

Federico
Poni
is
an
artist
pizzaiolo
intellectual
liar
web architect
net urbanist
copy-paste champion
garden lover
mouse
musician
pigeon
accelerationist
precarious
anarchist
student
teacher
cyborg
designer
in
the
body
of
Funix





My research is about

the relationship between humans and machines
the tension between ludic and labor
the complexity in which all this is fused

I propose

imaginaries to trigger critic collective thoughts
but also very useless imaginaries

Also

I'm very obsessed with pigeons
I really don't like dots

Currently

I'm studying
MA Experimental Publishing at Piet Zwart Institute
Rotterdam

I speak

Italian, English, Javascript and Python

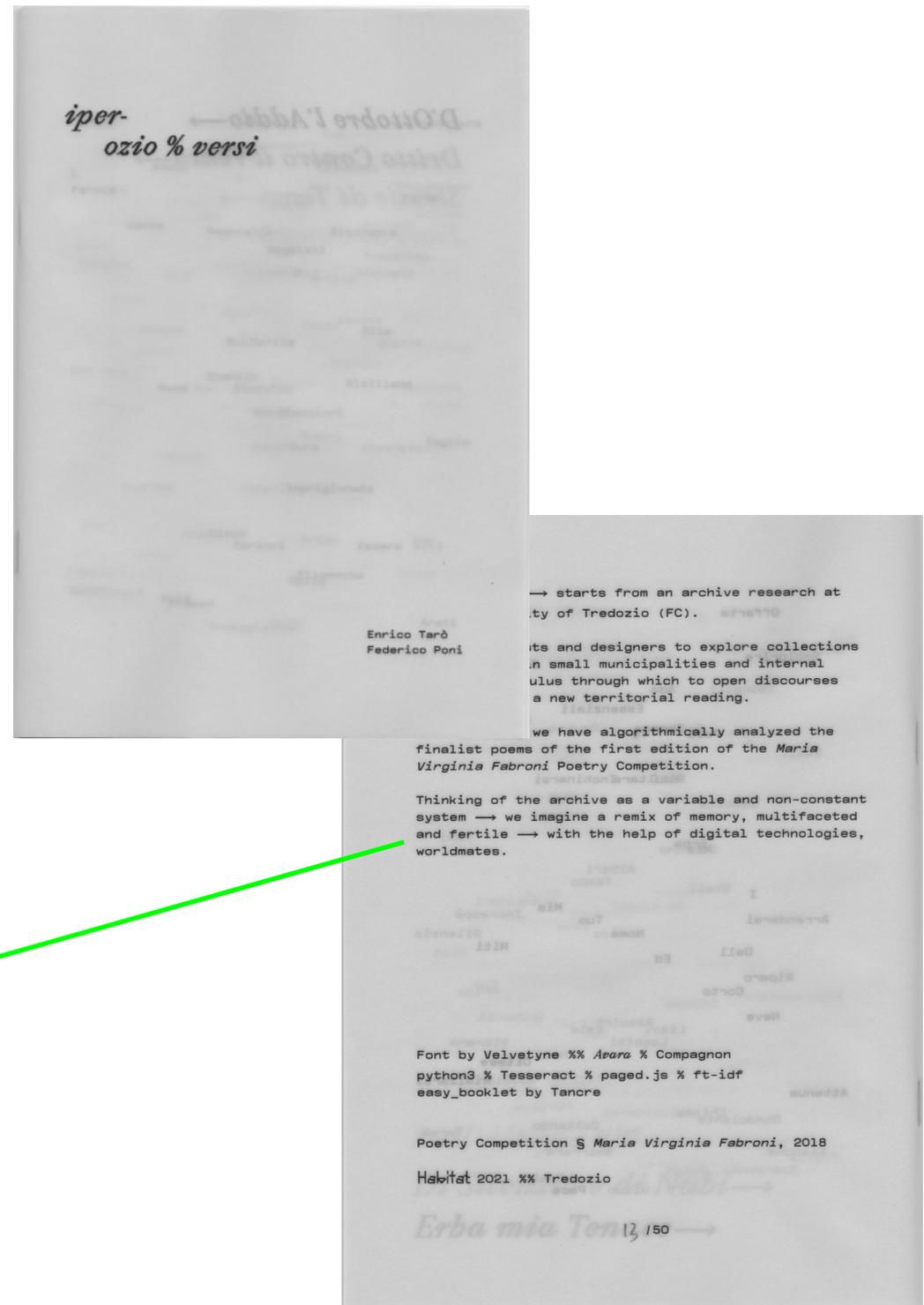
iper- ozio % versi

Zine on Transparent Paper
Python + Tesseract + tf-idf + Archive

→ HABITAT, residency in Romangna, Italy

August 2021

with Enrico Taro'



iper- ozio % versi → starts from an archive research at the Municipality of Tredozio (FC).

Allowing artists and designers to explore collections of materials in small municipalities and internal areas → stimulus through which to open discourses necessary for a new territorial reading.

In this case, we have algorithmically analyzed the finalist poems of the first edition of the Maria Virginia Fabroni Poetry Competition.

Thinking of the archive as a variable and non-constant system → we imagine a remix of memory, multifaceted and fertile → with the help of digital technologies, worldmates.

Tutte
Us
Opuscolo
Terra
Lascia
Nuovo
Vice
Yand
Rughe
Avo
Ondur
Ignora
Bambino
Tarvigie
Thoonsta
O Jan
Risucchi
Custodi di Ricordi
Anima
Gest
Mesto
Nomi
Dentro
Sponda
Incantare
Sospiri
Restano

Adombrano
Leggera
Panciute
Appese
Nostr
Campestre
Nel
Luoghi
Abbottonati
Ricordi
Lontano
Varia
Pass Su
Anima
Assai
Gobbe
Lucenti
Fra
Custodi
Fitti
Contado
Stormi
Staccionate
Appartengono
Dispiegarsi
Colli
Gesti
Cordia
Stridono
Lucciol
Governano
Mesto
Emerge
Padri
Cielo
Ad
Pendii
Luna
Catene
Grilli

EARTHRISE x Zhōuwéi Network

App Design & Coding

Plain html/css/js + Leaflet.js + js-cookie

→ Rotterdam

May 2021

Produced by Erik Peters + Ruta Genyte + Louisa Teichmann in collaboration with Roodkapje + MAMA + Mary Ponomareva
Contributions by Gill Baldwin

Graphics by Camilo A. Garcia



This is not a render,
this is Rotterdam;
but now the pavillon is not
there anymore, so now is it a
render?

EARTHRISE x Zhouwéi Network is a hybrid reality Rotterdam based game which reacts on the future visions of the film Zhouwéi Network: Embodied Ambitopias by Liminal Vision (Victor Evink and Emilia Tap- prest).

How does it feel to live in 2041?

Something is rising in the midst of the city surrounding us.

In a game of chance, players are led to a series of geographical locations, to try and unlock artefacts of the societies of Zhōuwéi Network. In the form of an ephemeral soundscape, EARTHRISE infiltrates your perception of the changing sceneries you find yourself in as you follow the directions of the game makers.

