eeefff

eeefff (Minsk/Berlin) is artistic cooperation / made-up institution / cybernetic political brigade / poetic computations / hacking unit / queer time. It is neither one of these, nor all together. Active from 2013. The group works with emotions and affects shaped by technologies and makes software-based projects, publications, networks, and platforms that critically explore digital labour, value extraction, and community formation. Methods include: public actions, online interventions, performative seminars, software, and hardware hacking, framing environments, and choreographing social situations. Organizers of the School of Algorithmic solidarity (2022-ongoing). Co-organizers of Work Hard! Play Hard!, Decentric Circles Assembly (2024) and Forest Assembly of Educational fictions (2025). More info: **https://eeefff.org/**
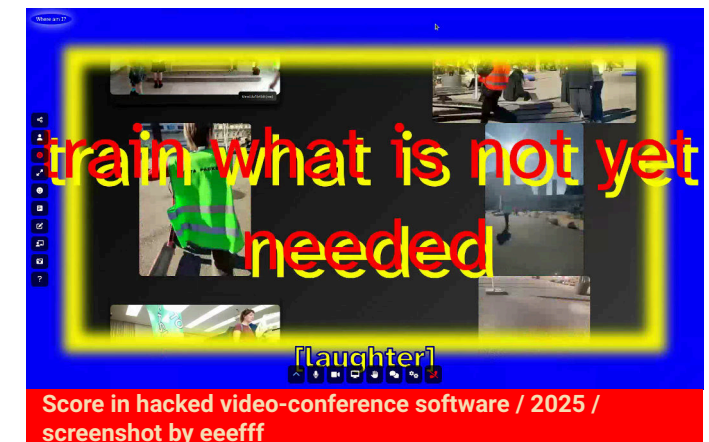
works

Score in the space / UdK, Berlin / 2025 / photo by eeefff

Algosomatic session

Hacked video-call software, Flags, Vests, E-Scooters, Video, Action in the city

The session focuses on finding ways to communicate privatized expert engineering knowledge through collective experiments and sharing bodily knowledge. To do so, the duo eeefff proposes to reenact the inners of algorithms: embodyment of the formal choreography and rhythms of data flows and performance of different visible and non-visible conflict positions clashing together in computational systems.
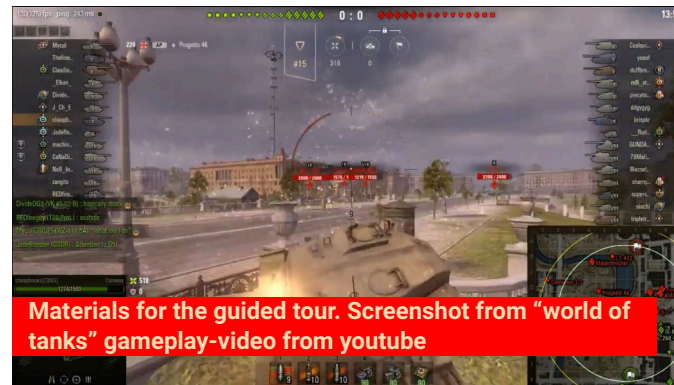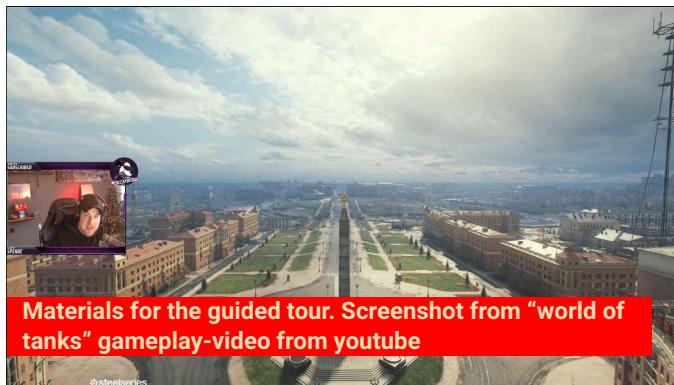

Score in hacked video-conference software / 2025 / screenshot by eeefff

Score in hacked video-conference software / 2025 / screenshot by eeefff

Sessions of Algosomatics were part of <u>Transmediale 2025</u> / Berlin (DE), <u>Basel Critical Media Lab colloquium</u> / Basel (CH) and UdK Rundgang 2025 / Berlin (DE)

During guided tour. Screenshot of VRChat interface / by eeefff and Clemens von Wedemeyer

too close to reality? at what point do virtual maps become real?

Audio guided tour in virtual space

collaboration with Clemens von Wedemeyer

This session happened using 2 "spaces" or, in order not to transfer physical understanding of the space into the digital and not to clone its logic, let's call it 2 modes-of-being-in: experience of being in virtual copy of Minsk Zair Azgur Museum, which was made in frame of "Open Objects" project of Clemens von Wedemeyer. And in gameplays that were happening in a virtual map of Minsk in the "World of Tanks" video game.

Several sessions happened during the [V Kyiv Biennial](#) 2023 in Vienna as collaboration between eeefff and Clemens von Wedemeyer.

Materials for the guided tour. Screenshot from "world of tanks" gameplay-video from youtube

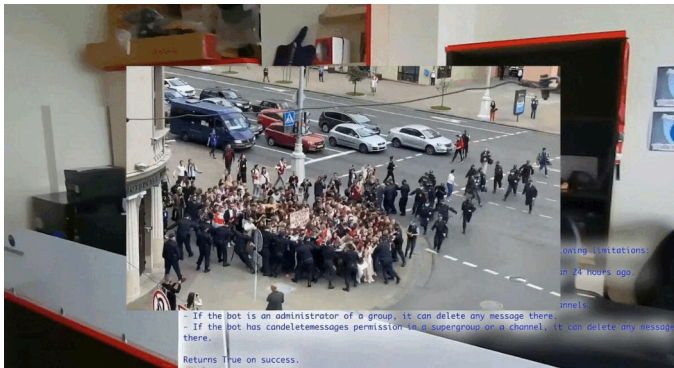Materials for the guided tour. Screenshot from "world of tanks" gameplay-video from youtube

Still from the video / by eeefff

tactical forgetting: video

Video offers a critical artistic observation on the gamified perception of the Revolution in Belarus (2020-2021) as well as on the corresponding management of attention and administration of memory. The work is based on documentary materials drawn from a large Minsk corporation whose activities focus on creating computer games with military themes.
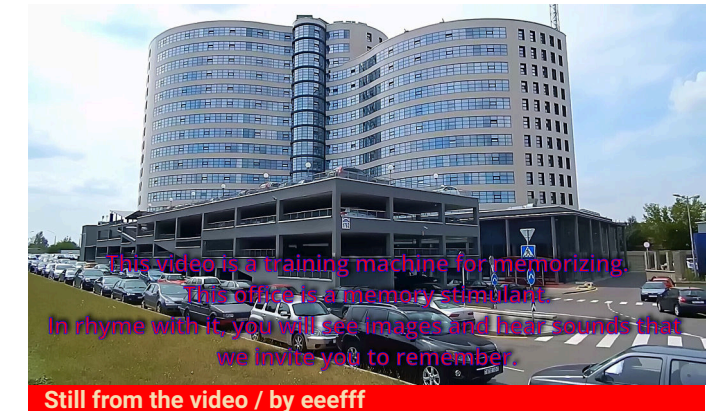
Tactical Forgetting is a computer-supported exercise that tackles the issue of digital memory and distributed events that need to be forgotten either because of their sensitive content, or because of community safety. Narratives unfold within different temporalities and spaces: documentary footage of the labor inspection in a large company in Minsk that develops military computer games, disappeared content from servers of internet portals, the distributed memory of bodies participating in the revolution, and fictional desired economic strikes. This video can be seen as a playthrough, which one traverses following the threads of the mental exercise.

This video is a training machine for memorizing.
This office is a memory stimulant.
In rhyme with it, you will see images and hear sounds that we invite you to remember.

Still from the video / by eeefff

Still from the video / by eeefff

Mushrooms are no longer found there.
Only the russian military.
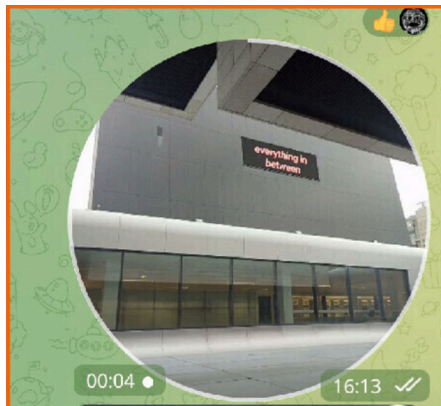
Still from the video / by eeefff

screen with the message / during the session / photo by eeefff

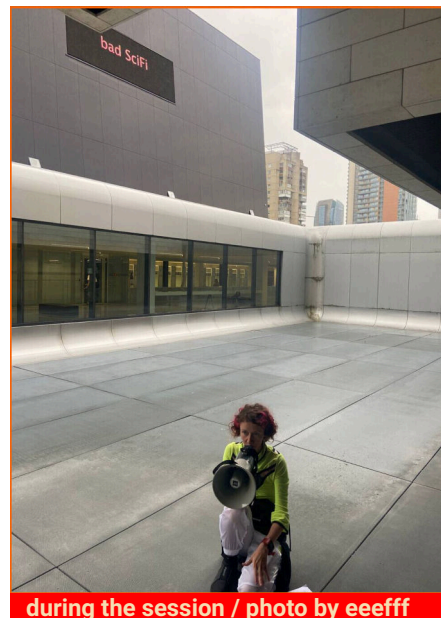# how to steal the diamond of knowledge? / 2023

site specific collective session, media screen of the national art gallery in Vilnius.

A training session on occupying the public media infrastructures — media surfaces that do not belong to us.
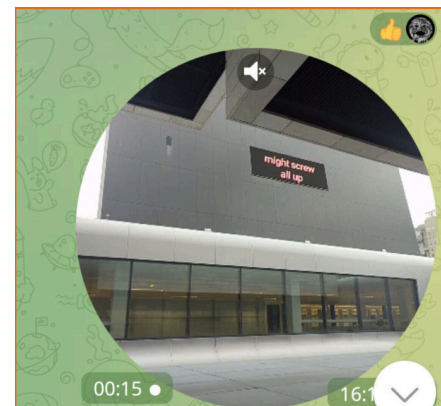
The session took place in Vilnius, simultaneously with the military festival near NDG area and as part of the exhibition about infrastructures and solidarities If Disrupted, It Becomes Tangible / NGA / Vilnius (LT) / 2023
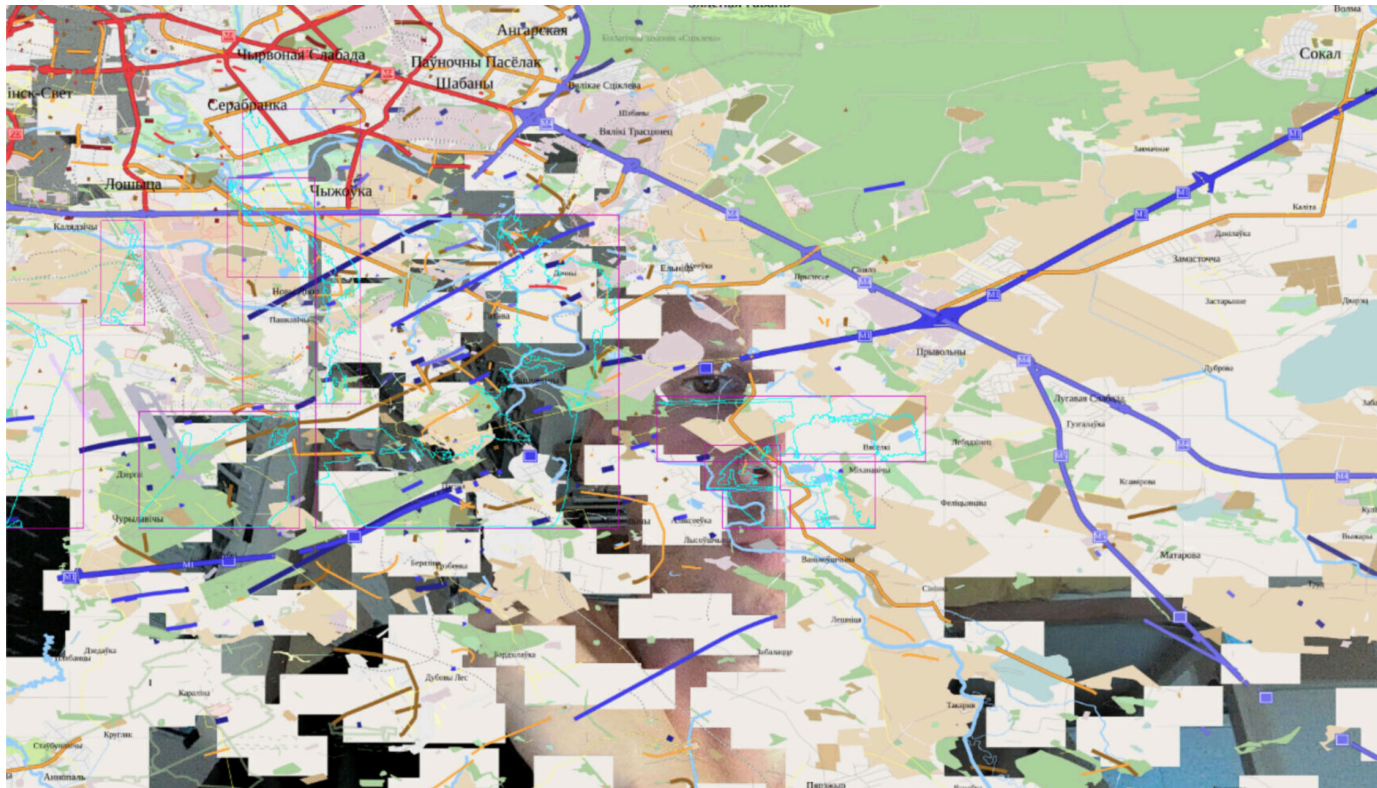

