Meditation 5

I didn't engage with the last meditation because I don't feel like I am still grappling with a big question regarding this project, other than unanswerable questions. I feel like the project has gone from being more about materiality and immateriality- matter and value, dreams and reality, games and life, than just debt. It's about how I've moved into fantasy worlds and memories at times, and the erosion of fantasy and material worlds that take place over time. The game also marks this period I've spent in school, as an older adult who spent a lot of their early life as dropped-out of society as I could. The capstone is a goal that comes heavy with real world debt. In a couple of years, I'll have to start paying that debt back. Even though this game is anchored to a transitional now, it's also deeply connected to the past- the visual substrate of early Mac OS, the smoke stained, grubby Mac Classic with its schwa sticker, the desk it was on, general goblin-living (every time I left on a trip my shitty roommate would pawn my computer and when I'd get back I'd have to find money to get it out of hawk). It's about avoiding taking on debt and responsibility but also jealously wanting to transcend class. The Mac was an unattainable class signifier I'd dreamed of owning and got because I managed to get a part in a movie, the beginning of a struggle to cheat my way around debt and climb the class ladder, first through acting and then through tech work, finally I suppose through school, now that I am burned out on those other paths.

Meditation 6

I'm beholden to some specific micro-communities now. Friend.Camp, and the DMA Community first. The ideal audience for this game might be DMA professors and Friend.Camp members before other DMA students though, because of the age gap. I hope that other students will engage with it but I don't know if it will have any impact. An ideal version of this work would have been situated, given a persistent element that people could engage with together, either a physical installation or an online multiplayer element. I had planned on situating it in New Art City, but the other students voted not to use it, and it defeated the purpose for me to use it alone- planning a party and nobody comes. It feels isolated on a web page.

There's no place of significance for Friend.Camp for me, it's an entirely online community. My place of significance for the DMA community is the sculpture garden though. I have a very strong collection of sense memories from spending time there before the pandemic. Especially of walking through it at night after working in the print lab, heading to the bus stop. I'm thinking about whatever experimental music project was being carried out at night inside the large encircling metal sculpture, people talking as they walk, wind in the trees.