

PlaySureVeillance / ANTI-SOCIAL GAMING

I'd like to attach to Geoff Cox's definition of the term anti-social which doesn't mean (to be) unfriendly per se, but to rather highlight the contradictory nature of social networking by connecting and disconnecting socialities. In provoking an aggressive openness, the threat of social networking to copyright and surveillance harassment should be unhinged.

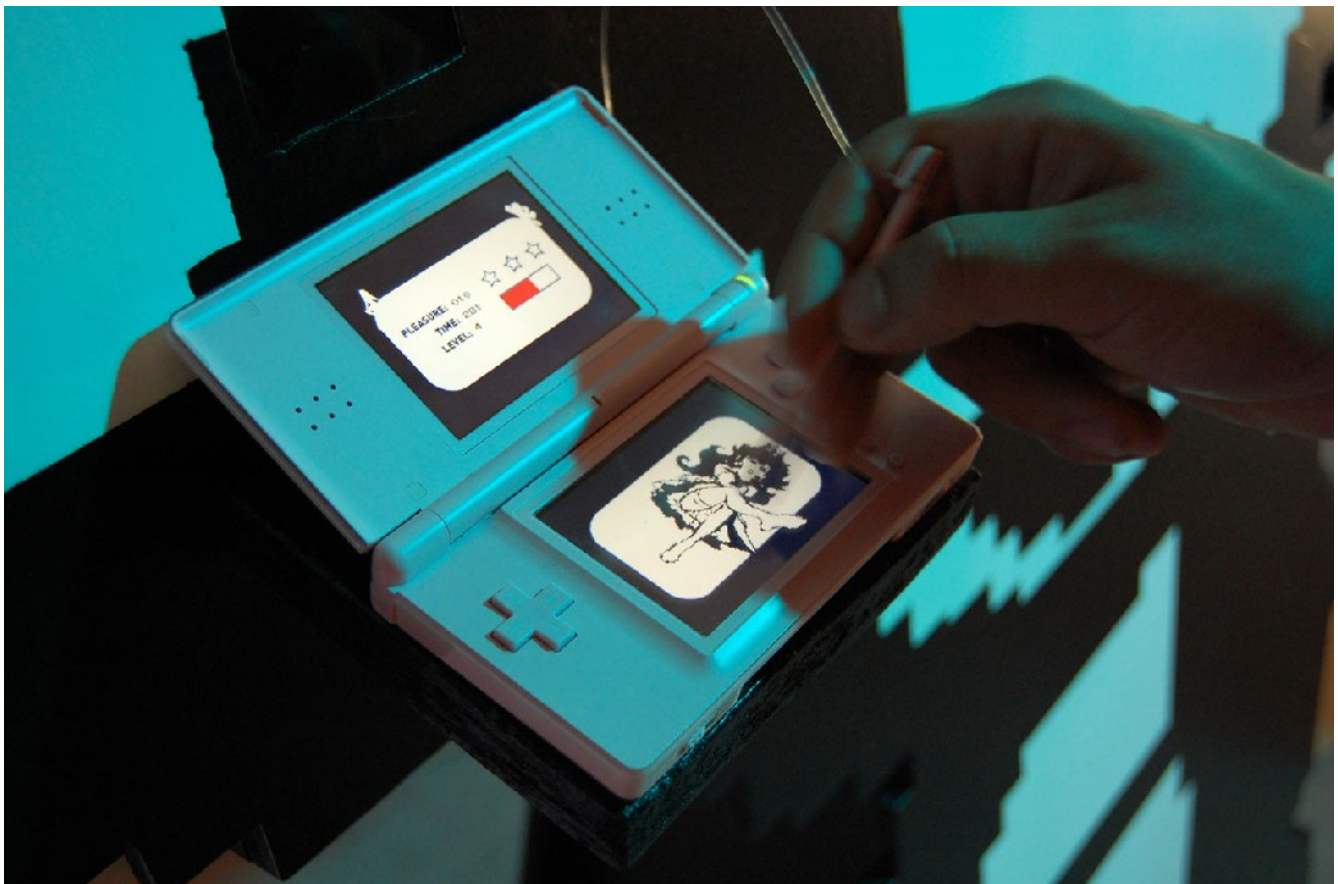
Part of the game, or let's say rather of the play, is the creation and dissemination of an urban myth through spreading modified game cartridges back into the economic system. The game which has been programmed for the Nintendo DS is being put into its capitalistic enclosure, back into an innocent-looking game cartridge.



