PRESS RELEASE

A GAME OF YOU
Into the Social Media Vortex

Locations: Kunstquartier Bethanien, Studio 1, Mariannenplatz 2, 10997 Berlin.
Partner Events: Spektrum, Bürknerstraße 12, 12047, Berlin.
Schedule: 8th of August 2015 (17.00-23.00, + open end bar), 9th of August 2015 (20.30-22.30 + open end bar).
Admission: 5 Euro (Sat), 2 Euro (Sun). Performance events are donation based.
Details: http://www.disruptionlab.org/a-game-of-you
In English language.

Third event of the Disruption Network Lab, directed by Tatiana Bazzichelli, in cooperation with Kunstraum Kreuzberg /Bethanien.

Speakers:
Gabriel S Moses (sequential artist and graphic novelist, IL/DE); Zoe Quinn (video game developer and artist, author of "Depression Quest", and founder of the Crash Override Network, USA); Matthias Fritsch (artist, author of videomeme Knecam No.1 aka Technoviking, DE); Pedro Lopes (artist & hardware t(h)inker, PT/DE); Oliver Lerone Schultz (researcher, DE).

#GamerGate, Technoviking & Smart Media as a Psychedelic Webcomic - survival in the wild torrents of our digital lives. Event inspired by the work of sequential artist and graphic novelist Gabriel S Moses.

This two-day event brings a multi-angled perspective in which from one side artists, graphic novelists, game developers, and researchers question and play the narrative embedded into games, social media platforms, and their usage; from the other side, they reflect on the consequences of spreading our identity into the vortex of social media imaginary, to the point that social media starts hunting us back, as we become the game.

With the emergence of social media platforms we have been gaining new abilities to play with the narrative, to affect both our imagined recollections and our tangible physical environments. But is this a means for better individual control or a plunge into an overwhelming spin-out?

The cases of #gamerGate and Technoviking demonstrate that borders between games, smart media and our private life are often very questionable. #gamerGate has shown to an extreme degree that sexisms and online hate can become really tangible, and that advocacy against online-harassment is deeply needed. The story of Technoviking instead has shown how Internet phenomena and memes can become a crucial question of intellectual property and personal rights. So, is online life now all a game or just a story?

Some would say language is now fully collapsing into the real. Everything is at hand, everything is virtual; there’s an app for that; all our most fundamental daily actions are quantified into generic automation series, told apart by upgrades and business schemes. Herein lies an invitation to ponder on and evaluate the current cognitive, social and even political significance of these overarching online multisensory ‘game-stories’ and to reconsider: what's their moral and what's at stake? Or is this the kind of psychedelic trip Super Mario has when he eats the wrong mushroom?

More Information: Disruption Network Lab (www.disruptionlab.org)
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