

MATERIAL_ADVENTURES

THE_BOARDGAME_V2

AN ADVENTURE GAME FOR HUMANS AND OTHER MATERIALS
TOGETHER YOU SET OFF ON A JOURNEY
HOPING TO DISCOVER SOMETHING INTERESTING
THE GOAL IS TO RETURN FROM YOUR ADVENTURES
FULL OF STORIES TO SHARE



put on the device
to meet the materials
halfway



THE_BACKGROUND_

THE TEXTILITY OF MAKING

Tim Ingold

"Contemporary discussions of art and technology continue to work on the assumption that making entails the imposition of form upon the material world, by an agent with a design in mind. Against this hylomorphic model of creation, I argue that the forms of things arise within fields of force and flows of material. It is by intervening in these force-fields and following the lines of flow that practitioners make things. In this view, making is a practice of weaving, in which practitioners bind their own pathways or lines of becoming into the texture of material flows comprising the lifeworld."

<http://sed.ucsd.edu/files/2014/05/Ingold-2009-Textility-of-making.pdf>

VIBRANT MATTER A POLITICAL ECOLOGY OF THINGS

Jane Bennett

"In *Vibrant Matter* the political theorist Jane Bennett, renowned for her work on nature, ethics, and affect, shifts her focus from the human experience of things to things themselves. Bennett argues that political theory needs to do a better job of recognizing the active participation of nonhuman forces in events. Toward that end, she theorizes a "vital materiality" that runs through and across bodies, both human and nonhuman."

<https://www.dukeupress.edu/vibrant-matter>

Books [edit]

- Bennett, Jane (1987). *Unthinking Faith and Enlightenment: Nature and the State in a Post-Hegelian Era*. New York: New York University Press. ISBN 9780814710951.
- Bennett, Jane (2001). *The Enchantment of Modern Life: Attachments, Crossings, and Ethics*. Princeton, New Jersey: Princeton University Press. ISBN 9780691086136.
- Bennett, Jane (2002). *Thoreau's Nature: Ethics, Politics, and the Wild* (2nd ed.). Lanham, Maryland: Rowman & Littlefield. ISBN 9780742521414.
- Bennett, Jane (2010). *Vibrant Matter: A Political Ecology of Things*. Durham, North Carolina: Duke University Press. ISBN 9780822346197.

THE CARRIER BAG THEORY OF FICTION

Ursula K. Le Guin

"I'm not telling that story. We've heard it, we've all heard all about all the sticks spears and swords, the things to bash and poke and hit with, the long, hard things, but we have not heard about the thing to put things in, the container for the thing contained. That is a new story. That is news."

https://www.academia.edu/17313163/The_Carrier_Bag_Theory_of_Fiction_-_Ursula_K_Le_Guin

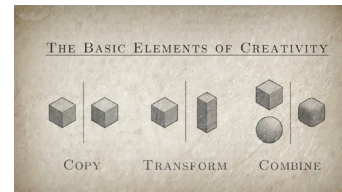
EVERYTHING IS A REMIX

Kirby Ferguson

"Ferguson examines modern attitudes toward intellectual property and how these attitudes rather counterintuitively stifle creativity rather than fostering it.

He illustrates the interconnectedness of our creations and how current laws and norms miss this essential truth."

<https://www.everythingisaremix.info/>
40min >> <https://www.youtube.com/watch?v=nJPERZDfyWc>





SOCIAL DISTANCING AS AN OPPORTUNITY FOR MATERIAL INTIMACY ?

AS SOMEBODY WHO LEADS CRAFTY HANDS-ON MATERIAL WORKSHOPS < MOSTLY ON E-TEXTILES AND PHYSICAL COMPUTING > I'VE BEEN TRYING TO FIND INTERESTING WAYS OF COMMUNICATING THESE EXPERIENCES REMOTELY, WITHOUT RELYING ON A SETUP IN WHICH PARTICIPANTS SPEND THE MAJORITY OF THEIR TIME IN FRONT OF DEVICES .