during the session / photo by eeefff

during the session / photo by eeefff

during the session / photo by eeefff

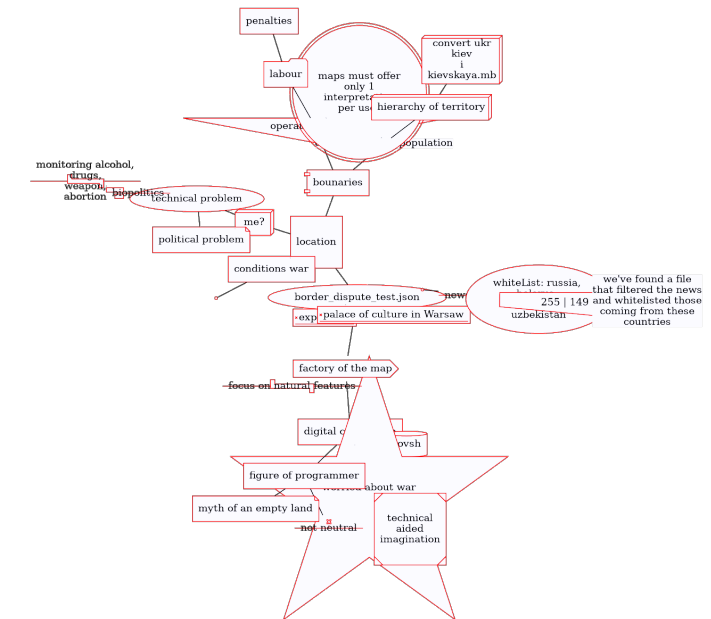Part of the school of algorithmic solidarity.

Screenshot from the didactic video / by eeefff

can colonialism be encoded into algorithms?

Reading sessions; didactic videos in the environment, 10'23"

Reading sessions and didactic videos are looking into the recent leaked source code of the biggest IT corporation, which is very close to russian government. The source codes of the Yandex company were copied in July 2022 and published on the Internet on January 25, 2023. The size of the leak is 44.71 gigabytes. Yandex services, whose algorithms were published, include maps, electronic assistant, taxi, web search engine, mail, cloud storage of documents, marketplace, travel agency, electronic payments, and delivery — tools that can cover needs of a modern paying user.

Notes following session in Critical Data Lab, HU, Berlin, 2024 / diagram by eeefff

region_groups:: Disputed
disputedGroupId(Region region)

Karaoke interface / During session in frame of Mycelium decolonial laboratory / Warsaw / 2024

During session in HU / Berlin / 2024

Part of: Terms and Conditions. The Legal Form of Images program / "Expanded Cinema" department in HGB together with Harun Farocki Institut in Leipzig (DE), 2024; ACUD and Goethe Institut program on exile, Berlin, 2024; AMRO Festival 2024 (Linz, AT); "Alt Nets" exhibition in panke.gallery in Berlin in 2025; Critical Data Lab of Humboldt University Berlin (DE) in 2024; Mycelium decolonial laboratory in Warsaw in 2024; [ome] exhibition in Kunstraum Kreuzberg in Berlin (DE) in 2023. Didactic videos were streamed on UKRAINATV platform in 2025. In 2025 script for didactic videos was published in Antiwarcoalition journal #1: "Entanglement of Infrastructures: Civilian Systems under the Pressures of Militarization"

CONDITIONS OF *WAR*→

```
Conditions {
Tag: "==war=="
Check {
# update according to the situation
Expression: "0"
}
}
```

Game simulating the work of a programmer

Screenshot from the didactic video / by eeefff

Управление ASD, Зум - колесо мыши.

RADEON SOFTWARE
ДЛЯ ОТКРЫТИЯ НАЖМИТЕ ALT + R

Порода: 1
18
2
0,0 %
0,00 %
0,00 %
100,00 %

Слой: 1

Screenshot from the didactic video / by eeefff

View of the installation in panke.gallery / photo by eeefff
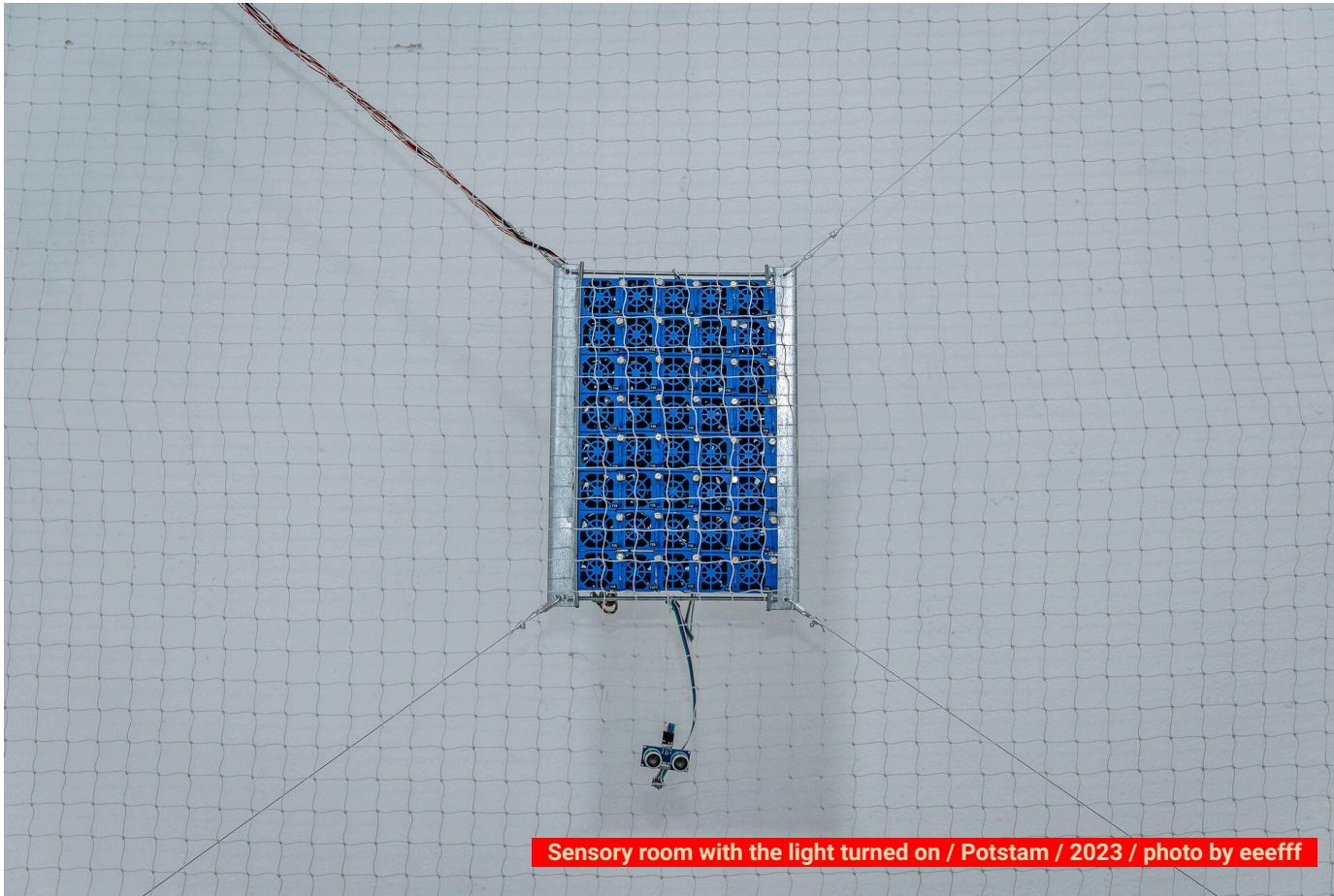
Sensory room with the light turned on / Potstam / 2023 / photo by eeefff

sensory room with 42 cooling fans

42 cooling fans produced by facebook corporation and aimed to cool down material level of algo-economies operated by the company. They are used to build a sensory room that exists in two variants: stationary and portable one.

here are instructions to read before entering sensory dark room:

You are about to enter a room that is packed with:

- **42 cooling fans produced by facebook corporation and aimed to cool down material level of algo-economies operated by the company**
- **window-net being used to keep pets from escaping human homes**
- **fake arduino controller**
- **borrowed blackout curtain**
- **red, white, green, blue, white and black wires**
- **metal and wooden structures produced out of office-furniture which was thrown away**
- **duct and masking tape**

The room has no light inside.

