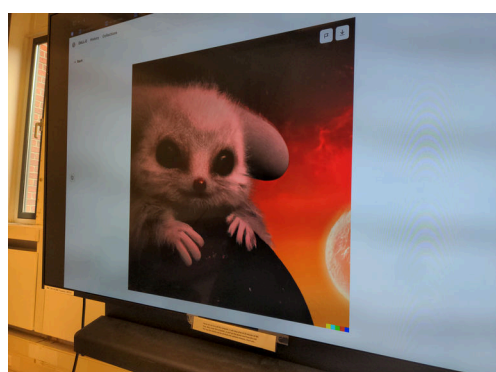
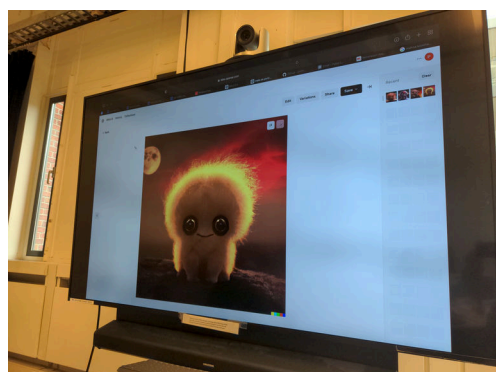
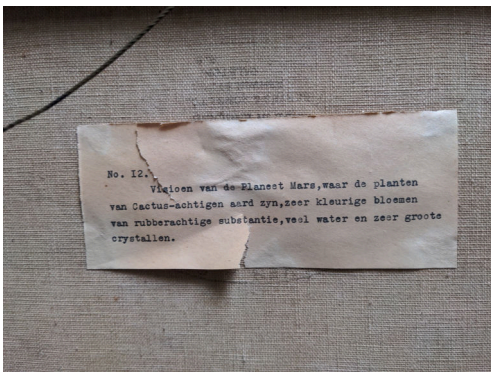
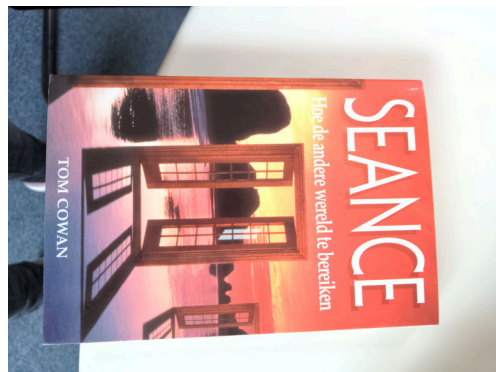




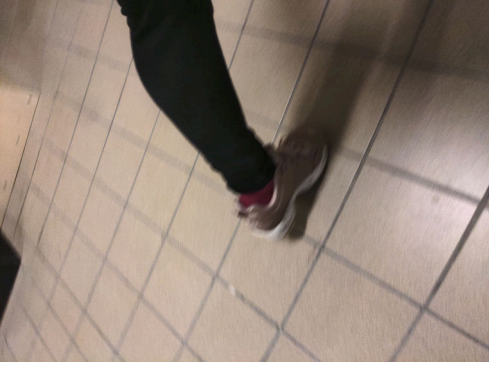
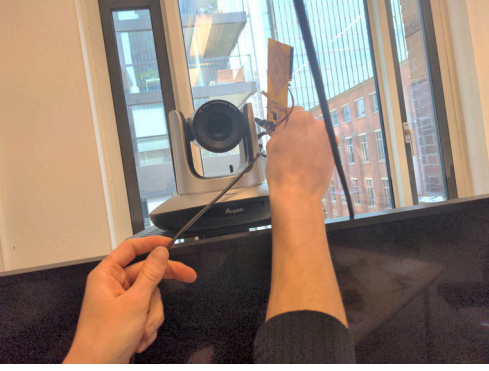
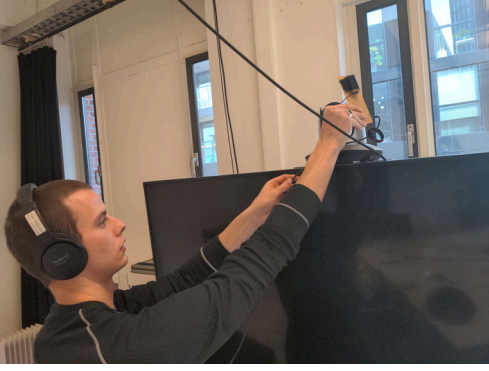














# Full Stack Sceneries

30/03  
2-4 pm

During a 3 week programme we(°) installed configured and maintained a technopolitical public performative interface to empower, commonize and decolonize our (self)technologies and the electromagnetic spectrum. We get to know our “behind-the-scenes” self-technologies and introduce digital solidarity networks. Read it as developing feminist perspectives on the current data societies and regimes we are living in. By exploring antenna's, virtual machines, hardware, servers, circuit boards, minerals, magnetic fields, we become intimate with their performativity. Entangled, wet and in tune, we question how to approach technopolitics within artistic practices.

Das Theater Master Students (2024)

[ADD NAME]

**streaming:** <https://tube.systerserver.net>  
**web:** <https://digitalcare.noho.st/site/00ff00/>  
**info:** <https://digitalcare.noho.st/pad/p/das-program>

(°)

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INPUT|OUTPUT by ooooo with Christina Della Giustina, Corazón de Robota, Gaia Leandre, vo ezn , golubjevaite, Crys Aslanian, Wendy Van Wynsberghe, Claire Williams