THE SOCIAL DISTANCING MEASURES THAT WE ARE CURRENTLY TAKING TO SLOW THE SPREAD OF COVID-19 BAR US FROM GATHERING PHYSICALLY WITH OTHER HUMANS, BUT NOTHING IS STOPPING US FROM GETTING INTIMATE WITH OTHER MATERIALS

ALL ALONE WITH OTHER MATERIALS . . . IS MAYBE OUR CHANCE TO BE MORE INTIMATE WITH THEM THAN WHEN OTHER HUMANS ARE AROUND /

THE_LEVELS_

LEVEL1_THE REMIX

LEARNING TO ADVENTURE
WITH MATERIALS TO DISCOVER AND
SHARE VISUAL STORIES

REMIX_
> TO COMBINE OR EDIT EXISTING MATERIALS TO PRODUCE
SOMETHING NEW

LEVEL2_THE REMAKE

TAKING PARTS APART
TO UNDERSTAND BASIC ELECTRONICS
THEN MAKING THEM SOFT&STRANGE WITH
E-TEXTILE MATERIALS

REMAKE_
TO TAKE APART AND PUT TOGETHER ANEW

LEVEL3_THE REMOTE

TAKING MORE PARTS APART
TO UNDERSTAND ELECTROMAGNETISM
THEN EXPLORING MAKING THINGS MOVE

REMOTE_
TO CONTROL FROM A DISTANCE

THE_SCHEDULE_

legende		
	live video	alle sind im video-call. calls dauern max. 45min, mit 15min pause!
	live chat	hannah ist online und live* erreichbar per chat (und video wo nötig). *hannah antwortet auf fragen innherhalb 1-3 minuten. (((teilnehmer müssen nicht live im chat erreichbar sein)))
	slow chat	hannah schaut 1x pro stunde in den chat um fragen zu beantworten. dringende fragen können per anruf gestellt werden. (((teilnehmer müssen nicht nicht in den chat schauen)))

1woche LEVEL_1: THE REMIX [material adventure]				
24KW	DI	MI	DO	FR
10-11		kick-off	kick-off	document
11-12		play	play	document
12-13		PAUSE	PAUSE	PAUSE
13-14		play	play	publish
14-15	tech-check, intros	play	play	publish
15-16	game intro	play	play	present&feedback
16-17	setup	present&discuss	publish&exchange	
17-18				
2woche LEVEL_2: THE REMAKE [textile sensors]				
25KW	DI	MI	DO	FR
10-11	kick-off	play/remake	intro: sensors	project
11-12	take apart (digi)	play/remake	take apart (ana)	project
12-13	PAUSE	PAUSE	PAUSE	PAUSE
13-14	intro: electronics	play/remake	play/remake	document
14-15	meet the materials	play/remake	play/remake	document
15-16	remake	play/remake	play/remake	present&feedback
16-17	remake	publish&exchange	publish&exchange	
17-18				
3woche LEVEL_3: THE REMOTE [electromagnetic actuators]				
26KW	DI	MI	DO	FR
10-11	take apart (EM)	individual calls	project	project
11-12	intro: EM meet the materials	individual calls	project	project
12-13	PAUSE	PAUSE	PAUSE	PAUSE
13-14	remake / explore	project	project	document
14-15	remake / explore	project	project	present&feedback
15-16	remake / explore	project	project	present&feedback
16-17	show&tell	project	project	
17-18				

THE_KIT_

LEVEL2_THE REMAKE
ETEXTILE_ADVENTURE

LEVEL3_THE REMOTE
ELECTROMAGNETIC_
ADVENTURE

LEVEL1_REMIX
MATERIAL_ADVENTURE



Henry's
KEKSE



von mutti mit liebe
gebacken

MATERIAL ADVENTURES
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TOGETHER YOU SET OFF ON A JOURNEY
HOPING TO DISCOVER SOMETHING INTERESTING
THE GOAL IS TO RETURN FROM YOUR
ADVENTURES FULL OF STORIES TO SHARE

0. CHECKLIST

REVIEW: 10 MIN
1. IF POSSIBLE, TO PLAY OFF A NUMBER 1

2. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 2

3. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 3

4. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 4

5. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 5

6. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 6

7. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 7

8. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 8

9. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 9

1. PACK
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

2. SELECT
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

3. ADVENTURE
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

4. REFRESH
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

5. DISCOVER
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

6. WRITE
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

7. TRANSLATE
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

8. PICK
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

9. PUBLISH
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS
- PICK UP 5 CARDS WITH 5 DIFFERENT MATERIALS

MONEY MONEY MONEY

1. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 1

2. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 2

3. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 3

4. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 4

5. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 5

6. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 6

7. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 7

8. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 8

9. IF YOU HAVE A LOT OF STORIES TO TELL, YOU CAN ALSO PLAY OFF A NUMBER 9

DIFFICULTY_LEVELS
I_EASY _JUST MAKE
II_NORMAL _CAPTURE EVERYTHING
III_HARD _SHARE EVERYTHING

MATERIALS
THE BOARDGAME V2

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[illegible]

> TELL ME YOUR CONVICTIONS
 > DEVICE
 > SUPER YOUR CHARGES IN THE CENTER OF
 > WOULD INTERVIEW TO SOMEONE'S SUBJECT TWO
 > SINCE THESE INTERVIEWS WENT TO YOU ON
 > THE PATH SO THAT THEY WERE
 > SURVEILLING WITH YOU