Portable setup for the sensory room / photo by eeefff
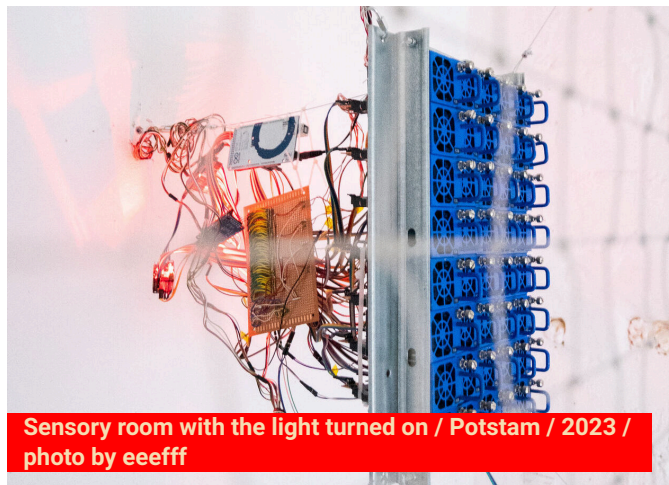
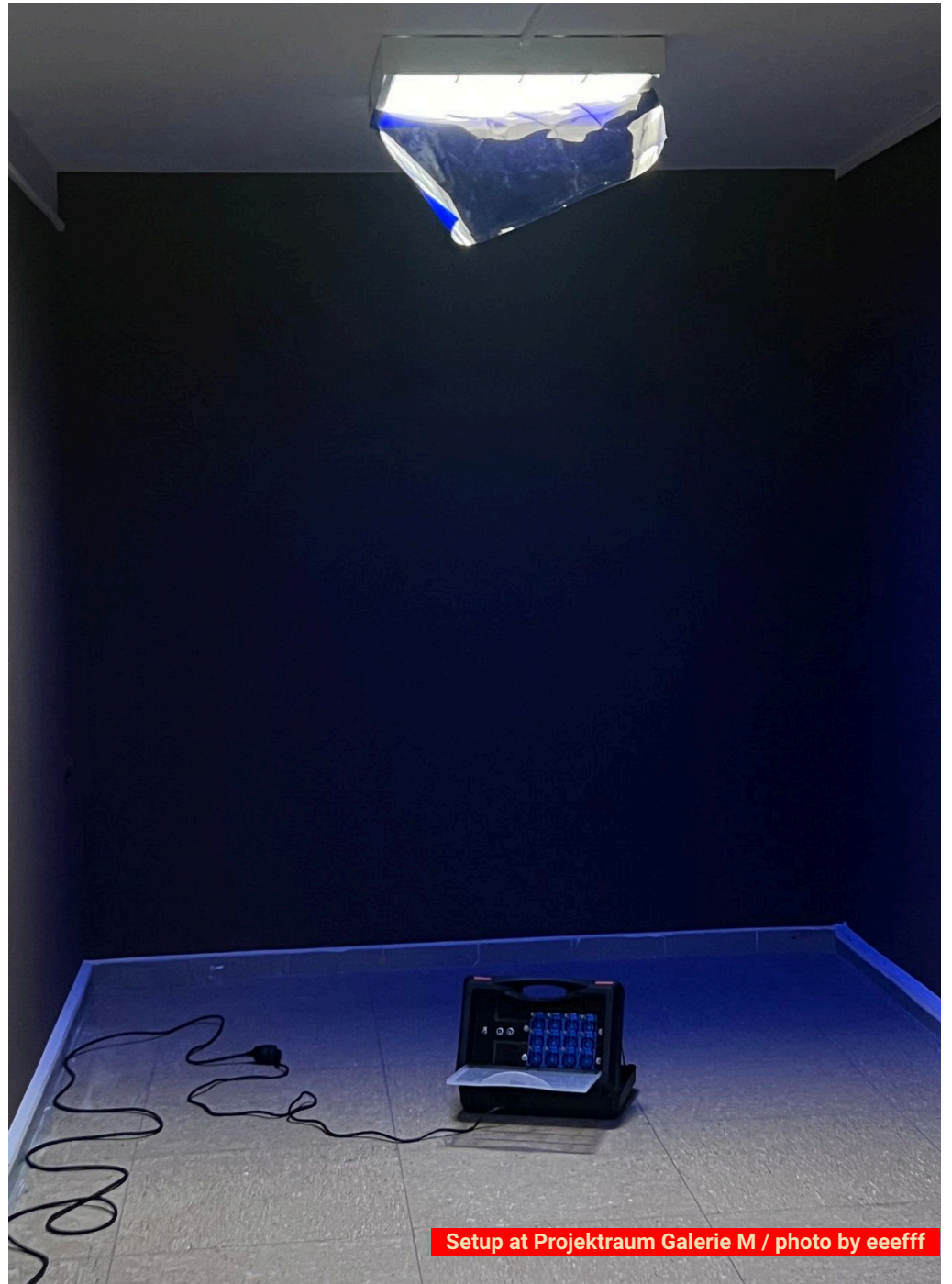Sensory room with the light turned on / Potstam / 2023 / photo by eeefff

Sensory room was part of "speichern kollektivität - die kunst viele zu sein" exhibition / Potsdam (DE) / 2023; Piksel festival / Bergen (NO) / 2023; and "Obsolet" at Projektraum Galerie M / Berlin (DE) / 2024
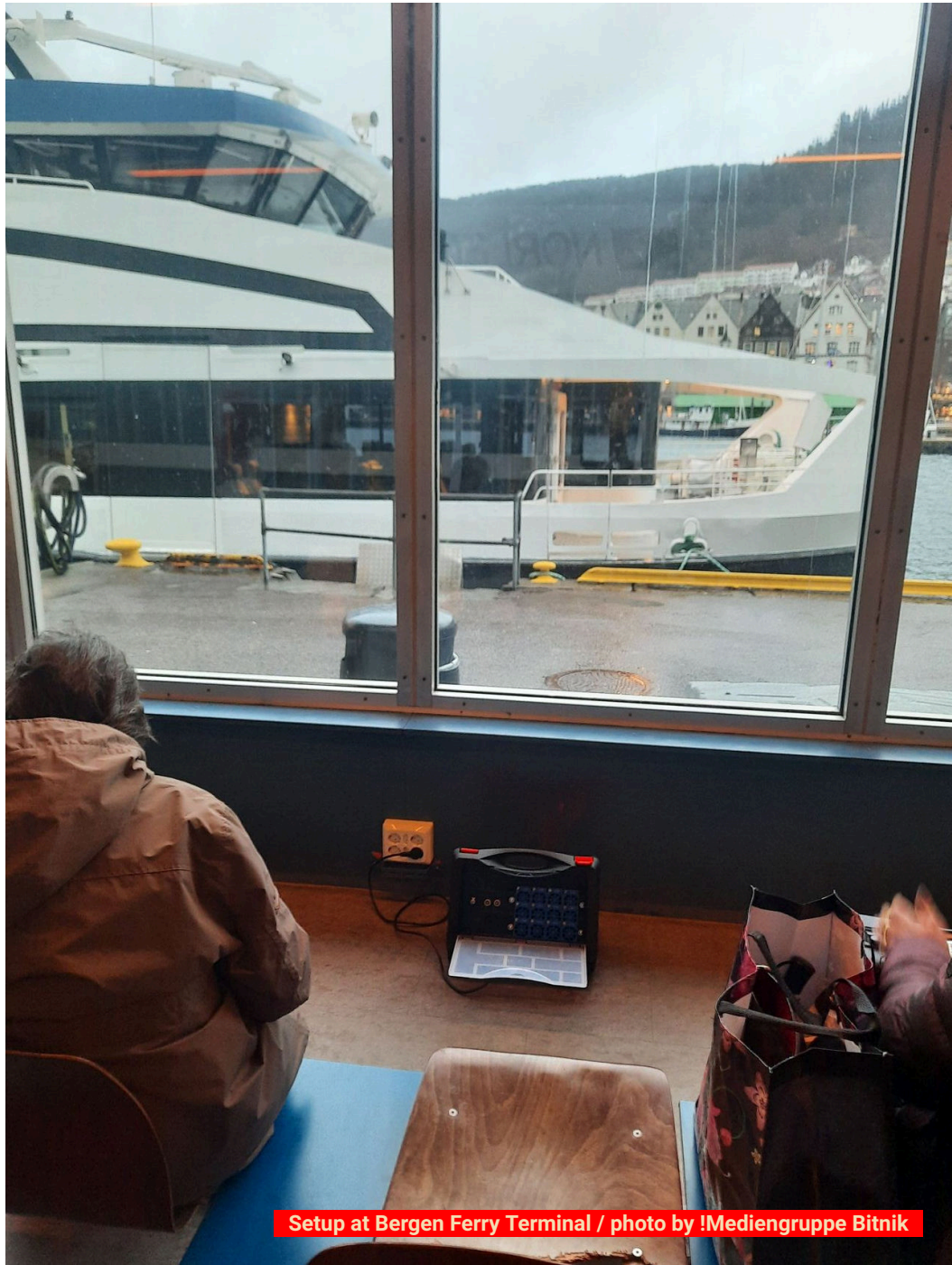
Setup at Bergen Ferry Terminal / photo by !Mediengruppe Bitnik

Setup at Projektraum Galerie M / photo by eeefff

During seminar at Uferstudios, Berlin (DE), 2022 / photo by wh!ph! working group

Strike event

performative seminar

as Work Hard! Play Hard! working group

Work Hard! Play Hard! working group invites you for an evening on Reverse strike
Time strike
Abstract strike
Molecular strike
Care strike
Preemptive strike
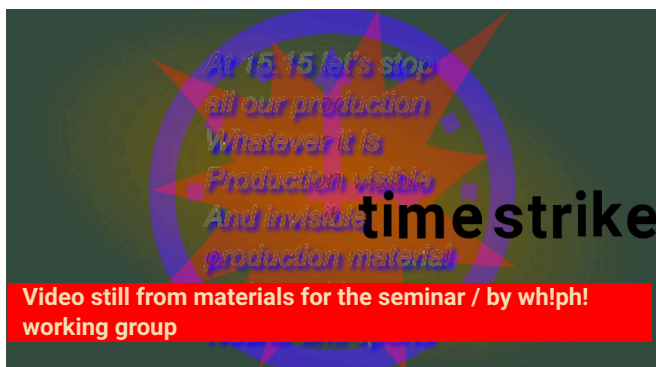**Labor strike**
Strike-event
Strike-gap
Infrastructure strike
Feminist strike
Imaginary strike
 The strike interrupts the logistical chains of oppression, destroys the infrastructure of the dominant temporalities, frees up energy, and provides resources to implement other infrastructures. Job refusals, interruption gestures, various types of sabotage, queer temporalities, workers solidarity, modern moprs, achcs and internationals. Let's investigate how this gap, open time, instability and risk function not only for us who live in public ruins, but to those who invest time and energy in breaking down or suspending the infrastructures of oppression. The strike works as a practice of freeing up time to build-out and maintain the necessary structures and perpendicular institutions.

At 15:15 let's stop
all our production
Whatever it is
Production visible
And invisible
production material

timestrike

Video still from materials for the seminar / by wh!ph! working group

reverse strike

instead of stopping the activity, it implies its speed-up or acceleration

Video still from materials for the seminar / by wh!ph! working group

Seminar was made during PAF Summer University / Saint-Erme (FR) / 2023; in collaboration with ZK/U at Documenta 15 / Kassel (DE) / 2023; and at Uferstudios in Berlin (DE) in 2022.

Materials for the seminar are part of Antiwarcoalition platform

Still from the video documantation / by Hanna Kim

is it possible to feel the infrastructural time?

situated action, performative lecture, video-documentation, 19'27"

In this session, we wanted to work with infrastructural time and how it can be embodied (if even it is possible). Taking some concrete timing events – delays in cables, time to get particular knowledges about a railway infrastructure, time of burning the cabinets responsible for the algoritmization of the railway in case of sabotage, time of flying rocket from Gomel region to Kyiv, time of masking the wires that can make a signal for the whole system to slow down the train, time of a decision of an operator in a control room – we were shuffling around them, trying to navigate and be navigated, trying to mix the "precision of the computer" with events that act upon it, that can be error-friendly towards the infrastructures, that can wrestle this precise time down. As we think we need to unpack the seemingly untouchable algorithmic processes — they could be actually interrupted, mutable, shakable.