Enter three near-future worlds driven by different value paradigms: Dolphin Waves, a corporate playbour & wellness hub; Dragonfly, a technocratic state focusing on safety and harmony; and Project Gecko, a network of decentralised liquid democracies founded on inner healing through dance and movement.

Who has power in these worlds? How is technology shaped by ideology? What does it mean to our relationships with and through our bodies?

Zhōuwéi Network is a worldbuilding research umbrella that explores the design of affective undertones in different speculative future societies, in dialogue with currently emerging technocultural developments.

Find symbols in given location on map

Translate symbols with dictionary inside app

Enter translations into the location dot

Make your choice at the end of every audiopiece

The game will give you a next

App's Screenshots

Next Location Info

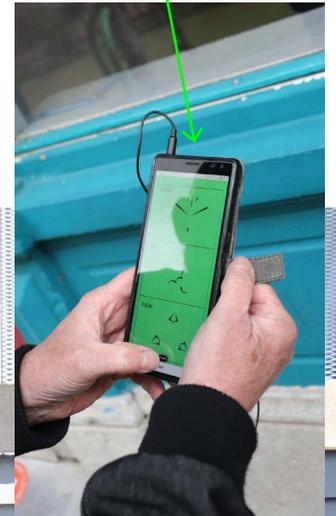
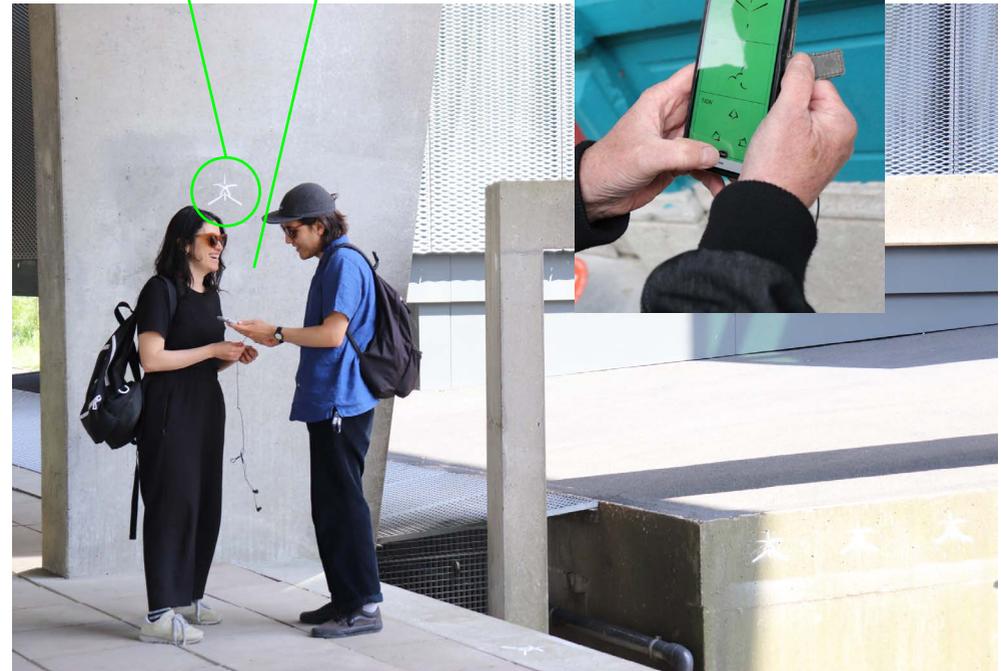
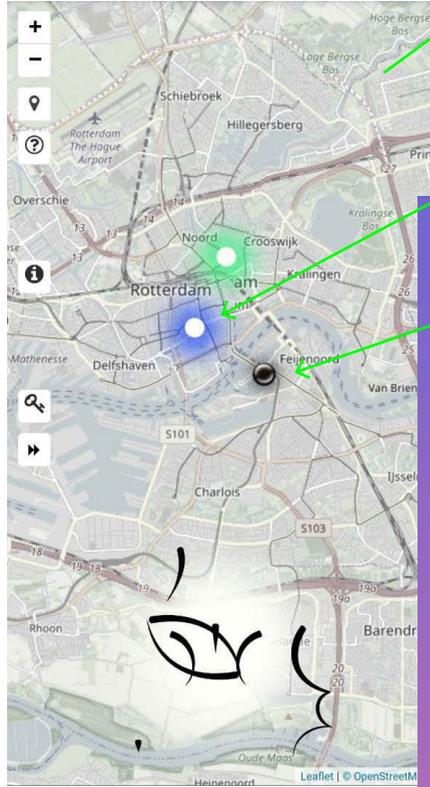
Dolphin Waves
2041

▶ 0:00 / 1:06 ● 🔊 ⋮

Find the encrypted symbol under the bench at the location shown on the map. Decrypt it using the dictionary to get the codeword.

Close

Camilo checkin' his graphic creations + Avital enjoying the game



PRAXIS

Mod of DOOM + HTML zine

→ the internet

April 2021

Under the XPUB's Special Issue 14 "We Don't Know Where We're Going, but..." I developed a mod of the famous FPS game "Doom"

Music from Boy Stout, HCN, Mandingo

to download the mod:
<http://federicoponi.it/praxis/>

cluster 1

```
{  
  flat = "VICTORY2"  
  exittext = "  Thanks, comrades, we fight and we won",  
  "  Now the source code is spread around the world",  
  "  soon the other people will join you to redistribute",  
  "  the servers",  
  "" ,  
  "  A complex ecosystem cannot be universal," //and totalitarian?  
  "  it has more shapes, various cosmos; it means we also have to deal", //fix verbs  
  "  with other entities: hardware, humans, data, AI, tapes",  
  "  at CERN, film under the ice, bacteria, mass media",  
  "  clickbait, blockchain. the world that can't take it", //separate sentence and clearer  
  "  anymore :(,"  
  "" ,  
  "  The value of a network is given by its users",  
  "  by their gestures, by their choice, by their desires",  
  "" ,  
  "  Happiness, if collectivized, is subversive"  
}
```



Happiness, if collectivized, is subversive

The year 2020.
The Big Tech Corps join forces to
create a monopoly of services,
centralizing all their servers.
Their political, social and
economic power is bigger than
the ones of any country...

It's time to get their source code
as well as the servers in order to
redistribute them open source!

 Join the force now! 

Download the mod with the
codeword:



praxis





Eat the Rich ;)

/WEB Dji Safoul : Hello World!