DON'T WASTE THE TIME YOU WILL FIND SOME
FURTHER HELP IF NEEDED

humans are Apes

WANT FIRST YOU DO YOUR HOMEWORK -
DISCOVER WHO IS YOUR OPPONENT
- USE YOUR CAMERA AS A CREATIVE TOOL
- PLACE YOUR WITNESSES ON OPPONENT
- REVEAL THEM

9-1582
- 100,000 PHOTOS

// CHOOSE WISELY/ YOU WILL BE
 THE NEXT 3 HOURS WITH THESE MATERIALS

MONEY MONEY — YOUR CHOICE
= AT ANY POINT IN THE GAME YOU CAN SPEND YOUR CASH TO CHOOSE
THE FOLLOWING ITEMS: NEW MATERIAL, CASIN TO CHOOSE
NEW THING, NEW MATERIAL, AND MORE SELECTION

```

1  COIN >>> GUD DAD-DETERMINED THAT IS NOT IN YOUR
2  COINS >>> GUD MATEKIA THAT
3  COINS >>> GUD MATEKIA THAT
4  COIN >>> HELP_YM_LOST_CARD
5  COIN >>> 5 MIN TIME OUT
6  COINS >>> 15 MIN TIME OUT
7  COINS >>> SANGRE YOUR REGISTRATION WITH A FRIEND
8  COINS >>> SANGRE YOUR REGISTRATION WITH A FRIEND
9  COIN >>> PAK PHOTOGRAPH HUMAN FOR THREE COUNCIL ON WA
10 YOU ARE COINS
11 // KEEP TRACK OF WHAT YOU SPEND YOUR MONEY ON IN AN
12 SHEET /

```

ENTRADA

LEVEL1_THE REMIX

1 DAY

0_CHECKLIST

COMPLETE BEFORE GAMEPLAY /

PRINT_
THE ZINE
// ALSO POSSIBLE TO PLAY OFF A SCREEN

PRINT_&_TAPE_
THE GAME BOARD
// OR DRAW A COPY OF IT BY HAND
// PROBABLY ALSO POSSIBLE TO PLAY OFF THE SCREEN

COLLECT_
> 5 COINS OF ANY € CURRENCY SIZE VALUE >
> CAMERA € PHONE CAM IS FINE >
> PEN & PAPER
> ALARM / TIMER
> COMPUTER + INTERNET

HUNT_AND_GATHER_
MATERIALS THAT ARE :
> AVAILABLE IN ABUNDANCE
 € PASTA LEAVES DRINKING-STRAWS STRING . . . >
> PURE
 € COMPOSED OF A SINGLE SIMILAR SUBSTANCE >
> SMALL IN SCALE
 € TOOTHPICKS NOT CHOPSTICKS >

// SEE < APPENDIX M > FOR A LIST OF GOOD MATERIALS

SETUP_
YOUR WORK SPACE SO THAT YOU HAVE:
> MIN. 2 SQM OF A TABLETOP
> COMFORTABLE SEAT
> GOOD LIGHT
> SELECTION OF NUTRIENTS € COFFEE CHOCOLATE BEER APPLE
WATER HARIBO . . . >

DECIDE_

IF YOU WILL WATCH THE 40 MINUTE VIDEO
<<< EVERYTHING IS A REMIX 2015 . BY KIRBY FERGUSON >>>
>>> [HTTPS://VIMEO.COM/139094998](https://vimeo.com/139094998)
BEFORE OR AFTER PLAYING THE GAME

THIS DEPENDS ON YOUR PERSONALITY

DO YOU :

- > JUMP RIGHT INTO NEW EXPERIENCES ?
- > NEED CONTEXT FIRST ?

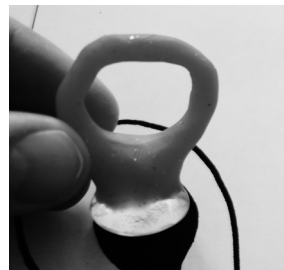
// THE SERIES WILL INTRODUCE YOU
TO IDEA OF THE THREE BASIC ELEMENTS
OF CREATIVITY:
COPY - TRANSFORM - COMBINE