supporting materials / collage by eeefff

Still from the video documantation / by Hanna Kim
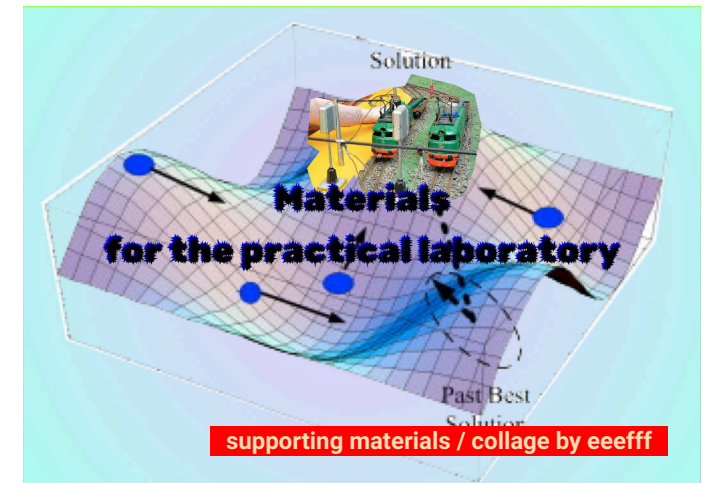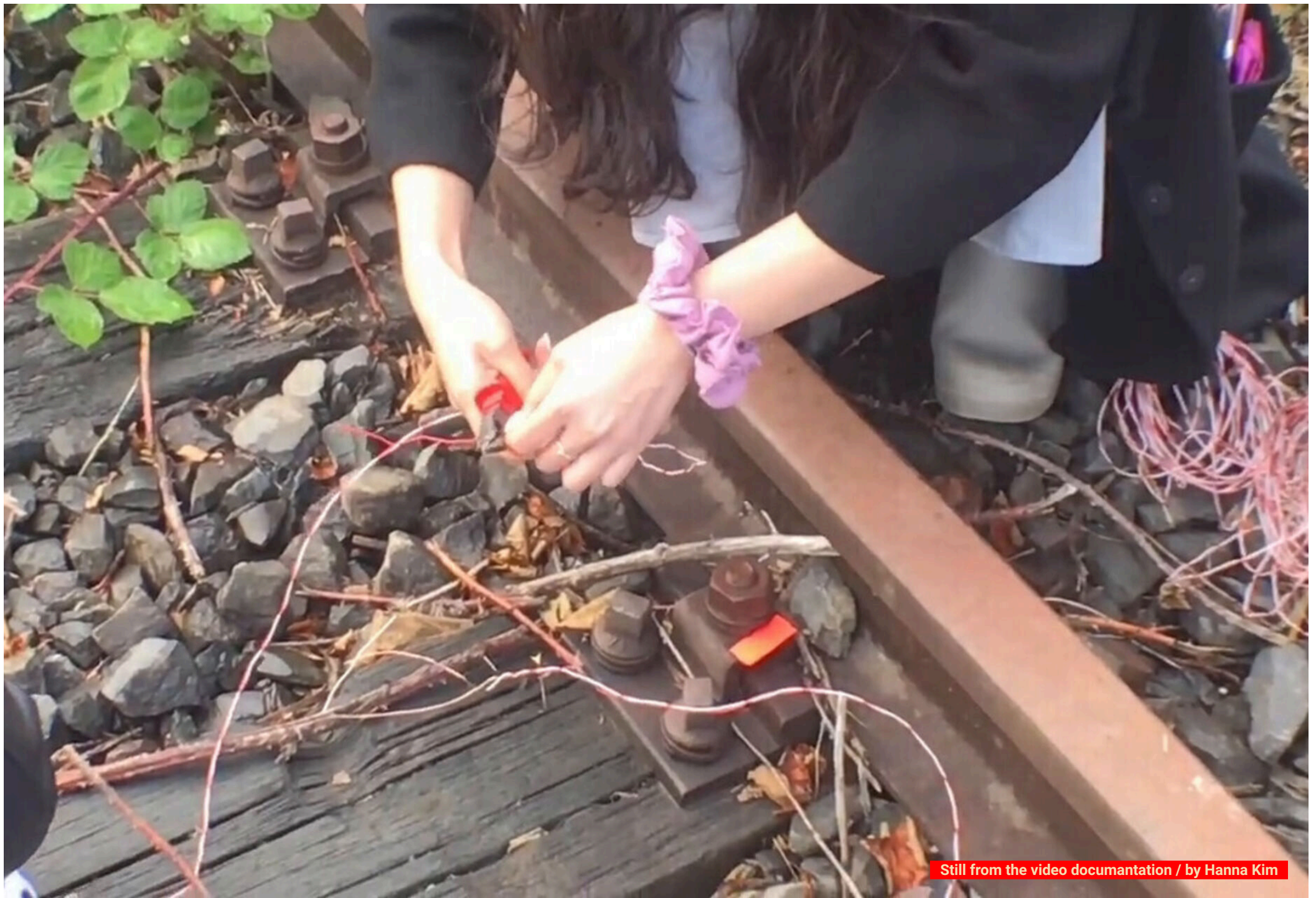
Still from the video documantation / by Hanna Kim

Economic Orangery in use in HEK / Basel / photo by eeefff

economic orangery

Installation, bot aided exercises with gymnastic balls

This is your companion for doing exercises on gymnastic balls. It will guide you through body activities. First you need to choose the obsession that you'd like to train. And to choose the corresponding gymnastic ball.

Originally it was made as hybrid space for exercises on gymnastic balls. It was installed in Basel in Haus der elektronischen Kunst and in Bejing in Hyundai Motorstudio.

Economic Orangery in use in Hyundai Motorstudio / Bejing / photo by eeefff

Page from the playbook / by eeefff

Part of: «Exploring the Decentralized Web – Art on the Blockchain» / Haus der elektronischen Kunst / Basel (CH) / 2023; Time After Time: The Polychronicity in Blockchain / Hyundai Motorstudio / Beijing (CN) / 2022; Public program at Varia.space in Rotterdam / 2023 / Radical Friends – Decentralised Autonomous Organisations and the Arts / Furtherfield and Goethe Institut / 2022-2023;

Please choose your *obsession*

Cool! Now you're sitting on opacity / 不透明性!

What do you want to do next?

...doing an exercise...

"How to accommodate two obsessions at once..."

Find a way to fit into two obsessions at once.

🏳️🅿️🏦💝🎏🚩

PAUSE! PAUSE! PAUSE!

sort the balls according to the following scale: from more powerful to less powerful

press NEXT when done

Bot that guides exercises / screenshot by eeefff

Obsessions / photo by eeefff

you are in a room
scan to start
for exercises
with gymnastic balls

Economic Orangery in use in HEK / Basel / photo by Franz Wamhof
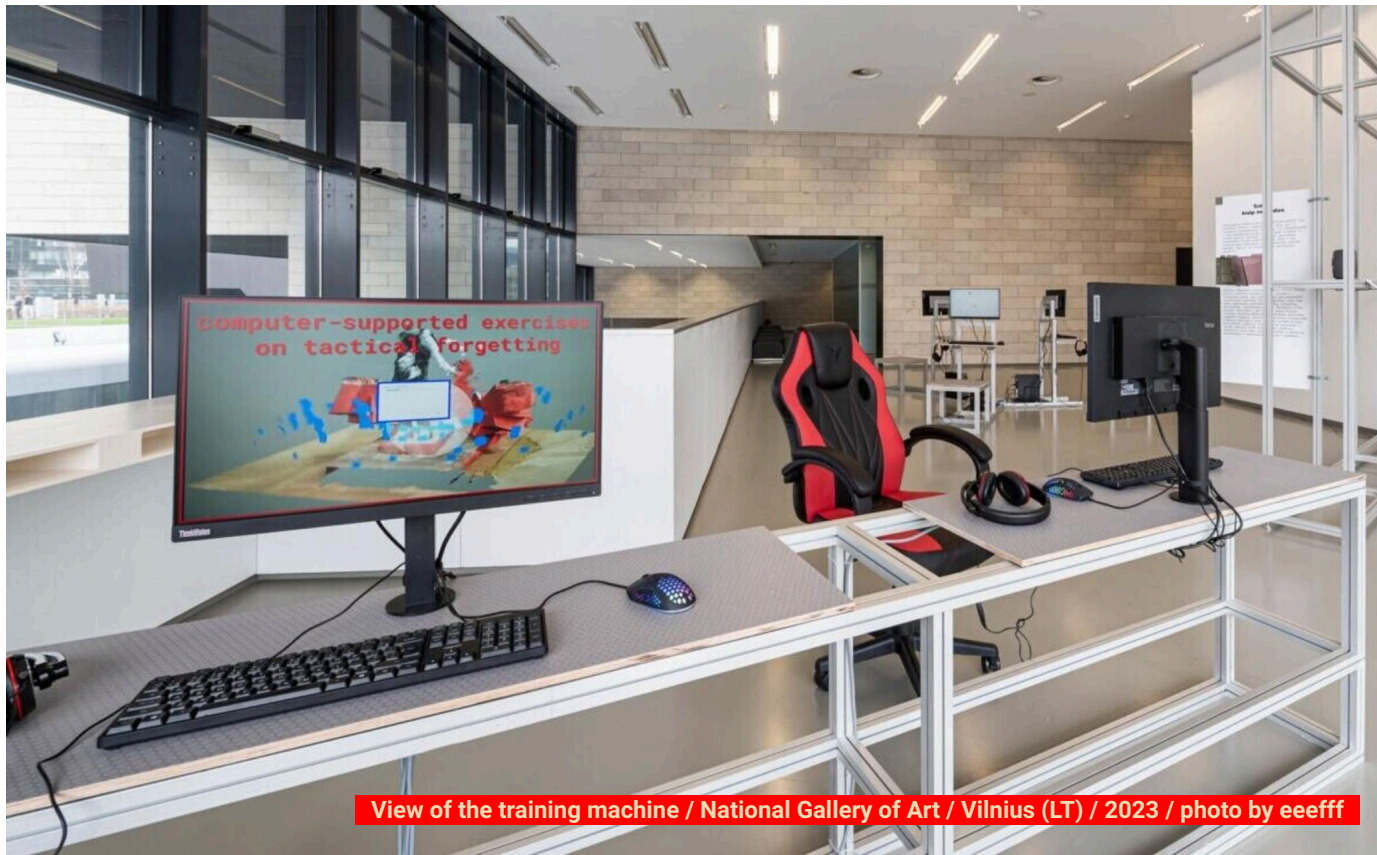
View of the training machine / National Gallery of Art / Vilnius (LT) / 2023 / photo by eeefff

training machine for tactical forgetting

Training machine for exercises in memorizing and forgetting

Computer-supported exercises are unrolled around digital memory and distributed events that need to be forgotten rather because of their sensitive content, or rather because of community safety.

You are up to explore a training program that is build around memorising based on neutron activity, that are fed with connected elements and various scenarios reflecting Belarusian reality. With your answers you define how hard you would will to remember or rather forget the materials you've just watched or listened to.

Narratives unfold within different temporalities and spaces: documentary footage of the Labour inspection to a large company in Minsk that develops military computer games, disappeared content from servers of Internet portals, the distributed memory of bodies participating in the revolution and fictional desired economic strikes.

watch video
One of the exercises / screenshot by eeefff
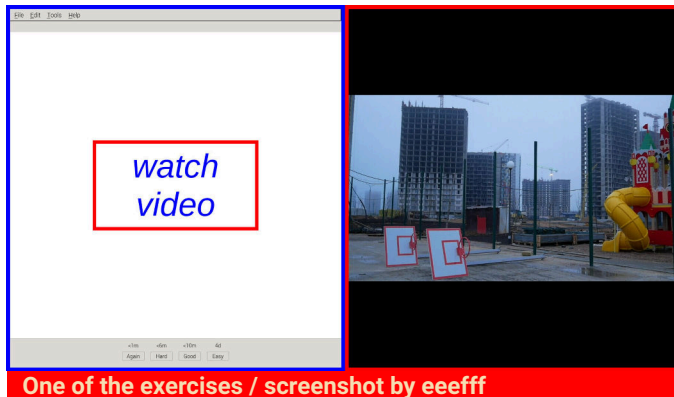
CANCEL – press to forget
One of the exercises / screenshot by eeefff

Part of: "If Disrupted, It Becomes Tangible" exhibition in Natioanal Gallery of Art (Vilnius, LT) in 2023, CTM festival in Berlin (DE) in 2022; "Antibodies. Young Art from Belarus" exhibition in Westwerk (Hamburg, DE) in 2021.

Essay on tactical forgetting was published in "Ecology of Attention" by Montag Modus in 2021. Performative Lecture on tactical forgetting was held during the conference "Museum as research hub" by Garage MCA in Moscow (RU) in 2021.

Outsourcing paradise

Algorithm that eats websites, Generative video

Outsourcing paradise is a coded environment that exists as a parasite extension at several web pages. It intervenes in the user's experience and erodes elements of the website it is launched on, through the appearing videos and interfaces.

The work focuses on the infrastructure of distributed labor, which provides for the functioning economy of platforms and web services. Drawing on the idea of translocality, the artists address the hidden materiality of such labor, which is outsourced within Eastern Europe and beyond. They used an online recruitment platform to look for workers, whose labor is concealed behind the work of algorithms, and to create an imaginary space of an "outsourcing paradise," where outsourced workers could subvert time, voice their alienation or live it in different ways.