Research + Collective Performance

Projection on Water Tower, Mobile Phones, Websocket

→ Coubanao, Senegal

December 2019

w/ un * salta [<http://salta.su>]

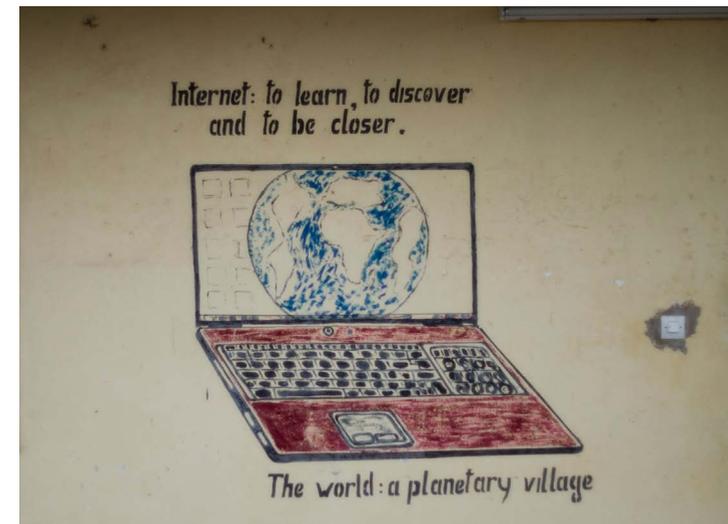


A research on local manifestations of a global concept such as internet.

Following the statement of a murales found in Coubanao's school, un * salta traveled to the south of Senegal to work with students and teachers trying to imagine a new local fruition for the web.

The project, articulated in a time-frame of months of preparation and three weeks on site, comes in different ways: a coding workshop with the students of the local school, an online dictionary developed with a telegram bot for playing and overcome linguistic barrier, and a final collective performance carried out both in the village and online, that consisted in translating in multiple languages and through a custom web app, a text written with the guys at school.

un * salta is currently working on a physical and online publication that documents all the process and the results of this first trip, in order to experiment and augmenting post digital publishing.





Speculative Imaginaries for a Crying World

Workshop
etherpad + graphviz

→ Milan, MEET | Digital Cultur Center

14th June 2021

Under the european project AI4FUTURE

From the document I wrote for the workshop:

"AI4Future focuses on the theme of mobility, declining its multiple meanings: from movements inside and outside national borders made "intelligent" by Big Data and Machine Learning, to sustainable transport thanks to "clean" technologies, to mobility understood as a synonym of social "elevator" thanks to digital culture."

It is necessary to make a serious and meticulous reflection, to understand the urgencies and the complexity in which all this is embedded without falling into technosolutionsisms.

The workshop has a duration of about two hours and would like to try to collectively build imaginaries to propose as models to follow. All this through practices that recall the speculative design, discussing and simulating conflicts to examine in different plans and ways the complex future that awaits us but that we can shape.

So, after a round of presentation of the different subjectivities' participants, there will be a moment of pure discussion and with the help of a simple open-source shared writing sheet (etherpad), we will put in writing the urgencies of each participant, intense not as an individual but as a subjectivity.

The output will be a map of relationships that will be intertwined with speculative/imaginative visions of urban and mobility, paying attention to the hot topics of AI, big data and especially the collective participation in the technique.

A very synthesis output:

Mobility has a very close relationship with the meaning of inclusivity, both in their whole sense. From concern about physical urbanism to an even more complex concern about platform urbanism, the main question is how to deal with an always growing surveillance and discriminating system based on AI. Here comes the main question: how to shape datasets in order to shape the near-future reality?

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Architettura e un mezzo per comunicare inclusione
Risposta (Federico): due scuole di pensiero: immediata vs lungo termine
es: Occupy Wall Street - è durato qualche mese poi non è successo più nulla
es: Rainbow Washing - Maggio (per un mese)
RAINBOW WASHING
Le aziende americane finanziano mozioni anti-LGBT
Come effettivamente si svolge lapolitica -
10 anni fa, manifestazioni negli Stati Uniti, cercavano di mobilitarsi per avere un cambiamento. Durato qualche mese e poi si è concluso. Se un gruppo di attivismo si batte per qualcosa si tenta di strumentalizzare. Come il pride month, nel mese di giugno tutte le aziende si colorano di arcobaleno.
USA finanziano mozioni antiLGBT m fanno il gioco al contraioip
Pensare ad una strategia a breve termine? creare una strategia sociale per proteggere le famiglie e le persone non caucasiche, che spesso trovano ostacoli anche nel trovare una casa in affitto. Insegnare alla vecchia e alla nuova generazione che essere non caucasico non è sinonimo di povertà o non affidabilità.
Eya: se creiamo in Italia delle politiche mirate ed. Famiglia non bianca respinta per affitto case a causa dei pregiudizi. Rete di protezioni per pregiudizi sociali simili. Famiglie 50 anni f anon erano originarie dell'Italia ora sono di prima/sevonda generazione. Insegnareecchia alla nuova generazione.
> affitto di case: pregiudizi
che fare? rete di proteziopne, diversità
Fare qualcosa di istituzionale (leggi...) ma anche a livello social
la discriminazione è velata, non esplicita, quindi difficile identificarla e denunciarla
Verificare che hai i requisiti per stare nel paese? Cosa è un esame?
L'Italia non divide i quartieri per poveri/ricchi ma dobbiamo dividere il tutto in contropiede in modo da avere quartieri misti/multiculturali come dovrebbe essere realmente. Accogliere la diversità.
la città europea è meno classista di quella Hmuricana
Potenzialità di avere dei quartieri misti
neo-normalità
bias dalla televisione
Serve il cambio generazionale
Ci serve un ricambio generazionale, in tutto il mondo. Fede: Come? Cla: Thanos (Snap)
come ottenere il ricambio generazionale nel minstream media?
negare Facebook a persone che diffondono fake news
PILLON = BAD
distruggere Salvini
Altro macroargomento; l'educazione.
Anche togliere facebook a molte persone. Alcune persone in particolare diffondono fake news e sotto troviamo una serie di commenti di persone che credono a quella fake news e magari poi vanno sui profili altrui a offendere, Quindi; educazione carente.



Con/te

Video
openCV + Machine Learning + FFT

→ Ventunesimo, Turin

May 2021

Audio from my partner-in-crime
Alessandro Gambato



We understood disintegration in a literal way: the speech, algorithmically treated, is progressively deprived of the conventional meaning attributed to words and phonemes. To arrive at a full autonomy of the sound material per se. In fact, the generation takes place by controlling live various parameters of the algorithms. Through free improvisation, we try to explore the destructive/demiurgic possibilities in relation to the sound of language and the autonomous sound.

The images generate feedback to the sound disruption by segmenting through machine learning the face of the former Premier.

The new images behave as a visual mantra, echoing the deprivation: even Conte's name cancels, splits creating a tuple with a new meaning.

Con/te, is based on the speech given to the nation by Giuseppe Conte on the occasion of the final tightening of the anti-Covid-19 prevention rules, which inaugurated the period of the so-called "lockdown". We thought of altering this video for the multiple readings that can be undertaken: a very strong hype was created around the conference, since it would mark what and what would not be allowed to be done in the weeks to come, creating an increased threshold of attention, which is rare; the attempt by Conte to create unity among people, with words of (sincere?) hope; the fear that could cause the speech to those who must necessarily go to work to make a living (without smart working); the mystery of any consequence that would have caused the speech at the socio-economic level, among the entire population. We wanted to exasperate and destroy the words of the Premier, compromising that oracle that would soon alter the concept of time and space for the next 3 months. The speech worked like an icon that, when activated, changed the variables of the operating system.