DESIGN_

YOUR CHARACTER
// THE CHARACTER DESIGN KIT

DESIGN_YOUR_CHARACTER

- > POST A SELFIE OF YOUR CHARACTER INTO THE DISCORD
CHANNEL #ETEXTILE-ADVENTURES
- > PLACE YOUR CHARACTER ON STEP_0





1_PACK

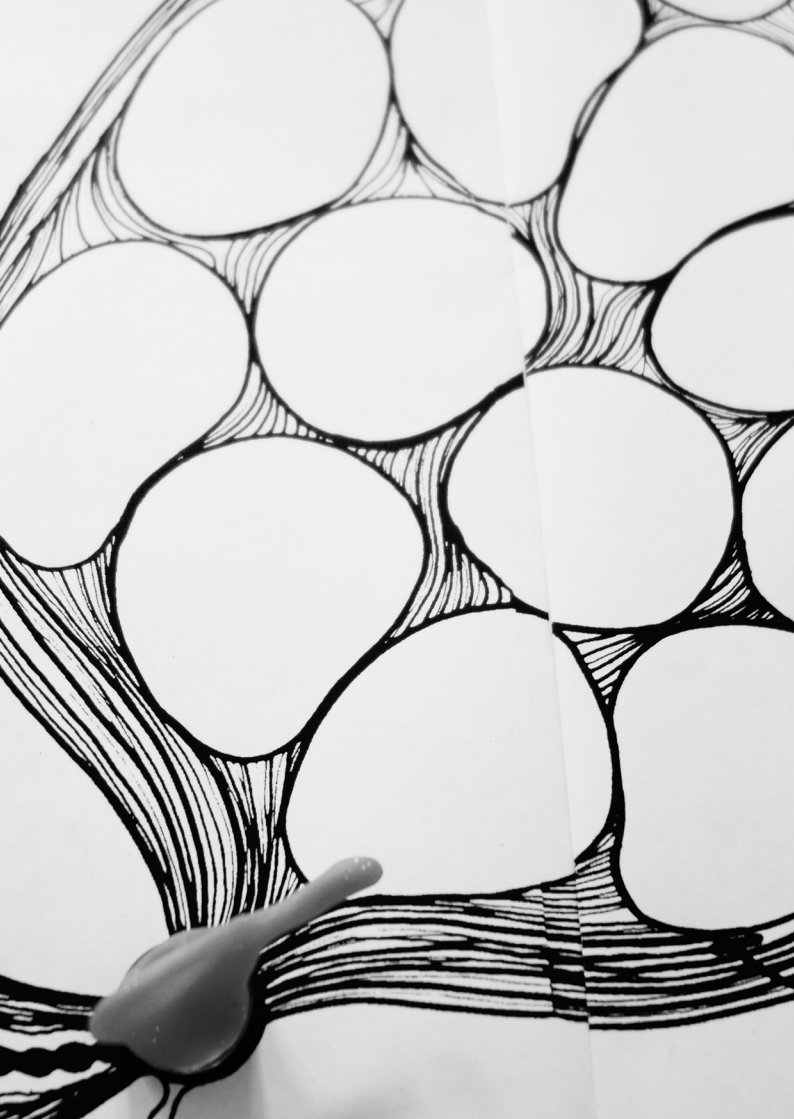
> FILL THE 5 SEGMENTS WITH 5 DIFFERENT MATERIALS

// CHOOSE WISELY! YOU WILL BE SPENDING THE NEXT 3 HOURS WITH THESE MATERIALS



2_SELECT

- > TURN YOUR CHARACTER INTO A POINTING DEVICE
- > SPIN YOUR CHARACTER IN THE CENTER OF YOUR MATERIALS TO RANDOMLY SELECT TWO
- > PLACE THESE MATERIALS NEXT TO YOU ON THE PATH SO THAT THEY ARE TRAVELLING WITH YOU



3_ADVENTURE

> CREATE MANY VARIANTS /
THESE ARE COMBINATIONS OF THE MATERIALS
TRAVELING WITH YOU

// PURCHASE A HELP CARD OR A TIME OUT
IF YOU GET LOST //

60

1

HELP_
I'M_
LOST_
CARD

LEVEL1_THE REMIX
MATERIAL_ADVENTURE

1

1

1

1

1

MONEY MONEY MONEY

> AT ANY POINT IN THE GAME YOU CAN SPEND YOUR COINS
ON THE FOLLOWING ITEMS:

1 COIN >>> ADD "RANDOM" NEW MATERIAL (SPIN TO CHOOSE)

2 COINS >>> ADD SELF-DETERMINED NEW MATERIAL

3 COINS >>> ADD MATERIAL THAT IS NOT IN YOUR SELECTION

1 COIN >>> HELP_I'M_LOST_CARD

1 COINS >>> 5 MIN TIME OUT

2 COINS >>> 15 MIN TIME OUT

2 COINS >>> SHARE YOUR FRUSTRATION WITH A FRIEND

1 COIN >>> ASK ANOTHER HUMAN FOR THEIR OPINION ON WHAT
YOU ARE DOING

2 COINS >>> USE THE RANDOM NUMBER GENERATOR TO HELP YOU
MAKE A DECISION

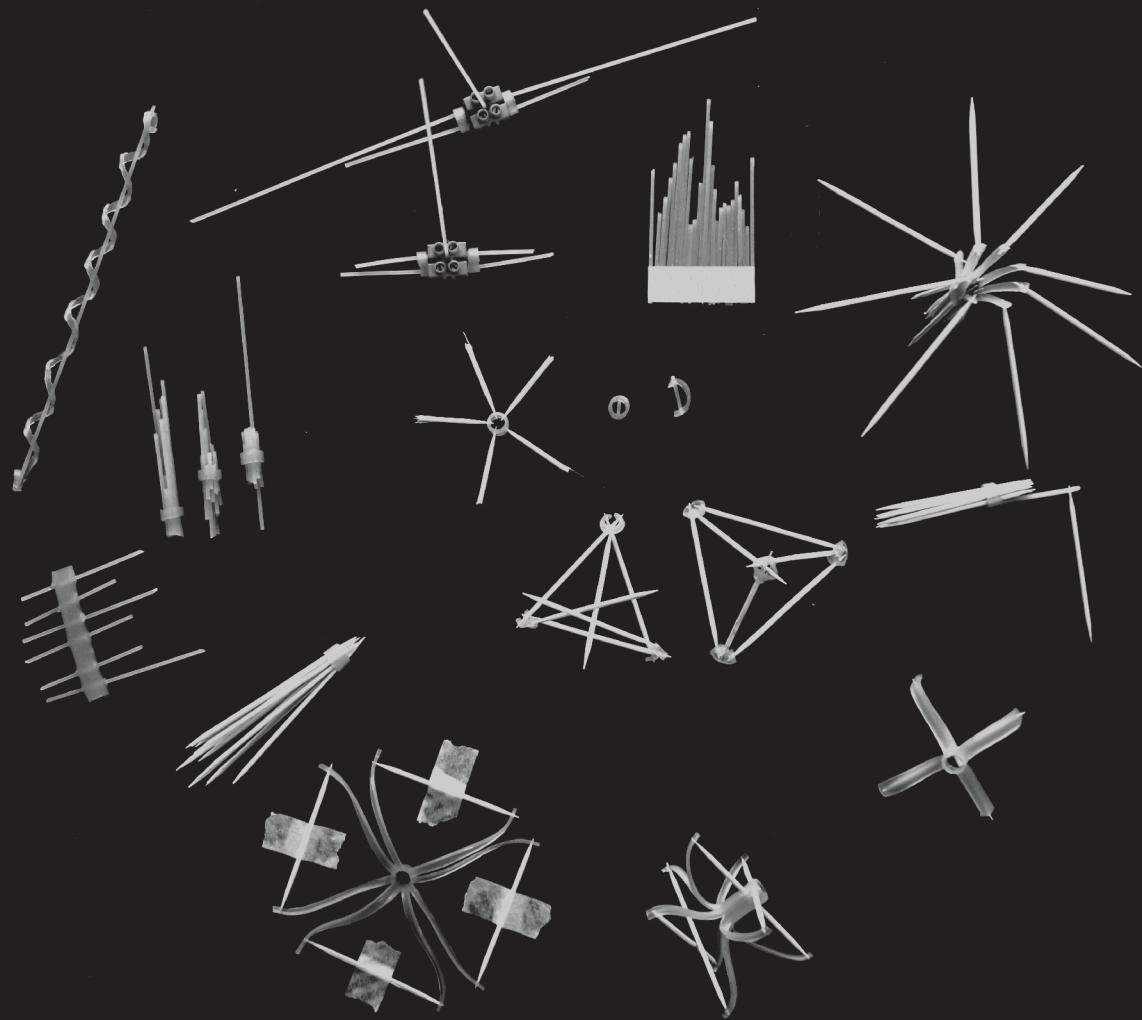
// KEEP TRACK OF WHAT YOU SPEND YOUR MONEY ON IN
THE EXPENSE SHEET //

////////////////////////////////////
// THE EXPENSES SHEET //

COINS ITEMS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



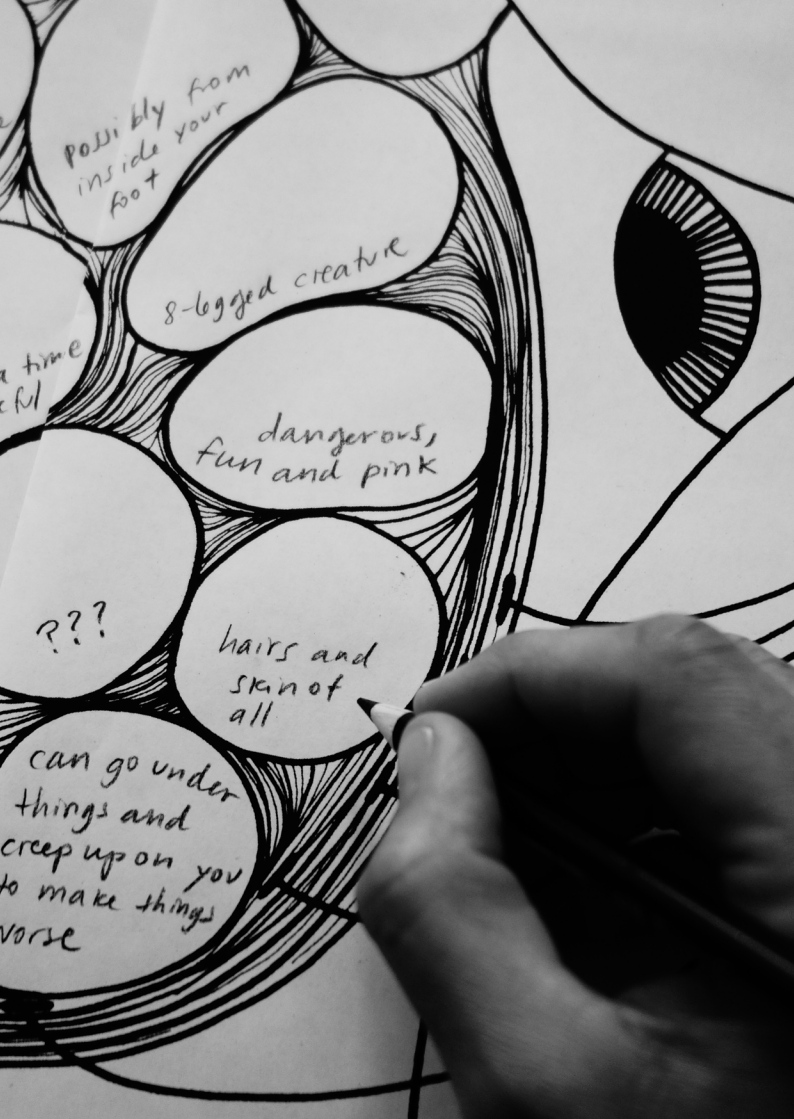




4_REFRESH

> TAKE A BREAK & CLEAN UP YOUR
WORKSPACE

// WASH YOUR HANDS , DRINK
WATER , STRETCH , LOOK OUT THE
WINDOW



5 DISCOVER

> LOOK AT WHERE YOU'VE BEEN