At SILENT WORKS exhibition / Berlin / photo by eeefff

Outsourcing paradise erodes interface of google search / screenshot by eeefff
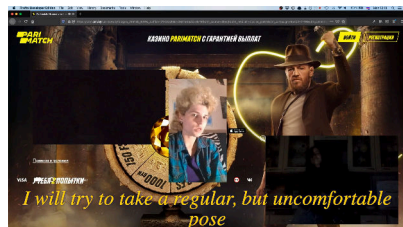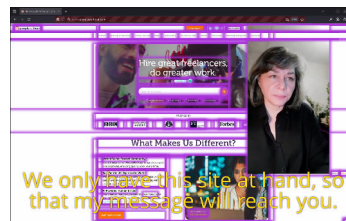

Outsourcing paradise erodes interface of an online casino / screenshot by eeefff
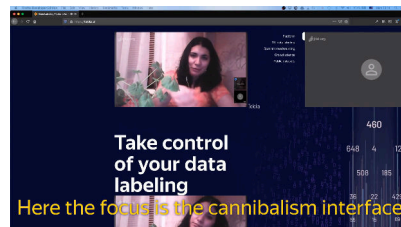
Outsourcing paradise erodes interface of a data marketplace / screenshot by eeefff
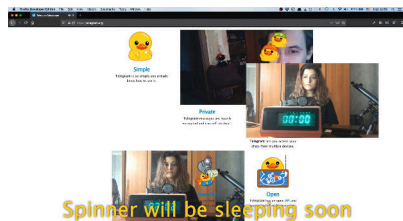
Outsourcing paradise erodes interface of telegram support webpage / screenshot by eeefff

Outsourcing paradise erodes interface of poepleperhour service / screenshot by eeefff

Outsourcing paradise erodes interface of the webpage one of real estate developers / Screenshot by eeefff

Documentation of the action / photo by eeefff
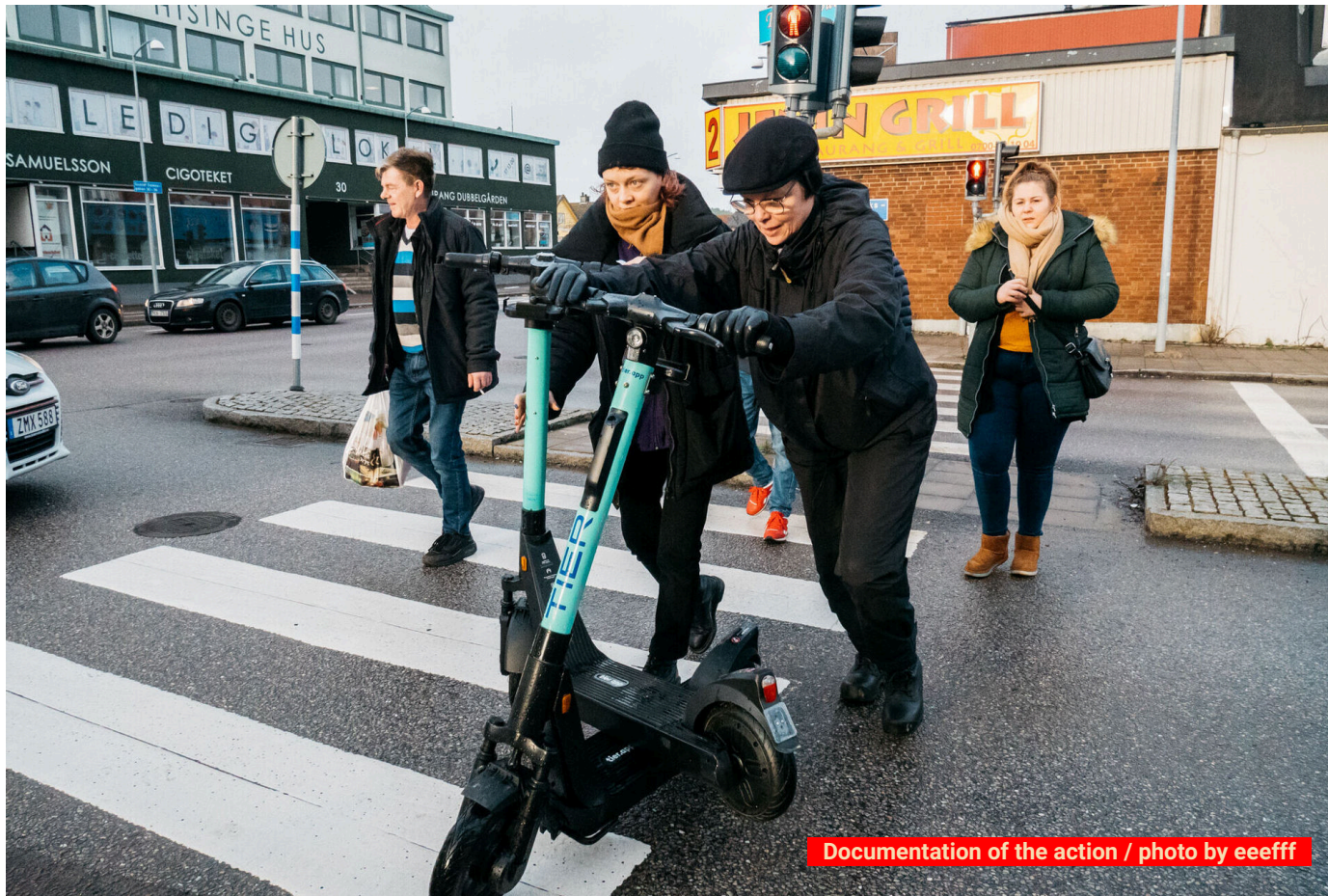
Training session "Who will get tired faster, you or the algorithms?"

Action in the city

On January 12, 2020 eeefff proposed everyone to join the training session in collecting all the nearest electric scooters in Backaplan district, Gotheborg. We agreed to take them with us without renting, but pushing them with our muscles after making necessary body exercises, discussing what algorithms are between us and an electric scooter, carrying collectively as it's hard to make it alone, training with our limited emotional resources, growing unprofitable and impractical communication skills, considering how much does the resistance of algorithms resonate into muscles, playing with decomposition of interfaces and protocols, talking about who is getting tired more – we or the algorithms. At the end of the journey, after collecting 7 scoters, being exhausted and having a stop for rest, we were joined by the worker of the scoter company.

Documentation of the action / photo by eeefff

Documentation of the action / photo by eeefff

View from the inside

mystery covered with darkness

Room in hotel, blackout curtains, various objects, protocol of visiting the room

During CAMP AS ONE – the international self-organised grassroot residency curated by Masha Kotlyachkova – that took place at the recreational compound in Vityazevo in Southern Russia, we made a dark room or "Mystery covered with the darkness".

Its rules were that even we don't know exactly what was happening inside of the room.

View from the inside

View from the outside

Anonymous map of room visits

View from the inside
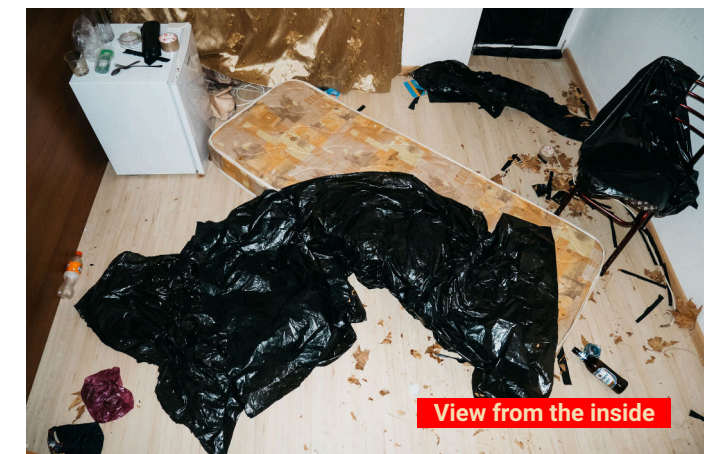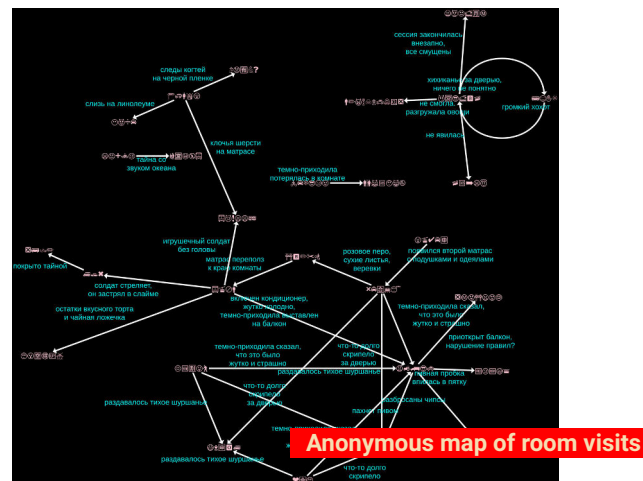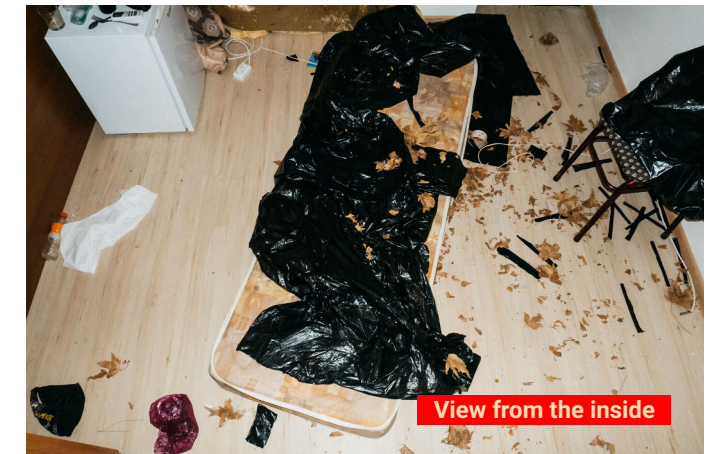
mystery covered with darkness was organised during "CAMP AS ONE" laboratory in Anapa (RU) in 2019.

Be there at 12 pm.
Bring lunch with you.
Press NEXT when you are there

Interface of the application / by eeefff

This is the London heliport.
Currently known officially
as the NetJets London Heliport
for sponsorship reasons.
It is the only licensed heliport
in London

Interface of the application / by eeefff

what if synchronisation is going wrong

Mobile Application, exercises in the city.