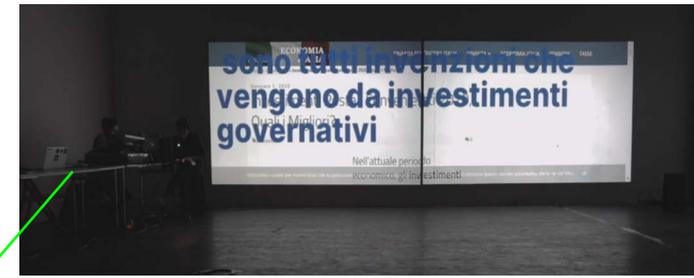
FY(A)I
[For Your Auto Information]

Expanded Talk
Speech-to-Text + DuckDuckGo.com + TouchDesigner

→ Post-Screen 2020, Milan

February 2020

<https://vimeo.com/394644261>



My friend and fellow artist Guglielmo Anfossi here to check if the automation was working

The human being does not master the machines which it designs, assembles and produces. Humanity plays a passive role towards technology, it is only a medium through machines and capital reach maturity. As it known, we are in the information era and technologies, like AI, start to play an important role in the dynamic of the real: a collaboration must be born. Joining forces with automation, we could hypothesize a post-capitalism world, but humans must question their role in the world and begin to literate to comprise complexity.

Thanks to the tool "I'm feeling ducky" of DuckDuckGo.com, the recited text forms a multi layered vision of the given informations to explore the stack of the reality.

Funny Italian folk/pop jokes culture



Speculative Constitution

GIFs + generative text
Found Footage + morphing + Python

→ The Photographer's Gallery, London
August 2021



ART.1 Italy is a Democratic Republic, founded and so well known.

ART.2 The Republic recognises and guarantees except only such as
are in the hospitals or lie sick at home.

ART.3 All citizens have equal social dignity and are thefts.

ART.4 The Republic recognises the right of all citizens to much pain.

...

Since I do not like the first article of italian constitution which says
"Italy is a Democratic Republic, founded on work", I wanted to detourn
the firsts 12 articles of the constitution, taking contents from Utopia by
Thomas Moore and The Anarchist Cookbook.

“We Don’t Know Where We’re Going, but...”

Conceptualised, designed, created, edited, produced, published and distributed by XPUB1 - Piet Zwart Institute of 2020.

→ around Den Haag

April 2021

Hosted by Page Not Found, Den Haag



Another lockdown; shops closed, museums closed, bars closed, cafés closed, restaurants closed. You turn to escapist media, in another attempt to climb the inner walls of a deflating castle. All that is left is the city in its rawest form and the people inhabiting its shut down structures. Where can you go if everything is closed? What could you encounter along the way? Locked within the walls of a comatose town, you are missing direction. If the city is your new playground, who are the players and what is the objective?

Special Issue #14 from Piet Zwart Institute’s Master of Experimental Publishing is born from the never-realised seventh issue of The Situationist Times, a magazine edited and published by the Dutch artist Jacqueline de Jong from 1962 to 1964.

With this in mind, “I Don’t Know Where We’re Going, But” intends to explore these themes by situating our emerging experiments in a more contemporary medium: hyper-stimulating video games. We took a deep dive into their history throughout the years and, (from this,) started making prototypes of retro arcade games. The result is an exploration of video game mechanics as a tool for narration. To anchor our digital games into the reality of the city, we felt it was appropriate to lean into the method of *dérive*, a term coined by The Situationists that refers to the wandering of the city without a set destination. The notion of going against predetermined structures resonated with our theoretical research on feminism, socialism & counter play.

In the spirit of Situationism, we are stepping into psychogeographic methods of publishing, encouraging the exploration of urban environments through playfulness and *dérive*.

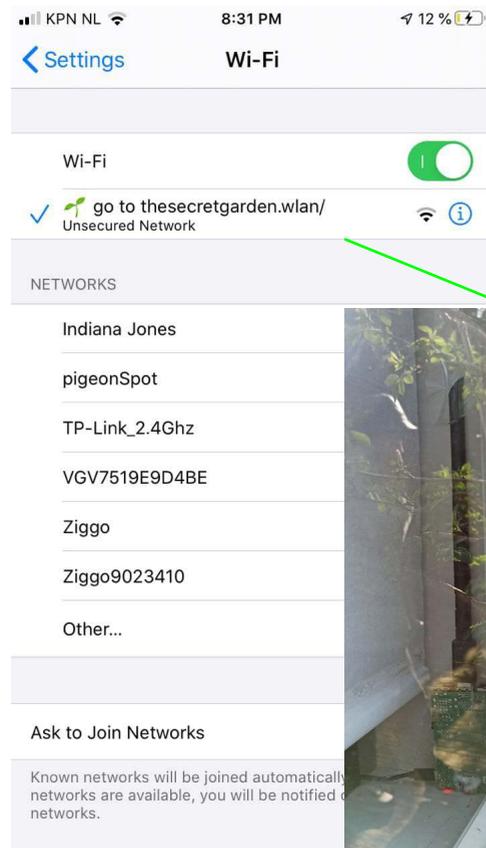
Find new trajectories or get lost within the many paths of this coordinate-based Special Issue, and discover the hidden signals we are sending out to you all across town. Bounce within a spontaneous rearrangement of situations and nodes, as the only way to experience the local network-based publication. In a battle of chance and control, let your personal path unravel an ensemble of concrete and fictitious publishing environments, where the shared notion of network is flipped-out.

Walk through the city using the coordinates given in this website.

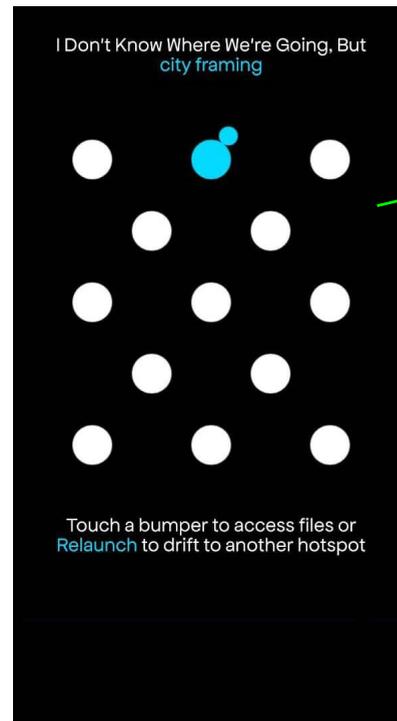
Once you arrive, open your Wi-Fi settings and connect to the hotspot whose name you’ll also find there.

Go to your web browser and type the name of the hotspot as a url: {name}.wlan/

A hotspot is a local wireless access point. Within the context of this issue, however, a hotspot is not a regular Wi-Fi connection: it doesn’t connect you to the Internet, but, instead, to our pinball game.