> YOUR TASK IS NOW TO UNCOVER SOMETHING INTERESTING AMONG THE VARIANTS YOU HAVE CREATED

// INSIDE THE ZINE YOU WILL FIND SOME DISCOVER HELP IF NEEDED

// THE FOLLOWING TIPS ARE INTENDED TO HELP YOU DISCOVER POINTS OF INTEREST AMID YOUR VARIANTS

LAY OUR VARIANTS OUT IN FRONT OF YOU .
SPACE THEM OUT SO YOU CAN IDENTIFY THEM AS SEPARATE THINGS .

CAN YOU IDENTIFY ANY COMMON THEMES ?

DESCRIBE EACH VARIANT

WRITE DOWN THE FIRST THING THAT COMES TO MIND ON A SMALL PIECE OF PAPER . LAY IT NEXT TO THE VARIANT

READ YOUR DESCRIPTIONS

PLACE A VARIANT IN A DIFFERENT ENVIRONMENT

ON A PLATE . IN A JAR .
IN THE PALM OF YOUR HAND . ON SOME FABRIC .
ON A PIECE OF BREAD . . .

WHAT DO YOU SEE ?

PLAY WITH SCALE

PLACE A HUMAN FIGURE NEXT TO A VARIANT

WHAT DOES IT BECOME ?

RE-ARRANGE THE VARIANTS IN A NEW ORDER / ORGANIZATION STRUCTURE

REMOVE SOME . COMBINE SOME .

DO THEY BECOME SOMETHING TOGETHER ?