The program code makes secretly use of one of the key features from the DS, namely the built-in WIFI function. So, once the game is started, it automatically gets connected to an anonymous server which is administrated by Terror Toad (a game-figure within the PlaySureVeillance project). This server acts as Hub de Detournement by receiving the ingame actions and all user-relevant data to further trigger and forward automated action scripts to Facebook servers.

First, the IP address of the DS is compared against a list of geographical assigned IP address ranges. This technique is normally used by Geo-Targeting-Advertisement Software but in this case turned around by placing the user into a social network neighbourhood according to his/her geographical information. Once the initialization is finished, a profile is being generated on Facebook. This involves some sophisticated python bot tricks to permanently stay connected with profiles by automated scripts. Since automated actions or nonhuman behaviour can be detected by Facebook, one particular role of the hijack-server is not only to dynamically change its IP addresses, but also to pretend different types of web-browsers and operating systems.

Secondly, the game itself is a casual game where each player bypasses certain levels of interaction. Prince of Playsure is an adult game provoking the typical Nintendo characters of Mario and Princess Peach by placing them into a nude game. First, each player has to make a decision which gender is appealing most to him/her. By stroking the stylus-pen over the touch-pad, hitting certain erogenous zone of the game figures in the right order, Mario or Peach are becoming undressed. There is always the possibility to opt out by simply not moving on, but let us be clear. All your actions and advances in undressing one of them is being published in your profile.