Hacking Den Haag eheh
 My main contribution to the project was creating offline hotspots around the center of den Haag, which contained our contents. Players were able to connect to the hotspots using their phones, browsing through the various games, videos, images and essays



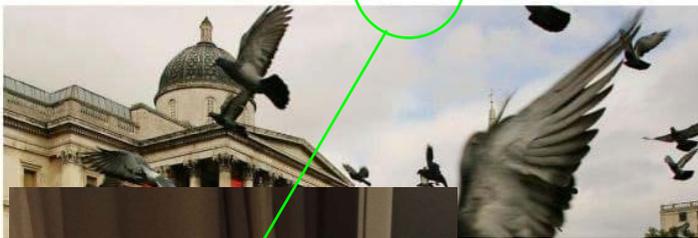
The pinball-interface made by Martin, each bounce is a content!



INDEPENDENT
Pigeon Air Patrol takes to the sky
London to monitor air pollution levels

The pigeons monitor air pollution as they fly around the city using sensors attached to their backs

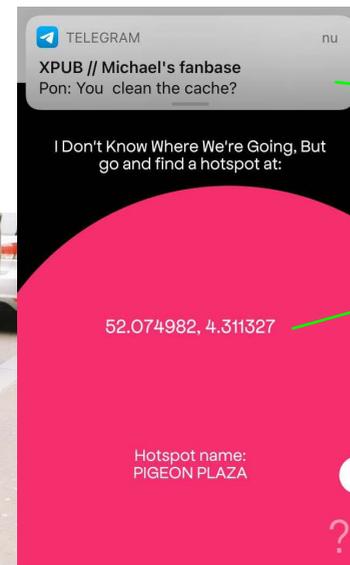
Doug Bolton | Tuesday 15 March 2016 13:09



RaspberrPi + antenna
 It's how the magic happened



Jacopo Lega aka Pongie very focused on audio recording



Concerning

Get coordinates on <http://issue.xpub.nl/14/>

Floor's guestbook :)



Entertainment for big and smalls



Pigeon stickers from Funix



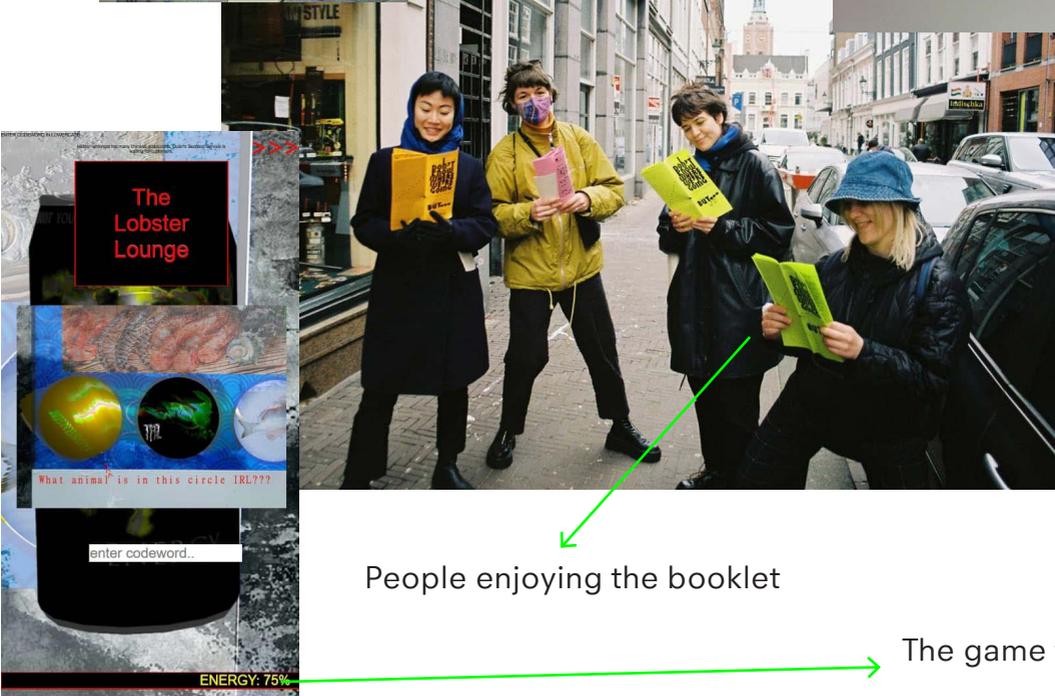
coast to coast cables
arrive in a grimy place
data chases data



Experimental Zines from Floor van Meeuwen and Clara Gradel



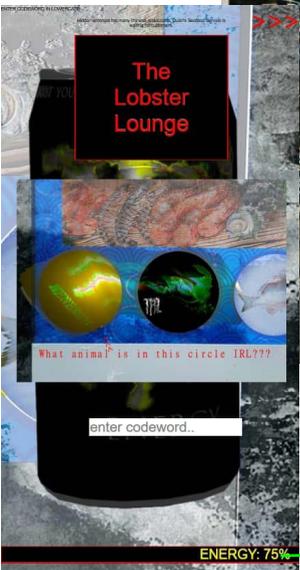
With my friend and colleague Martin Foucaut respecting each other



People enjoying the booklet



The game from Louisa who is a beautiful dragon



ENERGY: 75%

Dear Human, Who is Writing is the Network Itself

Expanded Talk
Speech-to-Text + DuckDuckGo.com + TouchDesigner

→ Climb the Firewall, Rotterdam

December 2020

<http://funix.xyz/dearHumans>

Performance aimed to trigger a clue in occasion of "Climb the Firewall", a IRL game organized by [Louisa Teichmann](#).



Automazione e Barbarie

+

Automazione o Barbarie

Expanded Talk

Speech-to-Text + 3D + TouchDesigner

+

Thesis (italian)

→ Bachelor graduation dissertation, online

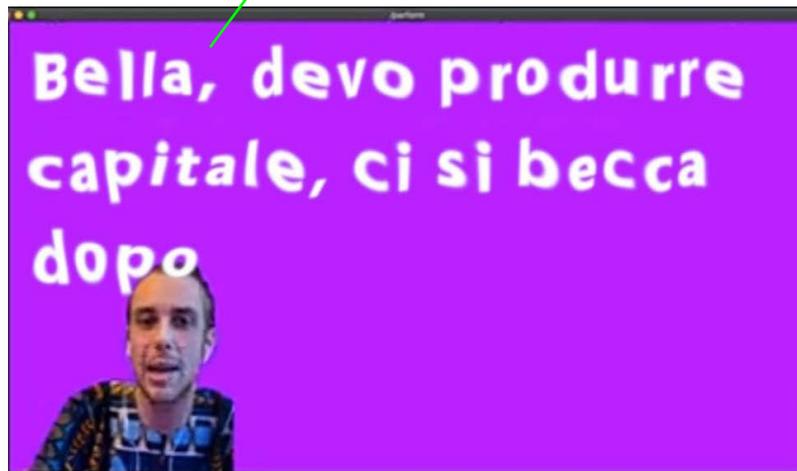
May 2020

<http://funix.xyz/automazioneEbarbarie>

<http://funix.xyz/automazioneObarbarie>



Fake documentation from my not-friend Salvatore: "Yo, I need to create capital, catch you later bros"