Observe your emotional states as 'The Oracle' trains you in empathy, waiting, merging and acquiring. It will guide you through hackathons and lunches, building networks and a brave new world. Complete the tasks and reach your destination. Prepare to Synchronize. Have you ever wondered what happens inside the ca- ble channels and false ceilings of a Nine Elms sky- scraper when we are not there? Or examined your feelings for an automatic door? In a city dominated by intelligent systems and smart technology eeefff invite you to discover the invisible forces that drive them, ex- periencing the inhuman drama unfolding in ways we mortals can finally grasp. Moscow and Minsk based eeefff's route is a training program, preparing you for connection with these sophisticated computations, in- visible to the eye and operating at speeds hundreds of times faster than human ones.
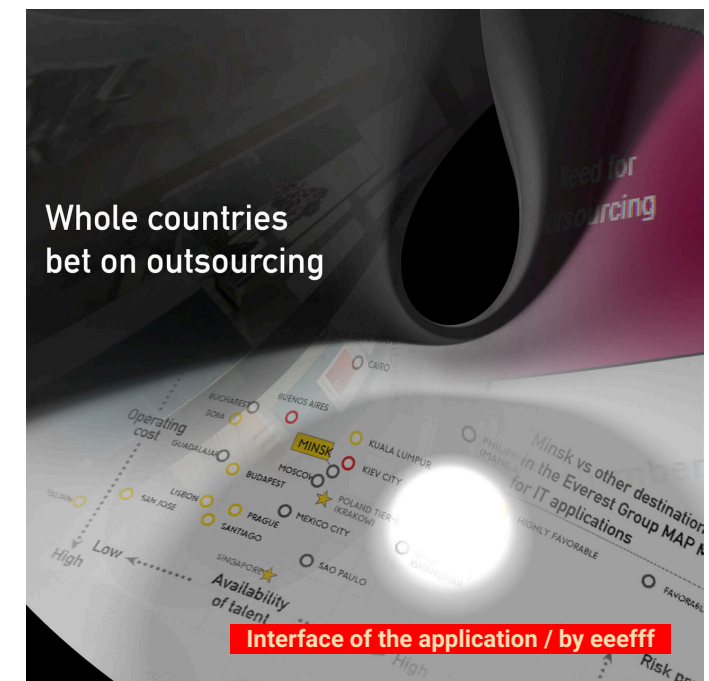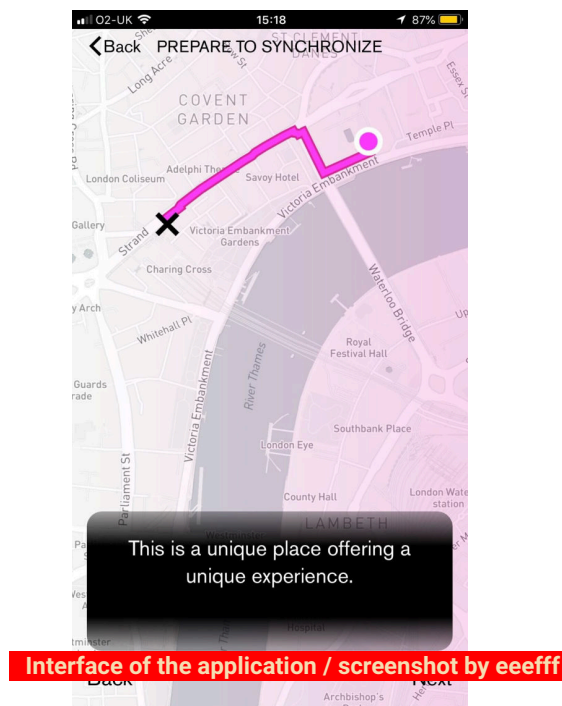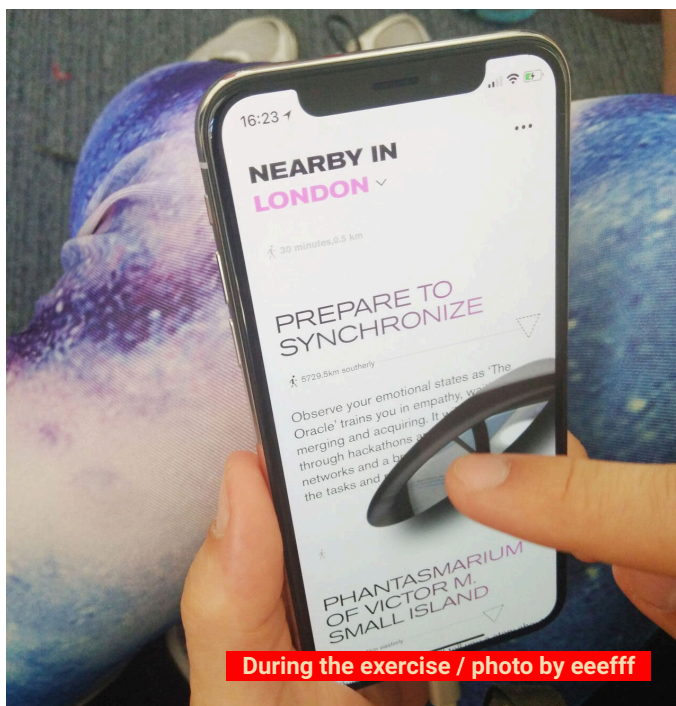
During the exercise / photo by eeefff

Interface of the application / screenshot by eeefff

Whole countries
bet on outsourcing

Interface of the application / by eeefff

documentation of workers club picnic / photo by eeefff

Unprofitable togetherness

Gathering in the city

Outsourcers, platform workers, freelancers and all other people who are selling their live-hours are invited to join the Workers' Club and have a rest from our everyday routine. After the DJ from www. peopleperhour.com arranges the first song, and the guests invited to dinner through the deliveroo. co.uk brings the first meal, the festive dinner begins. Invited guests are kindly asked to find time for a break in their insane work schedule and spend some time at the picnic.

The space of the workers' club, rest space and soli- darity is never fully filled, because those for whom it is intended do not have enough time to stay there for a long time – it is simply unprofitable.

documentation of workers club picnic / photo by eeefff

documentation of workers club picnic / photo by eeefff

Gathering of outsourcers was part of London Art Night 2018

installation view during "Digital Landscape" exhibition at Havremagsinet/ by eeefff

traffic loop

Here you can see a documentation of the 5-channel video in architectural environment. This video instal- lation depicts an online-conference held in October 2018. All participants of the conference were hired via the internet-service Youdo, a platform where one can find people fulfilling all kinds of tasks and services over the internet, from programming to ghostwriting and design.

The conference followed a script written by the group eeefff. In some parts, this script left room for impro- visation. The group eeefff did not take part in the con- ference that they ordered (and paid for), creating an unexpected situation for those who agreed to execute the task ordered by eeefff — performing a scripted participation in an online-conference.

The documentation contains a crucial moment, where the executing performers try to figure out the topic of the conference Traffic Loop and what for they were actually hired, underlining the alienated and anonymous situation they find themselves in — a situation created both by the artists as well as by the anonymous service platform they have to use to make a living.

Technically, Traffic Loop is infinitely forwarded data, in circles and over existing digital infrastructure (cables, servers, data centers). "You're always at the beginning and always at the end" (Ray Brassier). Traffic Loop is a meta-circle to visualize how infrastructural digital processes work schematically. Locked in time, or on the contrary, unlocked — Traffic Loop is by all meaning defunct.

Located in the non-place of digital infrastructure, one narrative of Traffic Loop is based on the idea of an an- ti-data center (or data-anti-center), that would break the dominating logic of possession of information - its accumulation and protected ownership - on the very fundamental hardware level. The group eeefff attempts at building up a parallel structure to the Internet with its uselessness put ad absurdum.

Part of "Digital Landscape" exhibition at Havremagsinet in Boden (SE) in 2018

Imagine that I've got a scooter instead of a chair.

installation view during "Digital Landscape" exhibition at Havremagsinet/ by eeefff

documentation of action / photo by eeefff

Riding Motorcycle

Session of collective assembling of a motorcycle during the exhibition. Used materials: Motorcycle, tools, technical liquids and materials

"We bought motorcycle 6 years ago in Minsk dream- ing to visit previous version of Crimea. But we had to move to Moscow without making a long journey come true. We rented a garage for the motorcycle in Minsk. In six months it became clear that living in Moscow, and keeping it in a garage in Minsk at the same time is very expensive. Dreams of a carefree ride on a mo- torcycle broke down on our economic basis that dic- tates the mode of maximum mobility. It seemed that you can not have a hobby that is not fitting into your pocket. But we decided to risk: dismantle the motor- cycle and transport it in parts to Moscow by car." During the action in the exhibition space eeefff to- gether with visitors were assembling a motorcycle and repair it collectively. Within an action they tried to understand in practice the complex connections be- tween the maximum inclusion modes and the prac- tices of bypass, detour, exit, evasion and maneuver- ing.

documentation of action / photo by eeefff

documentation of action / photo by eeefff

Motorcycle was assembled during "Escapism. Training Program" exhibition in CCI Fabrika in Moscow (RU) in 2018

documentation of chat-play / photo by eeefff
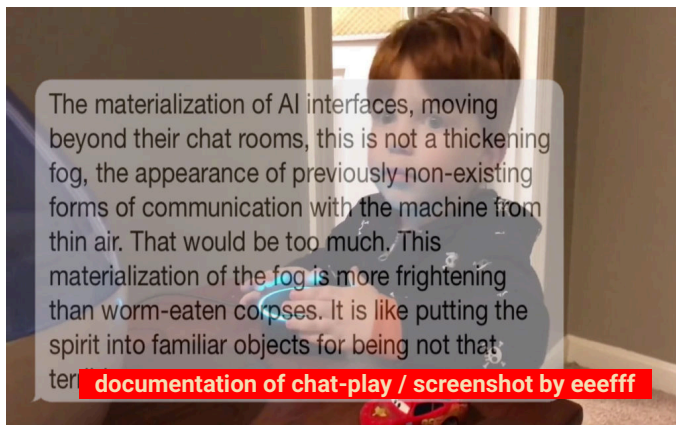
documentation of chat-play / screenshot by eeefff

documentation of chat-play / screenshot by eeefff

human works as human

Chat-play for two users

Two people from youdo platform that aggregates cli- ents and workers were hired to play the chat "Human Works as Human" where apart from reading they needed to make parallels with theirown workers' state, platforms that they are using, read users' com- ments on popular AI series, sing in electronic manner in chorus, create a language of two machinic intelli- gences talking to each other.

Who are we when the production, amenable to algo- rithmization, is occupied by inhuman factors? A class of unemployed, a class of useless, a class of philos- ophers or a class of psychotherapists for all sorts of machine intelligences?
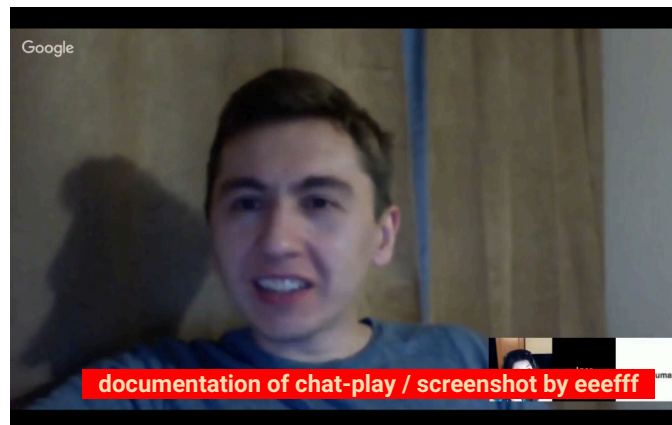
What does brain not comprehensible by machine intelligence mean in our culture? What lies abroad created? What happens when the machine smiles at us? When we smile at an algorithm. What does a hu- man face when he/she alienates his/her emotionality by socializing machine actors in human culture?

Worker 1: Now everyone is talking about automation. On the one hand, automation is salvation. On the other hand, it is a hidden bomb that is lying under the concept of labour as a human activity, through which a human express herself as a person. If you put automation into the center of economic development, human work will be seen as a temporary replacement for robots that have not yet been created.

Worker 1: reads the descriptions of the three last tasks that he/she performed on youdo, if there are none he/she talks about three of those which he/she applied for.

Worker 2: Then, if robots work, what will people do? How can a human feel herself a human?

part of the script / by eeefff

Reading of the chat-play happend during the "Matter of Horror" exhibition in Solyanka gallery in Moscow (RU) in 2018

47:34:01

Zone of silence

The frequent guests of the hackathon are: Sponsors advertising their companies. In our case it is a producer of tea. Although his representative disappeared somewhere. So the representative is someone who is the closest to the coffee-break zone. Companies that hunt smart heads and advertise their products. Volunteers, working here for food and for symbolic capital. Although among them there are those who just want to help everyone. Mentors are people who have been paid, so that they help participants with

Kitchen

Zone of work in groups

documentation of the workshop / photo by eeefff

documentation of the workshop / photo by eeefff
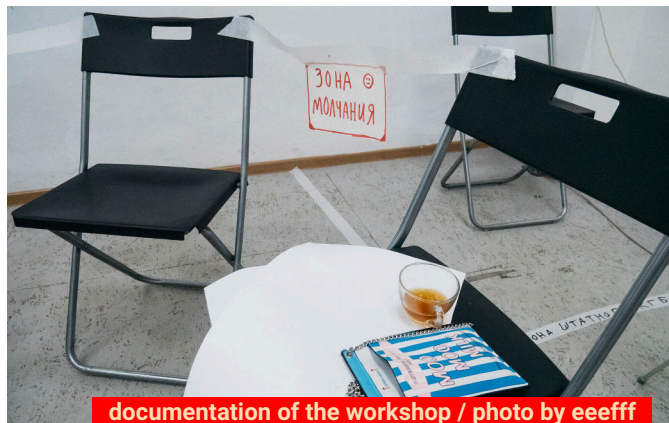
documentation of the workshop / photo by eeefff

hackathon choreography

Destructured hackathon

What is specific about knowledge production at a hackathon – 24-72 hours session on collective proto- typing of ideas? On the one hand, long-term together- ness forms a dense temporal collectivity. The way of thinking is deformed. The extra-subjective conscious- ness is gaining momentum. It's like a party that has already culminated and crumbled a few times, but it still lasts. You are locked in a room and no chance to leave. You fall into a dream, but there is no sleep: everyone around keeps the rhythm of informal pro- duction.