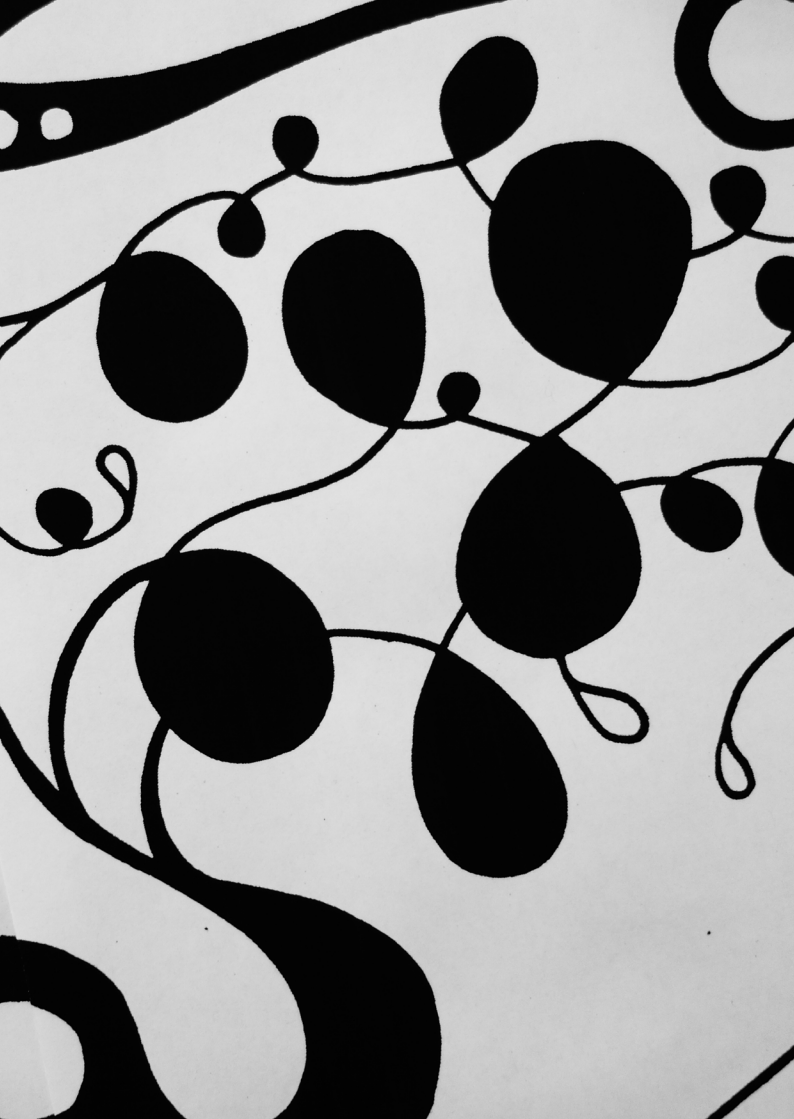


10

6_WRITE

> SUMMARIZE YOUR INTEREST,
YOUR DISCOVERY IN ONE SENTENCE.

THEN, SET OFF TO TRANSLATE THIS
INTO A VISUAL STORY . . .



7_TRANSLATE

WHAT MUST YOU DO TO TRANSLATE YOUR
DISCOVERY INTO A VISUAL STORY ?

- > USE YOUR CAMERA AS A CREATIVE TOOL
- > PLACE YOUR VARIANTS ON DIFFERENT
BACKGROUNDS
- > MAKE NEW VARIANTS
- > THINK OF STRANGE THINGS TO TRY
AND TRY THEM