Documentation from my friend Valla, while I read "The Nose" from Gogol



Wor(l)ds for the Future

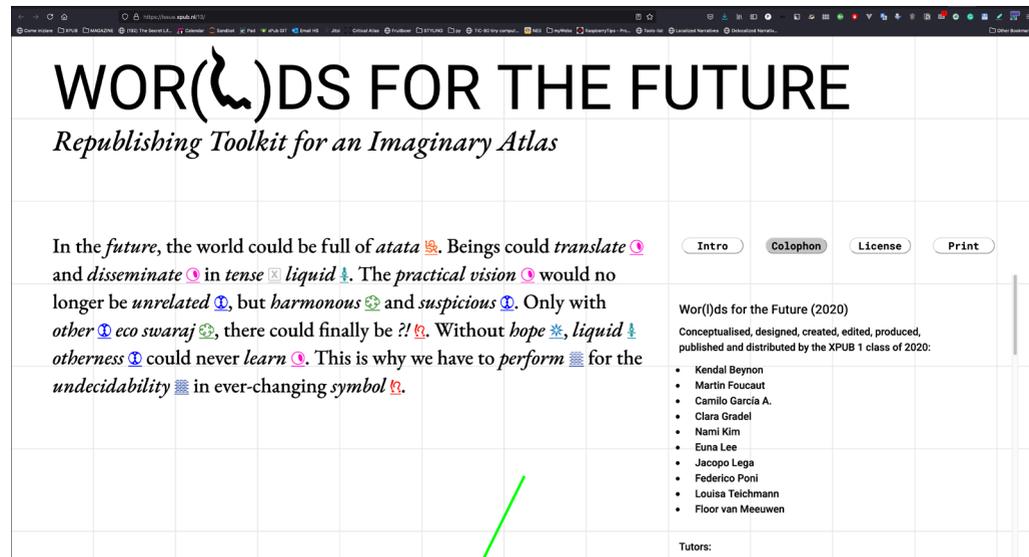
Republishing Tool Kit for an Imaginary Atlas

Conceptualised, designed, created, edited, produced, published and distributed by XPUB1 - Piet Zwart Institute of 2020.

→ the internet + Page Not Found

December 2020

<http://issue.xpub.nl/13/>



My contributions to the project were creating the website with Louisa, the license with Euna and Nami and think about the communication with Floor and Camilo.

Words have the power to shape reality. Wor(l)ds for the Future is a set of map making tools to re-imagine and collect wor(l)ds, and to re-publish an everchanging atlas. We invite you to delve into the materials and traverse the texts in any way you desire: by cutting and pasting the printed matter, or by unravelling the texts online. The choice is yours. You can reconstruct images and reinterpret words to create Wor(l)ds for the Future.

This project is a republication of Words for the Future (2018), a multi-voiced series of ten booklets. In the 2020 version, XPUB1 (Experimental Publishing) students from the Piet Zwart institute reinterpret the original material through methods such as annotating and prototyping.

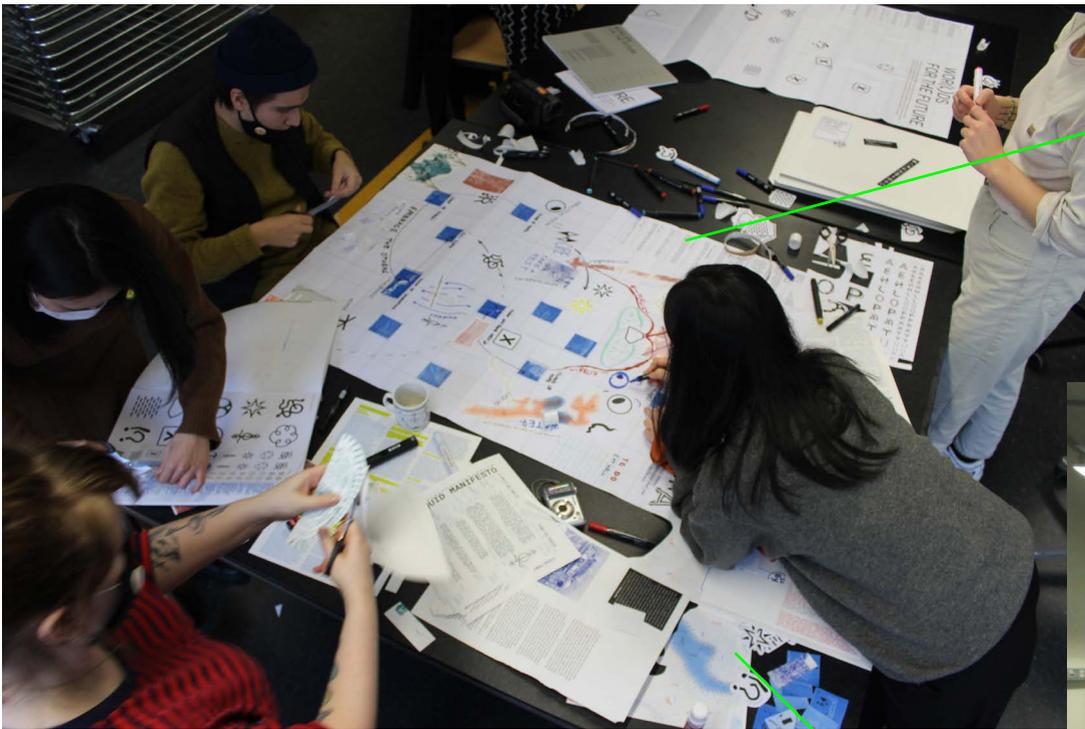
The ten booklets were cross-examined and mapped in order to find interconnections and links.

We approached this project through the perspective of cartography. Alfred Korzybski wrote: "The map is not the territory". In other words, the description of the thing is not the thing itself. The model is not reality.

Cartography always entails a selection and transformation of properties of a complex reality that affect the way maps – partial views of reality – are deciphered and received. With this notion in mind, we created a mapping to highlight our individual explorations and interpretations using a language of symbols created to represent our understanding of the original material of Words for the Future.

A map could relate to something that no longer exists. It could also relate to something that does not yet exist. Maps could be seen as fictions therefore, as spaces for the imaginary.

Join us to un-map and re-map an infinite amount of potential constellations, and to navigate speculative wor(l)ds which holds the capacity to bleed into the very fabric of our shared grounds.



An IRL event @ Piet Zwart Institute / WdKa where we created maps for the future



XPUB People + XPUB Tutors

WOR(ㄥ)DS FOR THE FUTURE

Legenda:

⚡ *Liquid*

This symbol represents a perpetual state of flux between information and ideas. The output transforms into input that flows in self-sustaining circularities, thus, shaping a series of dynamic feedback loops to create new meaning.

⓪ *Otherness*

Shaped as a small autonomous community with specific identity. Small communities could be developed close to each other, but only on the same strip of land they're adjacent they build a network to share resources and culture.

👁️ *Practical Vision*

The Practical Vision symbol sets of communication skills: when two Practical Vision symbols themselves they create translations between languages. A Practical Vision attempt to connect past and future cultures and works through inorganic networks.

🌐 *Self-organizing Swarms*

Self-organizing Swarms people being reconnected.

