



Join us for a free 2 day public game-jam event at Southbank Centre. Create online computer platform games for the extraordinary evolution of our species... or for total catastrophe... it's our choice.

11-6PM, 29-30 NOVEMBER 2014
AT SOUTHBANK CENTRE, LONDON

This launches a year of game-building online and at Furtherfield Commons, the community lab space in Finsbury Park, London N4.

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Webizens join us to draw, make and play games for the Web We Want: to defend freedom of access and a life free from surveillance and data exploitation; to distribute knowledge and resources for the benefit of millions of people and their enduring communities.

As part of the Tim Berners-Lee campaign for a Magna Carta for the web, we invite you to join us in a public drawing and game building event to work out what is most important for us all in the future of the web.

We will devise tactics and tools. Our drawings – avatars, background settings, obstacles, rewards – will form the building blocks of computer platform games of the Web We Want. Afterwards anyone can join in online from their homes, workplaces, universities and clubs to remix, redistribute and play games, or to build their own from scratch.

WWW.PLAYYOURPLACE.CO.UK/WWW

In 2015 Furtherfield will continue to develop games with others, hosting game-building workshops, gatherings and public events to build games for the future of the distributed web at Furtherfield Commons, the community lab space in Finsbury Park, London N4.

ABOUT PLAY YOUR PLACE

Play Your Place is an open artwork and game-building game created by artists, programmers, and imaginative citizens to develop a collective vision for

a richer, emancipated life for all beings in all places.

People bring their expertise to game-jam events and through two imaginative world-forming activities: drawing and play. They swap their experiences and aspirations; they pinpoint obstacles to a good life, the tools by which these are overcome, and the rewards of success. In the process they create the resources and rules for polemical online platform games that can then be tested, remixed, relished and redistributed in epic play-sessions.

Where once the boundaries between the worlds of atoms and bits were marked by screens and passwords, chips and implants are now on or in our bodies, devices and appliances. The architecture and maintenance of the web, and the infrastructures of the Internet that underpin it are of consequence to us all. We are in the web, we are its users. The web is in us and upon us.

BACKGROUND TO PLAY YOUR PLACE

Play Your Place grew from conversations between artists, writers and Southend planners and residents about how people could get involved in planning decisions in their town. This formed the foundation for an artists' residency for Ruth Catlow (Furtherfield, UK) and Dr Mary Flanagan (Tiltfactor, USA) and author Rachel Lichtenstein (UK) hosted by Metal in 2010. We have since created games about places with residents and visitors to Southend, South Westminster, Classroom N4 and the Alt_Cph '14 alternative arts festival in Copenhagen.

THE TECHNICS

Play Your Place exists as a digital artwork prototype and is published as a FOSS game platform to Github under a GNU Affero General Public License. The game is developed by Soda with Ruth Catlow and Mary Flanagan, using HTML5 to enable accessible, cross platform in browser creation and play without plugins etc.

Planned future developments will enable: a simple entry level mode - especially for use with mobile

devices - with guided level creation to introduce players to game creation and an advanced functionality mode for experienced users including a scripting tool; located big and open data integration linking data, games and comments, integrating into mapping apps and having located data effect gameplay; optimized physics enabling climbing, carrying, pushing, throwing etc.

ABOUT FURTHERFIELD

WWW.FURTHERFIELD.ORG

a living, breathing, thriving network for arts, technology and social change since 1997

Furtherfield is the UK's leading organisation for arts, technology and social change. Since 1997 Furtherfield has created online and physical spaces and places for people to come together to develop and create critical experimental art and digital technologies on their own terms. Furtherfield Gallery and Commons are based in the heart of London's Finsbury Park. This serves as a hub to connect and activate local and international communities of artists, technologists, thinkers and doers.

FURTHERFIELD

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