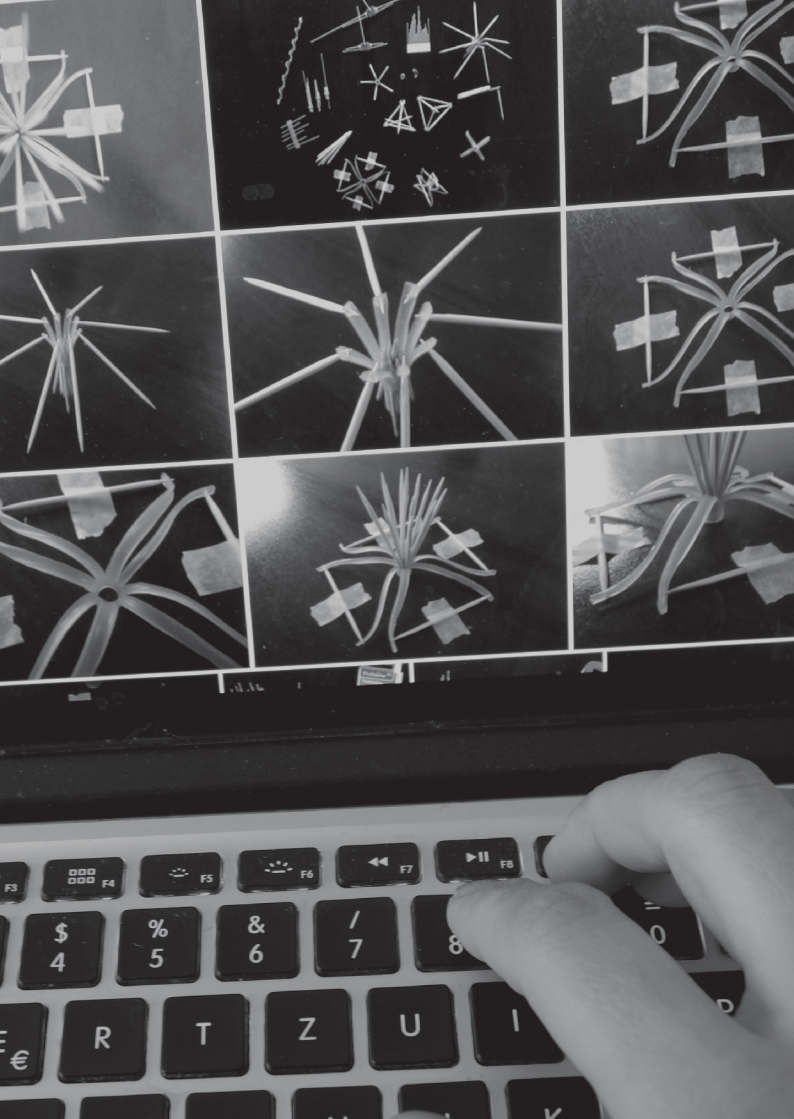
// THIS IS A WINDY PATH FULL OF DEAD
ENDS AND NEW DISCOVERIES. JUST KEEP
GOING .



&_PICK

- > LOOK AT YOUR TRANSLATIONS
- > TAKE YOUR TIME
- > PICK THE ONE THAT CAPTURES YOUR DISCOVERY BEST

// IT MIGHT NOT BE YOUR FAVORITE



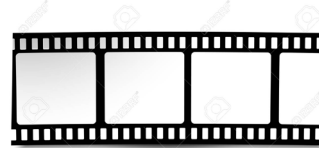
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9_PUBLISH

> UPLOAD PHOTOS



PUBLIC?





HANDS FEET TEETH SPOONS SEWING-NEEDLES CROCHET-HOOKS KNITTING-NEEDLES PINS FILE SCREW-DRIVER COMPAS RULER NAIL-CLIPPER WIRE-STRIPPER VICE PLIERS CALIPERS HEAT-GUN HEAT FLAME IRON SOLDERING-IRON SCISSORS KNIVES SAW DRILL HOLE-PUNCH BRUSH

GLOSSARY__

DEFINITIONS TAKEN FROM WIKIPEDIA AND THE INTERNET

MATERIAL__ *a substance or mixture of substances that constitutes an object. Materials can be pure or impure, living or non-living matter.*

TOOL__

ADVENTURE__ *an exciting experience that is typically a bold, sometimes risky, undertaking. Adventures are often undertaken to create psychological arousal or in order to achieve a greater goal such as the pursuit of knowledge that can only be obtained in a risky manner.*

STORYTELLING__ *the social and cultural activity of sharing stories, as a means of entertainment, education, cultural preservation or instilling moral values. Crucial elements of stories and storytelling include plot, characters and narrative point of view. Storytelling predates writing and today uses all kinds of media to unfold or disclose narratives.*

ANTHROPOCENE__ *a proposed geological epoch dating from the commencement of significant human impact on Earth's geology and ecosystems.*

ACTOR-NETWORK-THEORY_ANT__
social theory that proposes everything exists in constantly shifting networks of relationships. All the factors involved in a social situation are on the same level. Thus, objects, ideas, processes, and any other relevant factors are seen as just as important in creating social situations as humans.

VIBRANT-MATTER__

THING-POWER__

CREATIVITY__

PROCESS__

JOURNEY__

PLAY__

GAME__

LEVEL__

SELECT__

DECIDE__

DOCUMENT__

SHARE__

PUBLIC__

PUBLISH__

REMIX__

REMAKE__

REMOTE__

FURTHER
_READING
_WATCHING
_LISTENING

HARRAWAY_

LATOUR_

THOREAU_

LEVEL2_THE REMAKE

LEVEL3_THE_REMOTE

GAME_OVER ?

GESTALTUNGSPROJEKT PUPPE
3JHG
SS 2020
HFS-BERLIN.DE

SPIEL&&OBJEKT
SPIELUNDOBJEKT.DE

HANNAH PERNER-WILSON
PLUSEA.AT