I AM THE DUNGEON MASTER

Topic: sense of self in constructed virtual environments
Looking back to the rise of interactive chat environments (MUD▓s) on the internet during the 90s and the questions that this new way of existing brought along with it at that time. Existing in a non-linear way. Existing in multiple windows. The way our brain constructs a sense of self and the psychology behind its disruption. Bringing methods and linguistics of MUD▓s together with research on psychology and philophical views on the sense of self and its disruption in order to create an interactive installation reflecting the input of whoever enters.

Why:
By mixing elements of digital environments and games with our physical reality, I am adressing topics such as (self-)deception and losing touch with reality. In the future we will live in 3dimensional digital environments, which will be constructed out of elements we are familiar with from our physical reality. Digital environments have the tendency to be quite unstable, and as our environment impacts our behavior and identity dramatically, it is important to research sense of self in digital environments and how to prevent its disruption. If it isn▓t possible, we might need to change the way we view identity. From steady to split, much more like various characters (as seen in Dissociative Identity Disorder) as well as split realities.

How:
Life performance-research process
A game-like experience in the form of an interactive installation which turns the viewer into the protagonist. Blurring the lines between the real and virtual in a way that makes people doubt which elements wihtin the installation are a part of the game and which aren▓t. Collecting input of interaction enriches and nuances the experience with time. Creating software with unreal engine which uses feedback and input from physical space in real time through sensors, text-input or pressing buttons.