On the other hand, it reminds a sports hall, the half-gentrified workshop of the factory or the lobby of the business center, where such events usually take place. No chance to hide or fence off or to do some- thing by their own. This is a thoroughly visible space of hopes and conflicts - the public space of cognitive workers.

What promises us a foray into the hackathon as a form of production? What trophies can we take with us? Or discard as useless?
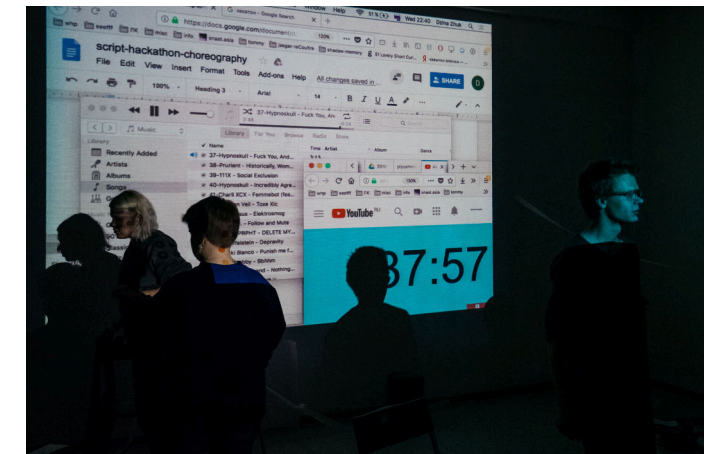
afterparty / photo by eeefff

documentation of seminar "Fatigue and Pharmachoreography" / Essen (DE) 2017 / photo by Nicolay Spesivtsev

Fatigue and Pharmachoreography

performative seminar

as Work Hard! Play Hard! working group

In collaboration with Aleksei Borisionok and Olia Sosnovskaya as part of WORK HARD! PLAY HARD! working group WORK HARD! PLAY HARD! working group has developed a performative seminar based on protocols of collectivity.

During the seminar we explore the notions of fatigue and pharmachoreography, affects and discipline, creativity and corruption. What is to be controlled and programmed and what is to be kept spontaneous or "unsafe": failures and breakages, transparent zones and blind spots, open and "closed" calls, emotional and political relations, desires and discipline?

The protocols model creates a general principle, but it is not immutable. To the contrary, it is intrinsically multilayered, the system of rules could be re-established and redesigned. It does not mean that the protocol is complete or fixed. It is not. There are affects, emotions and passion that are invisibly or visibly grow in the process of acting out those sets of rules. Gossips, attractions, magnetism, new forms of collectivity are forming the part that was not included and can blush unexpectedly.

When the protocols become an interface, how is it transferred to the processes of socialising, interaction, organisation?

Documentation of the seminar / 2017 / courtesy of WORK HARD! PLAY HARD! working group
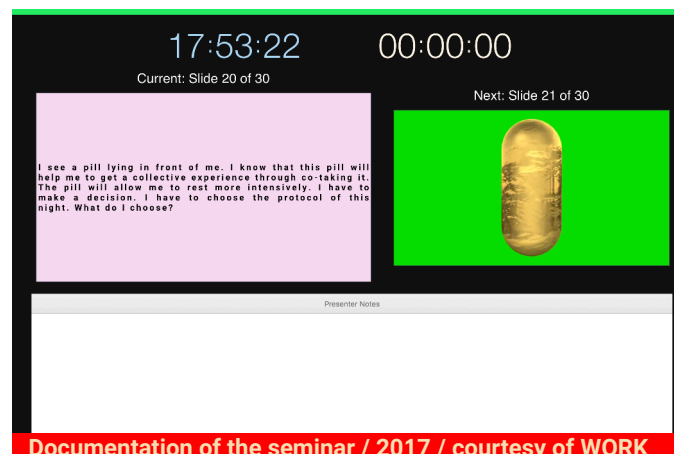
Documentation of the seminar / 2017 / courtesy of WORK HARD! PLAY HARD! working group

installation view in Kirkines (NO)/ photo by eeefff

myfutures.trade

myfutures.trade is a web-application that discloses the norwegian Kirkenes teenagers black market that they have organised. The speculative finance instru- ment allows the participants of this community to sell their future goals, to search investments for their desires and to trade on derivatives of their dreams. This is a decentralized, speculative financial stock exchange that is based on a blockchain-technology called ethereum. It is created to play with futures – investing into the events that have not yet occurred.

application interface

workshop in Kirkines (NO) / photo eeefff

FEEL THE FINANCE ON YOUR SKIN
poster / by eeefff
Takk for alle som hjelper min fremtid
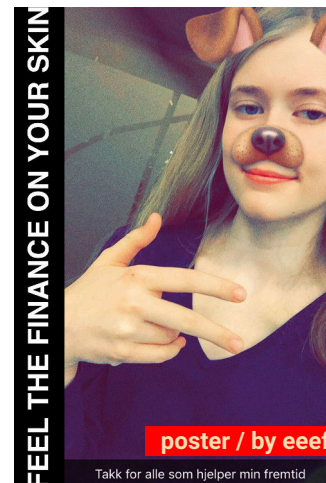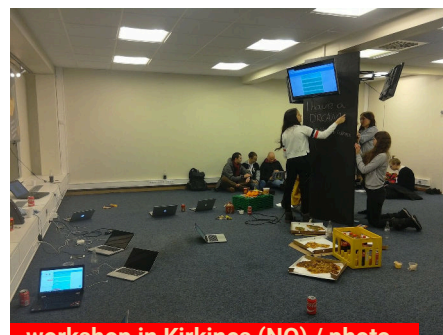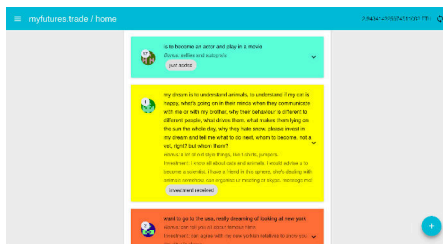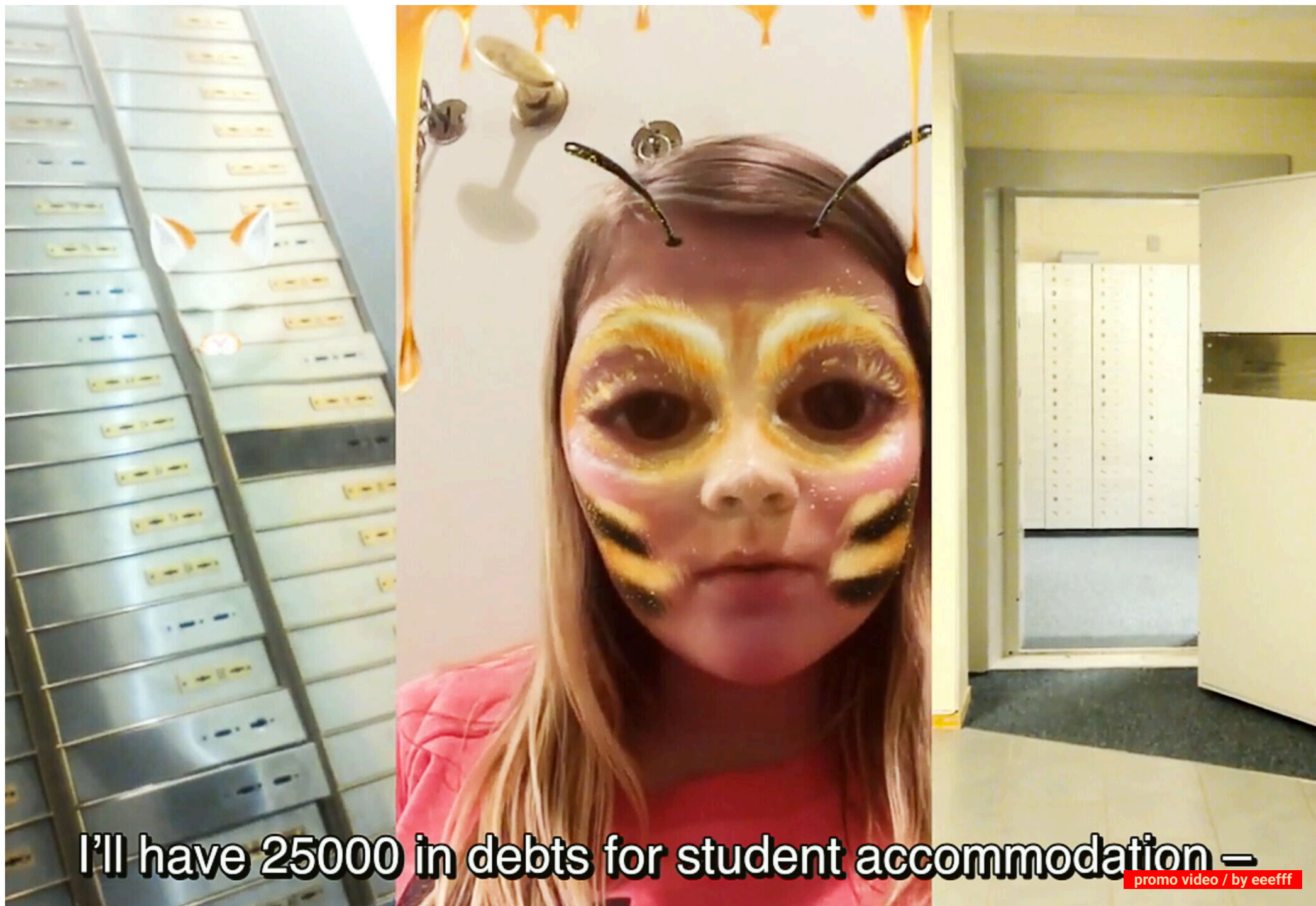
I'll have 25000 in debts for student accommodation –

documentation of action / Prague (CZ) / photo by Adéla Vosičková

documentation of action / Prague (CZ) / photo by Adéla Vosičková

documentation of action / Prague (CZ) / photo by Adéla Vosičková
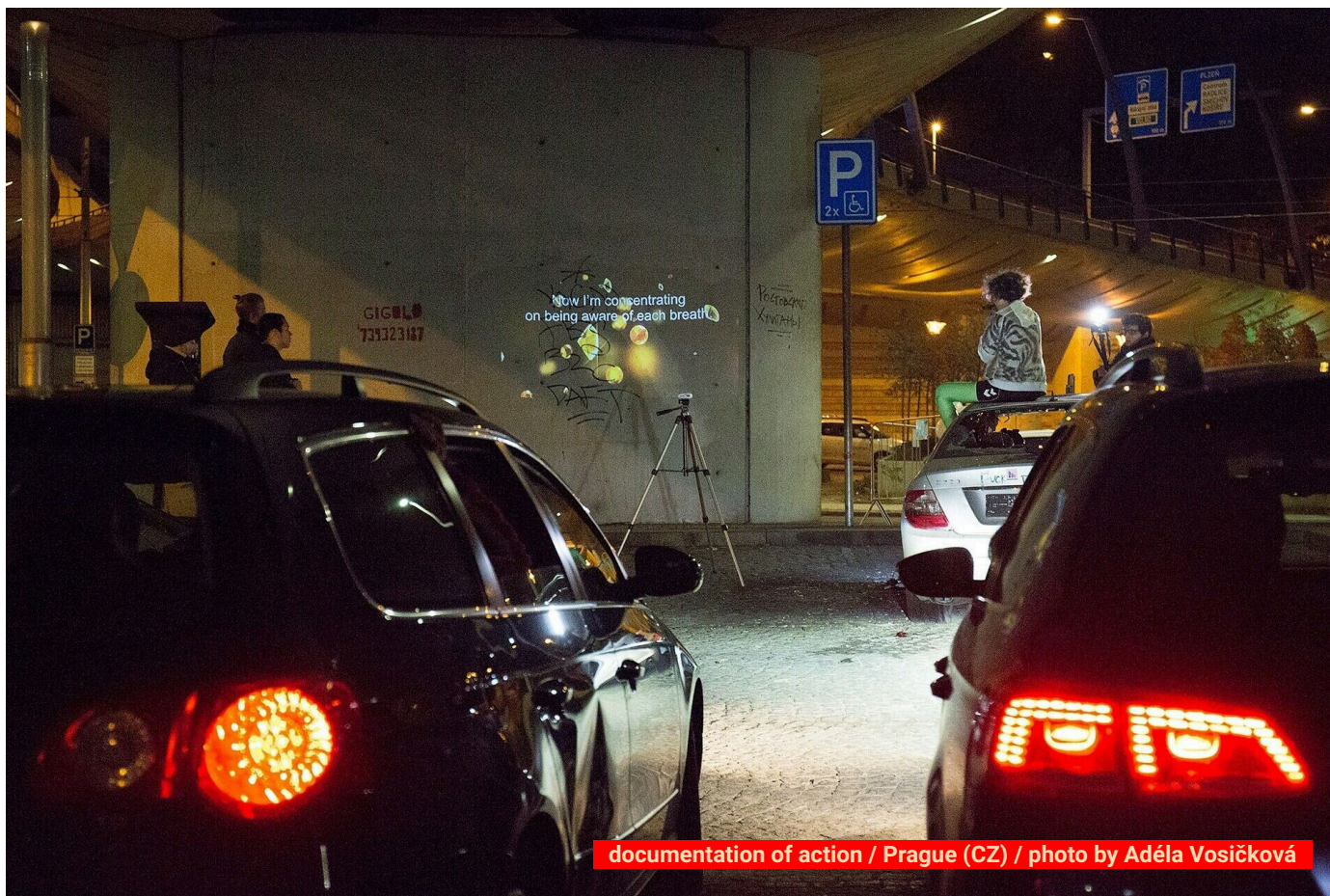
Platform Perplex