⚡ *Resurgence*

This symbol by Gurur E overcomes...

As under multiple elements.

⚡ *Resurgence*

This volcano depicts forgotten matter fine covers, forcefully split of a thousand suns.

⚡ *Resurgence*

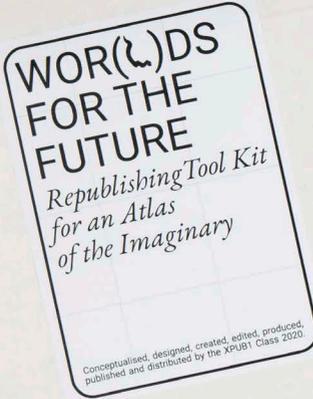
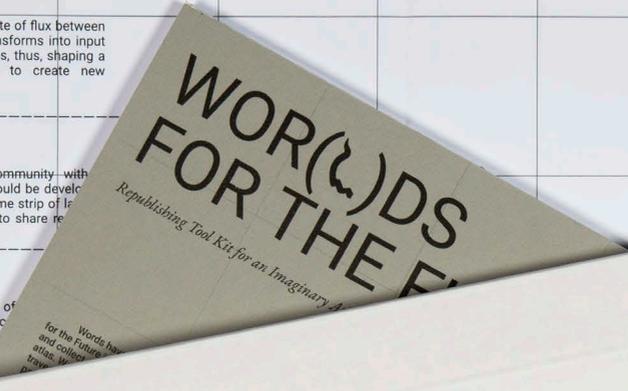
The symbol for !? marks fighting to represent text.

⚡ *Resurgence*

Atata's symbol represents being active act of reciprocity, it is beings.

⊗ *Tense*

Tense's symbol depicts the enclosed inside a description.



This kit includes:
 - 2 x A0 grids
 - 3 x A3 Stickers sheets
 - 40 x A3 Sheets of material to play with



Words have the power to shape reality. Wor(l)ds for the Future is a set of map making tools to re-imagine and collect wor(l)ds, and to republish an ever-changing atlas. We invite you to delve into the materials and reverse the texts in any way you desire: by cutting and pasting the printed matter, or by unravelling the texts online. The choice is yours. You can reconstruct images and reinterpret words to create Wor(l)ds for the Future.

This project is a republication of *Words for the Future* (2018), a multivoiced series of ten booklets. In the 2020 version, XPUB (Experimental Publishing) students from the Piet Zwart Institute reinterpret the original material through methods such as annotating and analysing text in Python (a coding language we used to analyse text as texture). The ten booklets were cross-examined and mapped in order to find interconnections and links.

We approached this project through the perspective of cartography. Alfred Korzybski wrote: "The map is not the territory." In other words, the description of a thing is not the thing itself. The model is not reality. Cartography always entails a selection and transformation of properties of a complex reality – are effect the way maps – partial views in mind, we deciphered and received. With this notion in mind, we created a mapping to highlight our individual explorations and interpretations using a language of symbols created to represent our understanding of the original material of *Words for the Future*.

A map could relate to something that no longer exists. It could also relate to something that does not yet exist. Maps could be seen as fictions therefore, as spaces for the imaginary.

Join us to un-map and re-map an infinite amount of potential constellations of tomorrow, and to navigate speculative wor(l)ds which holds the capacity to bleed into the very fabric of our shared grounds.

Online publication:
<https://hub.xpub.nl/sandbot/words-for-the-future/>

...and curiosity; the kind that is about openness, wonder and elements from the different words' explorations that you imagine and draw (map) your Wor(l)ds for the Future.

- ⚡ *Liquid* Kendal Beynon
- ⊗ *Tense* Martin Foucaut
- ⚡ *Atata* Camilo Garcia A.
- ⚡ *?* Clara Gradel
- ⚡ *Undecidability* Nami Kim
- ⚡ *Hope* Euna Lee
- ⓪ *Otherness* Jacopo Lega
- 👁️ *Practical Vision* Federico Poni
- ⚡ *Resurgence* Louisa Teichmann
- ⚡ *Eco-Swaraj* Floor van Meeuwen

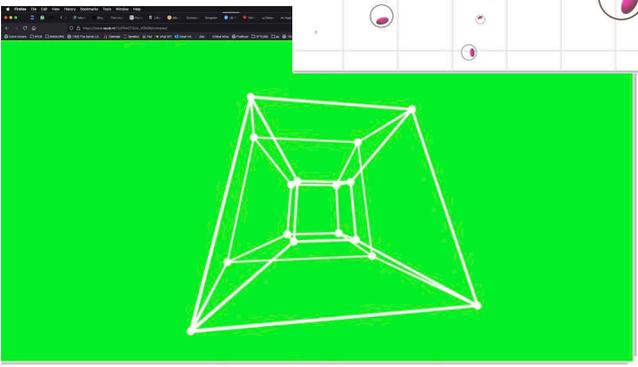
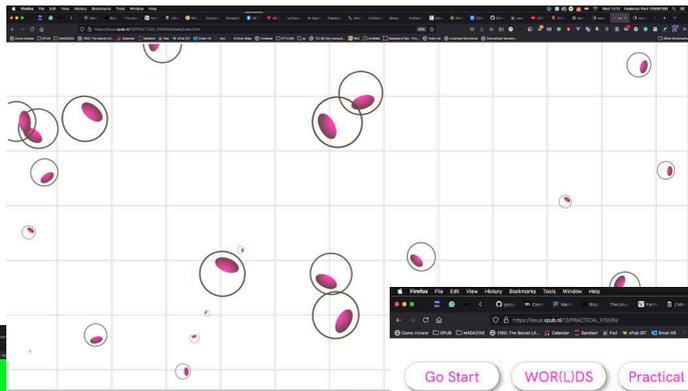
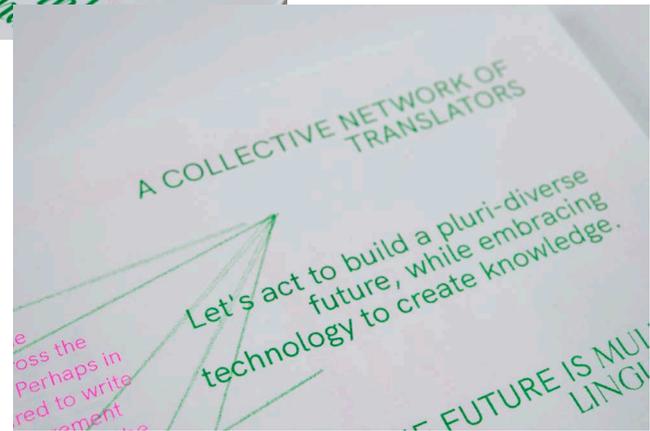
Practical Vision

Printed / Web re-publication + Telegram Bot
Riso Print / P5.js + Python

→ Wor(l)ds for the Future, the internet

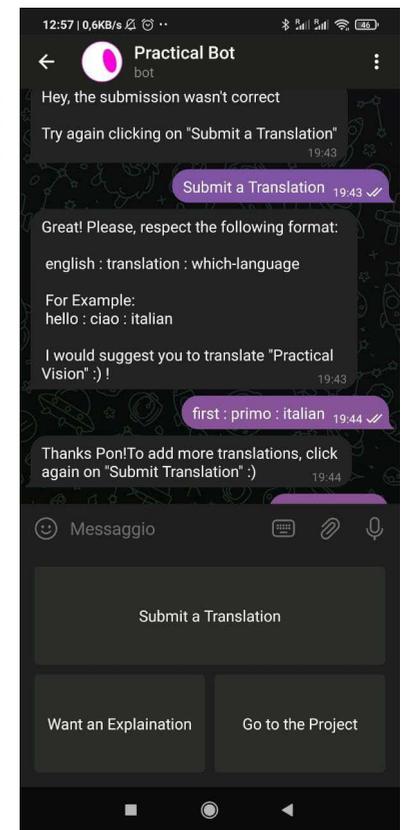
December 2020

https://issue.xpub.nl/13/PRACTICAL_VISION/



They attempt to protect past and future cultures and they work through organic and inorganic networks.