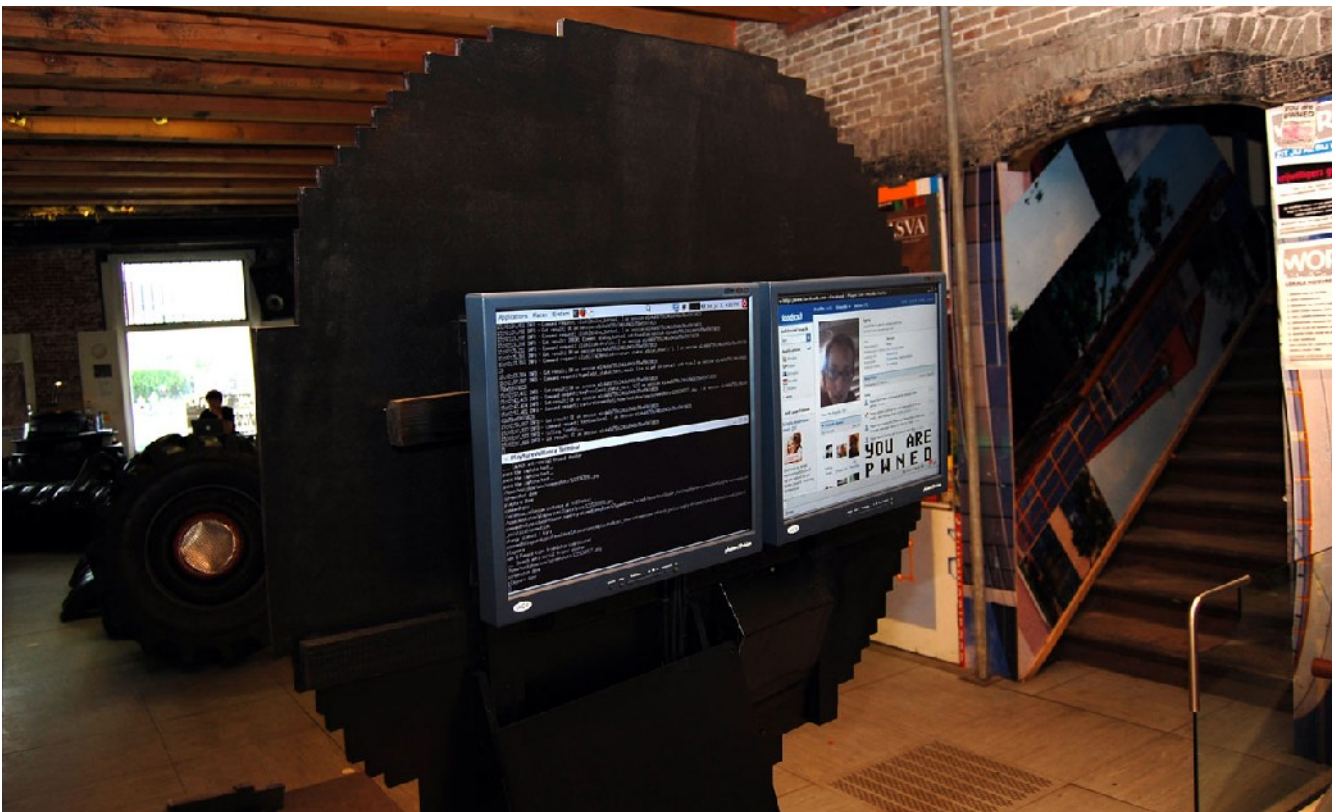


In "Olympic Battlefields 2008/2024" the player has firstly to decide which role she would like to play in a bloody casual game, acting either pro or contra for radical movements in the conflict of Tibet vs. China or Israel vs. Palestina. This first decision gives already a slight indication about the political interest and position which again has influence on the Facebook profile. We should not forget that there is always the "skip terror" button by which the player can quit the game. However, if the player pretend to be "china-friendly", she has to defend the country from Tibetans. The player has to squash randomly popping up Tibetans on the Chinese country map by hitting them with the stylus pen on the touchscreen. With each successful hit, one Tibetan is turned into a happy looking Chinese farmer. If not quick enough, the Tibetan turns into a bomb, subtracting the game score by one (gameEnemyFailed++). Each hit is connected to an automatic Facebook request which either adds or removes friends, affections or exchanges political views, immediately being published in the so-called Mini-Feed.



Thus, the Facebook feed does not describe the source of the action. As in Latour's actor-network-theory, it is indeed not clear who is acting. Like the player in the Terror Toad game who is never alone but a part of a larger apparatus. It is forever unclear who and what is making the action.

Within the exhibition, a life-size Terror Toad cartoon figure is the placeholder for the game console. Additionally, a hidden camera takes a picture of each person's face who plays the game. This candid snapshot is immediately uploaded to the assigned profile, leaving the player even more unaware about all the obfuscated running background processes. Two monitor screens mounted on his back are showing the automated routines performed in real-time on standard Web Browsers.



