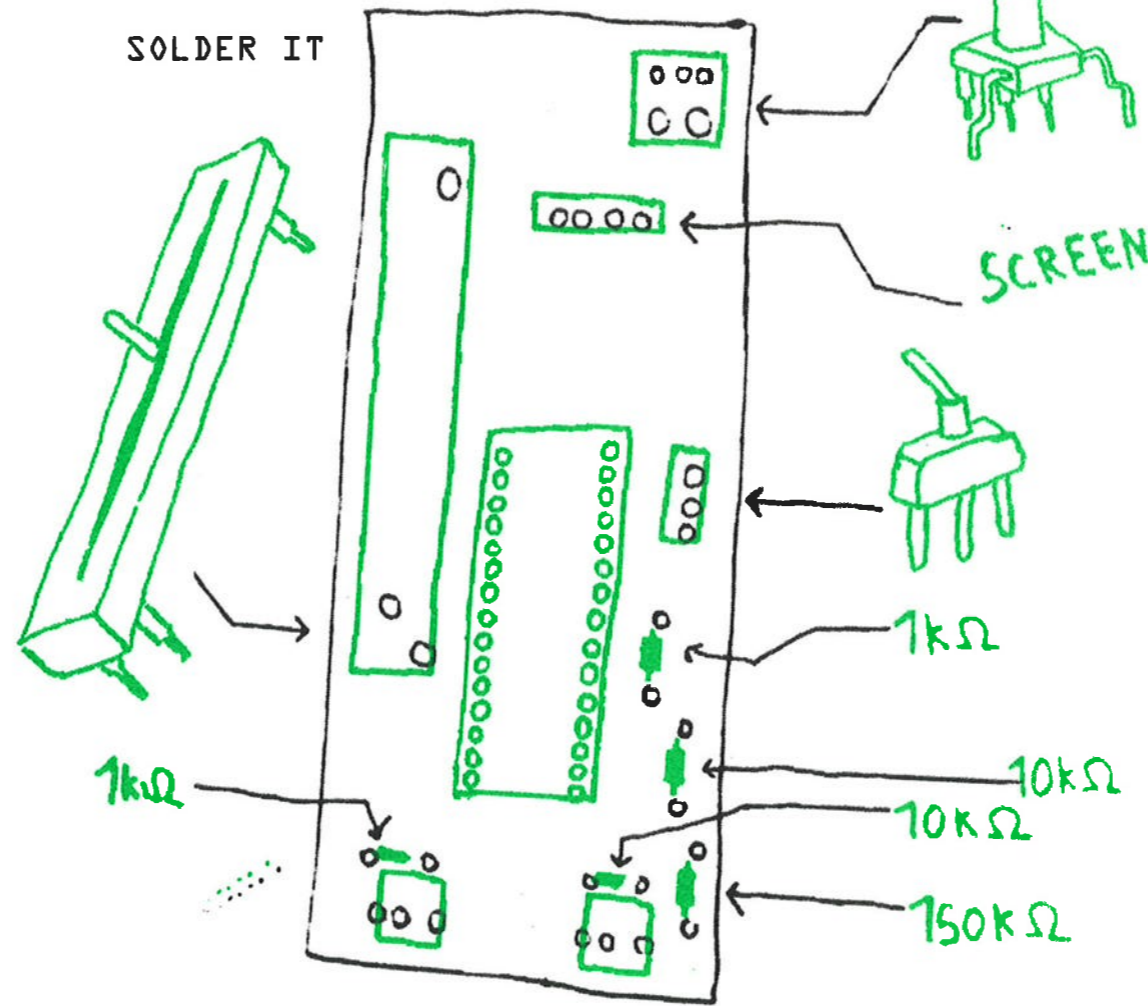


REMOTE CONTROL

HOW TO BUILD IT :



LIST OF PARTS :

- knob (x1)
- Slider (x1)
- Switch (x1)
- OLED Screen 96' (x1)
- Audio Jacks (x2)
- 1k Ohm resistors (x2)
- 10k Ohm (x2)
- 150k Ohm (x1)
- Female headers (x2)
- LED (x1)
- Light sensor (x1)

Please don't choke on my module

« For me this book is a bag.
I am making of this bag a body.
A body of work.
A single-use carrier to collect writing.
Like any single-use carrier bag - I disapprove.
It shouldn't, it contributes to pollution, it should be banned.
Yeah.
Books like this - should be banned.
And yet, in spite of the fact I know this book may be a waste product -
I'm still writing, redacting, expanding.
Even though I know a lot of it is garbage, fool's words, so much garnish to
a lil' gold -
I'm still waiting, wasting, wanting
[...]
And it's with that conceit our species is known for that I am contributing to a
floating continent of plastic, a great patch of unread material.
Like all plastic on the planet - this will probably outlive me.
Please don't choke on it. »
Sad Sack, Sophia Al-Maria, Book Works, 2019

For me this module is a book, a re-usable book.
A book that can be infinitely rewritten,
A re-usable bag.

Remote control is a storytelling machine.

It's a cognitive toolkit providing a space for literary works to converge/converse with the dialectics of code, a simple device that turns a strict protocol into a machine for speculation.

A platform calling for collaboration, offering a performative approach to discourse, and putting forth the idea that conceptual confusions surrounding language-use are at the root of most philosophical problems.

(It's a defense tool for times when opinionated news footages are being referred to as the truth, and scientific data is being referred to as fake news by figures of power).

A physical object, a holder for stories, which goals are to generate a collective practice of storytelling, inspired by the ways disparate narratives can come together to create inroads into the unknown.

With this in mind, this module is an arena to explore how protocols can induce new forms of inventiveness in the act of storytelling, grounded in the cohabitation of a multiplicity of standpoints rather than a linear, all-encompassing narrative.

Its interest and use will reside in the stories you decide to generate through it.

Language-games

Just like code, « natural languages » are not chance actions nor randomly proffered words, but actions that owe their legitimacy, relevance, and existence, to a set of rules determining their use.

Language games can be understood as the shared conceptual parameters that make it possible to identify and produce signs, and to establish relations of signification and representation.

History (as a field of study), for example, can be viewed as a language game: it is a rule-guided way of attributing meaning to events.
(Whether language plays the central role in it or not, semiotics can be thought of as rule-guided set of practices.)