In the context of the republishing project "Wor(l)ds for the future", I worked with the text Practical Vision wrote by the pan-African collective Jalada.



Ngũgi wa Thiong'o has used the term **PRACTICAL VISION** to express the opportunity to disseminate African literature → the Digital Age makes it possible.

But Practical Vision can manage also other marginalised topics.

When more Practical Vision watch themselves, they create translations between different languages.

They attempt to protect past and future cultures and they work through organic and inorganic networks.

In fact, Practical Vision is not a standard vision. It attempts to take care of diversity as a whole.

Complexity contains dreams and violence, skyscrapers and slums, freedom and control, smart fridges and phone cables, colonialism and conspiracies, holy buildings and sheds full of computers to store data *and so on*.

A hyperobject is multi-dimensional. That means we cannot see the effects of its events clearly.

A hyperobject is something that creates, continuously, small or big events somewhere. Not here, not there - it is more a shadow.

Programming languages (currently) are close to 700. Human languages are closer to 9600.

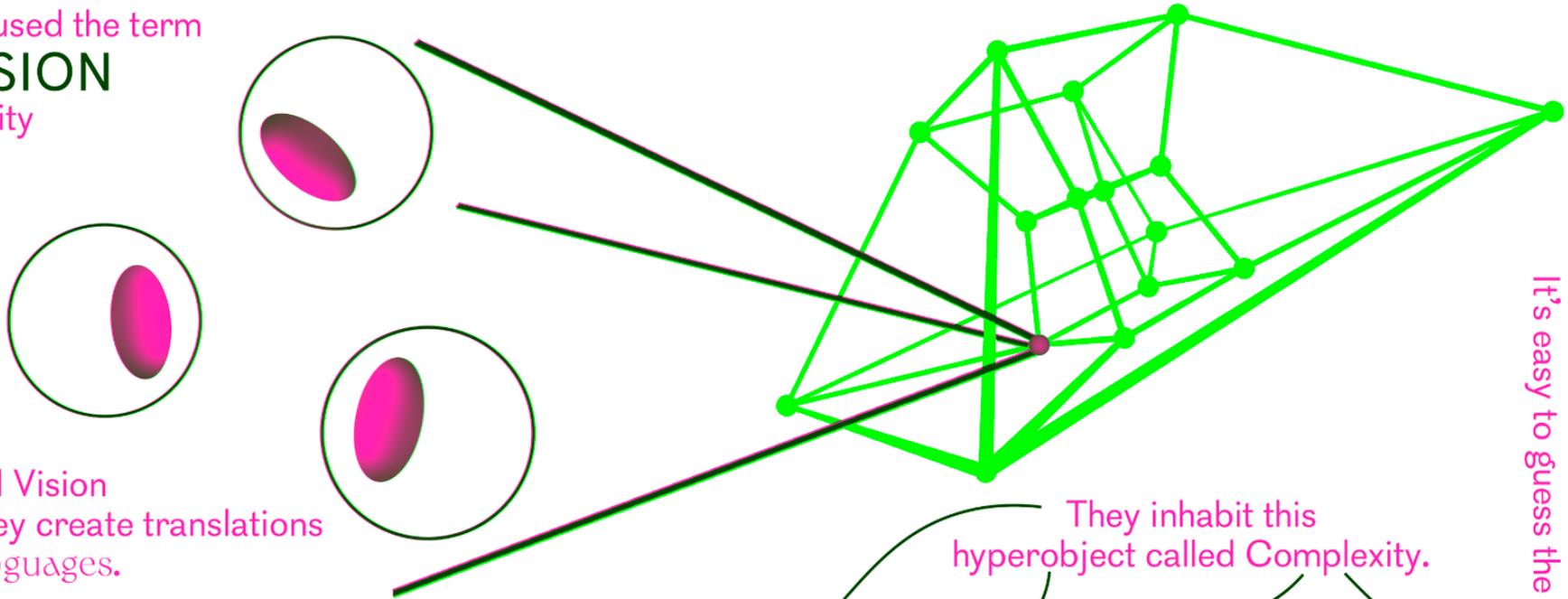
There are a lot of different kind of languages.

They inhabit this hyperobject called Complexity.

The Complexity is a very big hyperobject: it contains all the different existing realities.

Complexity is the magnificent result of interaction. Interaction is possible thanks to language.

It's easy to guess the Complexity is a complex dude.



Hyper Binge Watching

Hyper Multichannel Installation + Manifesto

→ Circolo Curoso, Milan

Installed with the Senegalese series "Maitresse d'un homme Marié".

November 2019

w/ un * salta [<http://salta.su>]

[Manifesto here](#)

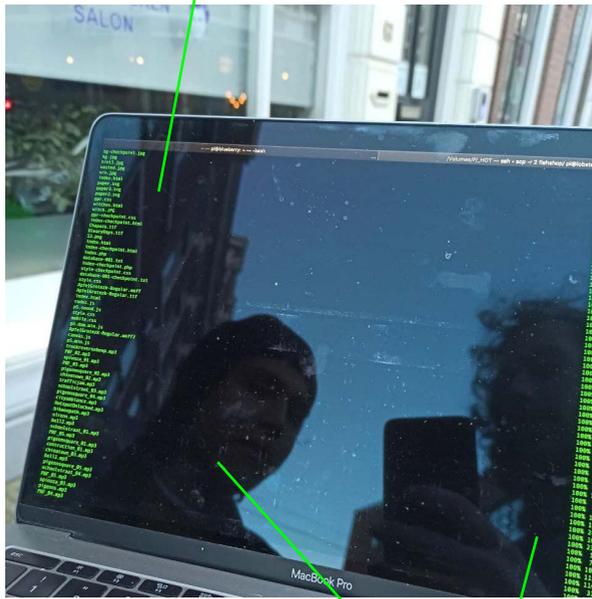


Hyper Binge Watching is an accelerated answer to bulimic trends of streaming entertainment. It consists in a manifesto and a multi canal video environment. Why watching ten episodes one by one when you can do it simultaneously?

Ostia



Around Den Haag communicating with wireless hotspots through SSH



Camilo Garcia and I