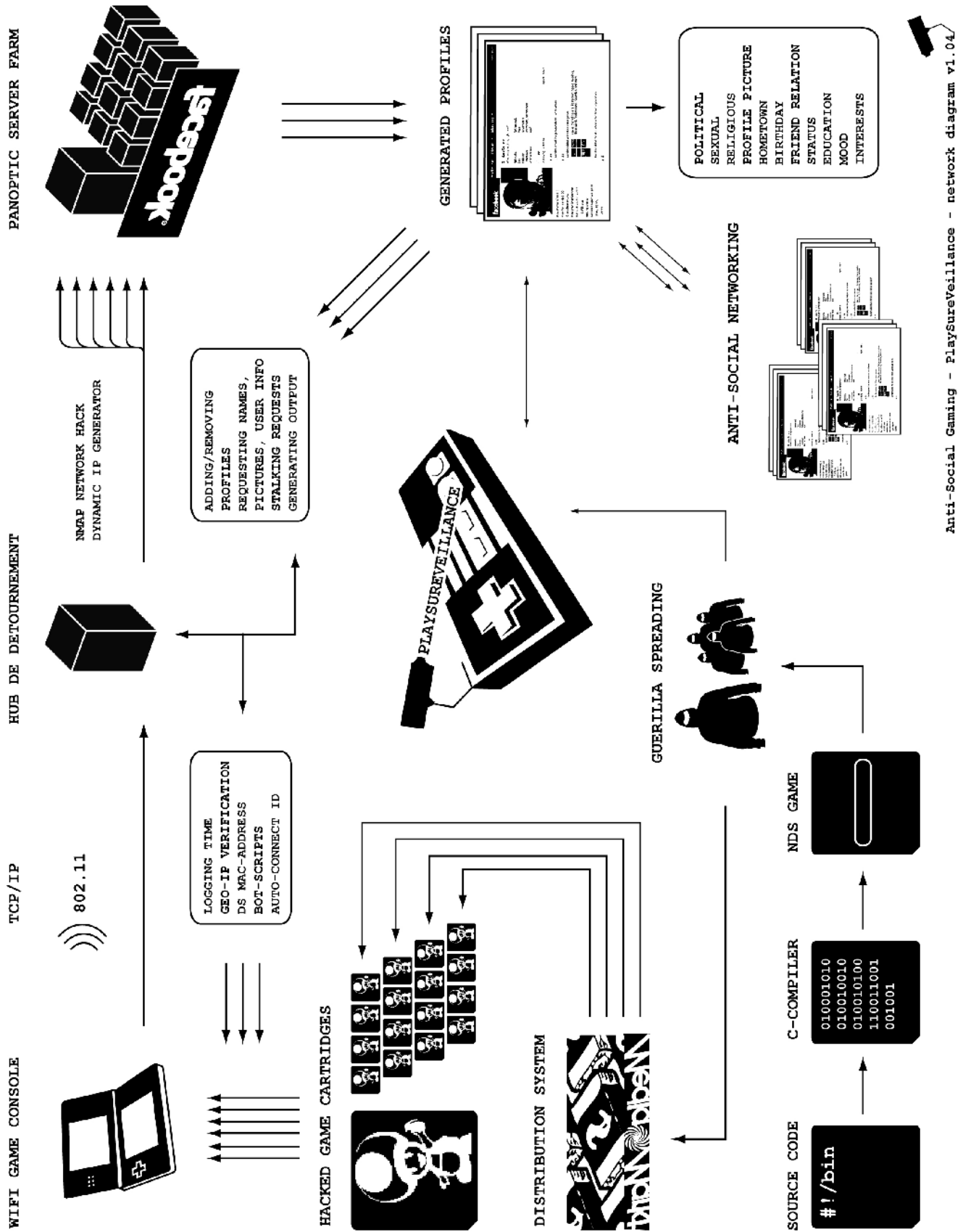
The image shows two computer monitors. The monitor on the right displays a Facebook profile for a user named 'kyra'. The browser address bar shows 'http://www.facebook.com'. The profile page includes a cover photo, a profile picture of a woman with glasses, and various details: 'Sex: Female', 'Interested in: Men', 'Relationship Status: It's Complicated', 'Looking For: Friendship', 'Hometown: Rotterdam, Netherlands', and 'Political Views: in motion'. Below this is a 'Mini-Feed' section with three updates: 'Player kyra feels relieved while playing nude games. 4:01pm', 'Player edited Looking For and interested in in her profile, and changed her profile picture. 4:01pm', and 'Player kyra supports China and feels there is no such thing as message about the War in Tibet. 3:57pm'. At the bottom of the browser window, a large, pixelated text overlay reads 'YOU ARE PWNED'. The monitor on the left shows a terminal window with a dark background and white text, displaying various system commands and their outputs. The terminal window has a title bar that reads 'xterm - ssh - 192.168.1.100'. The bottom of the monitor displays the 'photonTV' logo.



INSTALLATION SETUP



TECHNICAL OVERVIEW



Anti-Social Gaming - PlaySureVeillance - network diagram v1.04