

LARP HOLED FUTURISM

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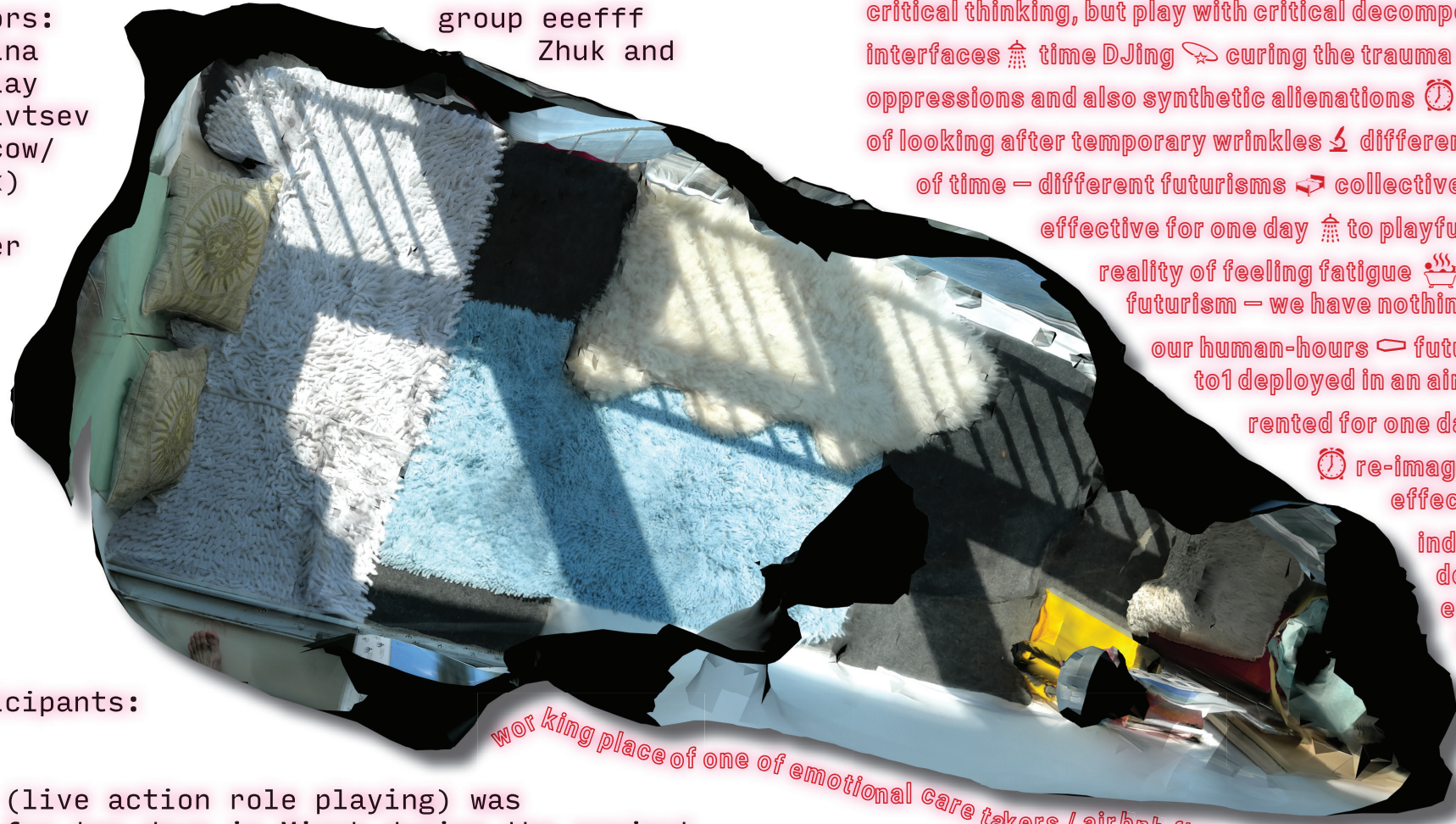
Number
of

participants:
6-12

LARP (live action role playing) was
held for two days in Minsk during the project
<http://statusproject.net/> in June 2019.

Learn more:
<https://eeefff.org/ru/projects/holed-futurism.html>

group eeefff
Zhuk and



working place of one of emotional care takers / airbnb flat

• • • synthetic collective imaginations • training
with limited emotional resources • growing unprofitable-
impractical communication skills • adding up practical
parasitism • "such is knowledge production" • not
critical thinking, but play with critical decomposition of
interfaces • time DJing • curing the trauma • synthetic
oppressions and also synthetic alienations • practices
of looking after temporary wrinkles • different topology
of time – different futurisms • collective synthesis
effective for one day • to playfully get to the
reality of feeling fatigue • outsourcing
futurism – we have nothing to lose but
our human-hours • futurism in scale 1
to1 deployed in an airbnb apartment
rented for one day • growing
• re-imagination •
effects of creative
industries •
designing
environments
for collective
imaginations
• metastases
of copy-paste
• • •

The cooperative of the burnt out

Huddled in a flock of creative workers who try to minimise production costs. The reason for the flock may be the desire to change the world for the better, enjoying the process or simply minimising the costs. Because of the intensity of the production process, members of the cooperative burned out emotionally – one is in depression and tries to act on the principle of minimising the risks.

Another – in a state of emotional burnout and not up to taking the risks – more important now is to remember the authorisation code to pay for an online food delivery to the office, a rented apartment in a high-rise near the metro station (creativity equals mobility).

The cooperative of emotional workers

These are old friends who came up with an idea about how to squeeze a little money for life from a situation where everyone is online around the clock and outsourcing labour schemes are taught in schools. Instead of going to work as food deliverers, they agree to open a remote psychological assistance service in 24/7 mode. The service's specialty is getting the emotionally burnt out of the creative class back on their feet. The workplaces of the cooperative are cozy corners of the jointly rented apartment. Gentle and anonymous, they hand over customers to each other after an eight hour shift to reemerge from their production drama and live their own lives. They lick each other's emotional injuries in the kitchen of the rented apartment-office.



Holed futurism is a LARP/synthetic game situation about contemporary production drama related to self-exploitation, the

condition of emotional burnout, outsourcing of affection, alienated emotional

and labour.

A group of acquaintances decides to test their newly designed feature, the purpose of which is to help burnt out employees of the creative industries in their problem. They decide to implement "cognitive twins" - a 24/7 service, providing emotional assistance for the unfortunate. Yet, are their customers so unhappy? Will they want to return to work after this treatment, or can this disease better be considered as their chance to re-focus? And what do the employees of the new service discuss in the smoking room - what are the difficulties of their emotional labour? Do they feel sympathy for those who they pulled out of their affective pits?

The game revolves around the layering of synthetic oppressions of two types. The participants of the first operative sell their creativity, gathering in flocks, to improve performance and cut off costs. Burnout for them is a tragedy in which the level of their creative capacity is approaching zero. The second cooperative alienates its emotional labour and suffers from the sale of its care, attention and love.