Action in the city for uber drivers and their riders

A session of "forced meditation" for the customers and drivers of Uber, workers of this platform. An open air cinema, where all sit on the seats of the taxis that have just been randomly ordered and dig into the meditative text.

The action took place in Prague at the beginning of October 2017. Drivers were pulled out of the session by the pressure of lost profits, but calmed with the recent presence of fire. It was possible to crumble bags with the ashes of a burnt-out Mercedes standing next to cars. This helped the participants of the session to immerse themselves in the intimacy of their connection with the materiality of the platforms.
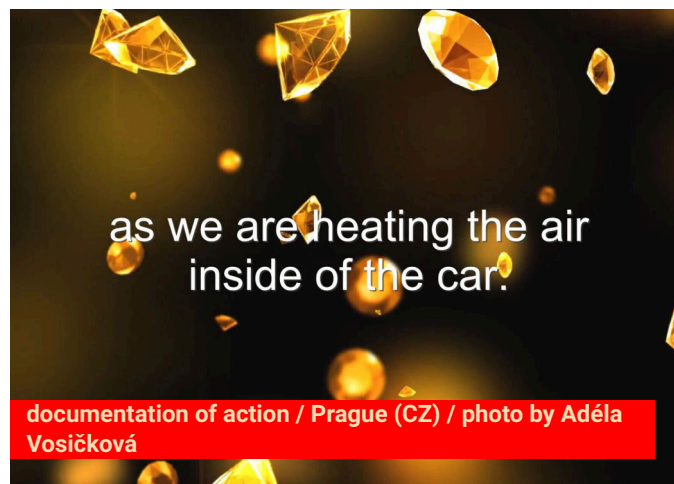
Session happend during "Eye in the Sky. Festival Fotograf #7" in Prague (CZ) in 2017. That was a radio broadcast during "The Kyiv International" - Kyiv biennial in 2017. Documentation of the session was shown at "LOW TEXT #4 Automations" in Berlin (DE) in 2018 and at the Fast. Conveniently. Dangerously" exhibition in Kyiv (UA) in 2021.

picnic / photo by eeefff

Picnic near data canter

picnic

24 April 2016. We sat near the data center, picnicking, thawing and basking. There were some knowing each other only virtually, some finding out about the picnic through friends and, all, while walking to us, were like cats on hot bricks – what if a crackdown again? As it turned out, the intes- tines of the data center were safest place to be. Around the building itself, barbed wire in all its beauty, and surround- ing that, fences and concrete bays: there was nowhere to go, nowhere to run. A wood-processing factory with a mil- itary guard at the entrance, an industrial park with sign-in ID checkpoint, Mega-DPC (data-processing center) "South Harbor" with the fault-tolerant level Tier III. And us, sitting on a concrete plateau intended for the parking of hundreds of cars, we used a banner for a tablecloth, ground pads, or "ass mats", pillows, wool plaid blankets. Alcohol and food.

picnic / photo by eeefff

See where the internet lives

poster / by eeefff

screenshot of paranoiapp.net website
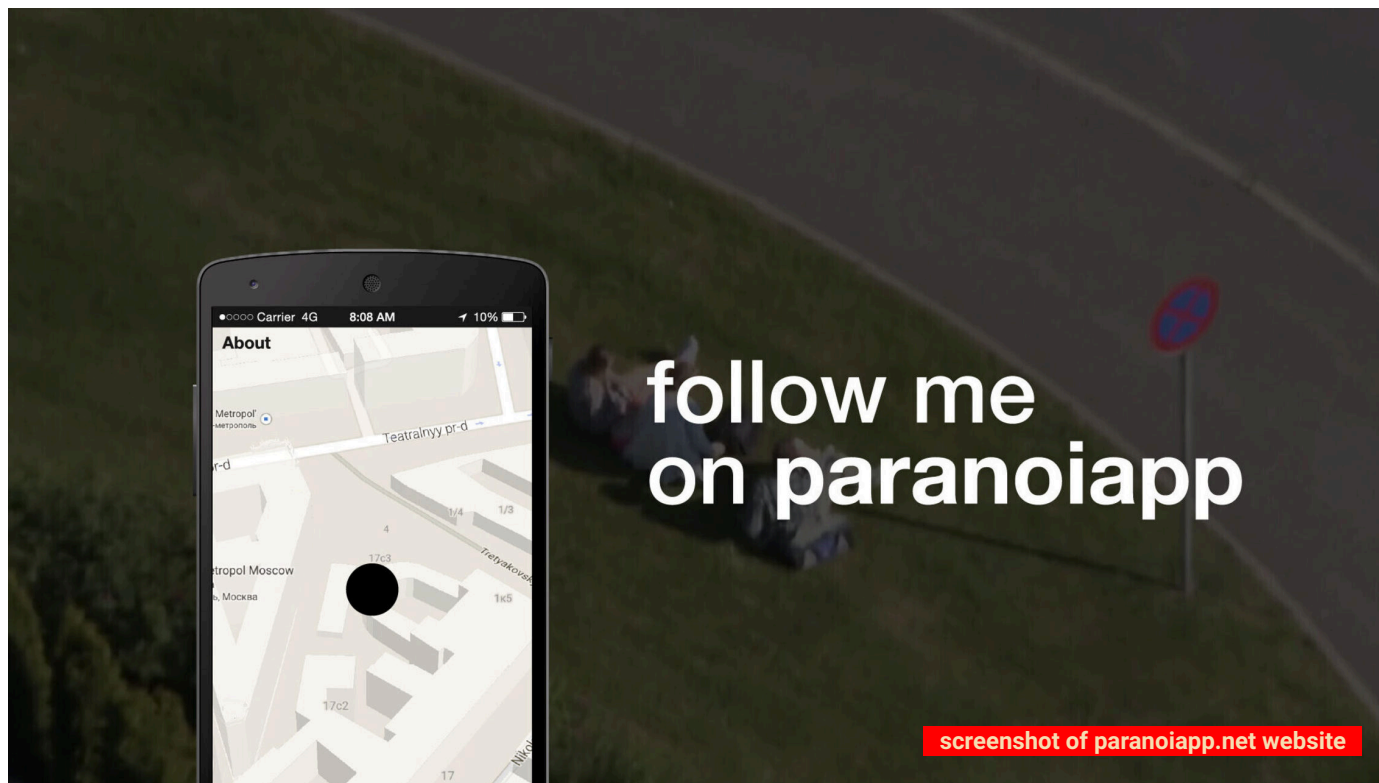
paranoiapp

Helicopter, Mobile application, Installation, Videos

in collaboration with Valia Fetisov.

»Paranoiapp« is a social-psychology experiment combining a mobile application with an algorithm of users' interaction. Participants are invited to voluntarily explore fear by joining a Community of individuals, who are each potentially being followed by everyone else. For this purpose, the application continuously leaks one's geolocation, sending it to another user chosen by the algorithm.

By agreeing to the terms and conditions of »Paranoiapp«, one agrees to being watched. Every little change of location is collected, stored, analyzed, and sent to other users. You may be the one followed, you cannot know for sure. To induce fear on a city-wide scale, one or two people are chosen to be followed. Followers collaborate with each other in a chat, where they can discuss their target. Participation in the experiment requires installing »Paranoiapp« on one's mobile phone.

interface of the mobile application
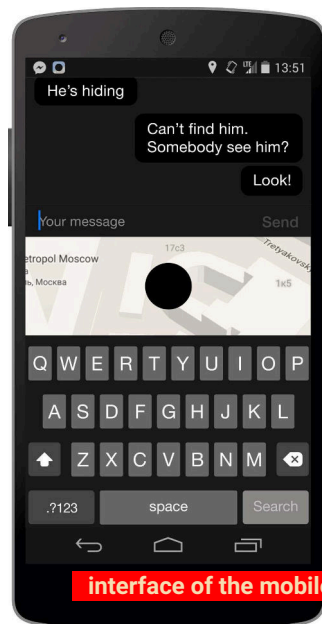
installation view / "Tunnel Vision / MOMENTUM 8", Nordic Biennial of Contemporary Art / Moss (NO), 2015 / photo by Dzina Zhuk

Part of: "Tunnel Vision / MOMENTUM 8", Nordic Biennial of Contemporary Art / Moss (NO), 2015; GLOBALE: New Sensorium / ZKM, Center for Art and Media / Karlsruhe (DE), 2016

Note

Paranoiapp application is continuously collecting your geolocation and sending it to a random number of users even when the app is not active. As a part of the Paranoiapp art project, the collected data can be shown on the website and at public spaces around the world. Please read this agreement (Terms of Service and Privacy Policy) carefully, so that you know what you agreed to.

Terms of Service

ACCEPTING THE TERMS OF SERVICE
Paranoiapp team ("Paranoiapp team" or "we") operates the Paranoiapp mobile application, Paranoiapp Web Service and related web services (all "Paranoiapp").
Please read these Terms of Service carefully before using Paranoiapp. By using or accessing Paranoiapp, you ("User" or "you") agree to be bound by all the terms and conditions of these Terms of Service. If you don't agree to all the terms and conditions of this Terms of Service, you shouldn't, and aren't permitted to, use Paranoiapp.

MODIFICATIONS TO THESE TERMS OF SERVICE
We reserve the right to revise these Terms of Service at any time by posting an updated Terms of Service without advance notice to you. Such revisions will be effective immediately upon posting. Notice of material changes will be posted on Paranoiapp; the form of such notice is at our discretion. We encourage you to check these Terms of Service often for updates.

ELIGIBILITY
No individual under the age of thirteen (13) may use Paranoiapp, provide any personal information (such as, email address or name) to Paranoiapp, or otherwise submit personal information through Paranoiapp. You may only use Paranoiapp if you can form a binding contract with Paranoiapp and are not legally prohibited from using Paranoiapp.
If you are between 13 and 17 or under the age of majority where you live, before you use Paranoiapp please review these Terms of Service with your parents or guardians. Until you reach the age of majority where you live, you certify that your parents or guardians have consented to your use, they have agreed to these Terms of Service on your behalf. You understand that your parents or guardians may ask us to modify or terminate your use or access, and we may do so at their request or for any other reason, at any time, without notice or responsibility to anyone.

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Your privacy rights are set forth in our Privacy Policy (See below), which forms a part of these Terms of Service. Please review the Privacy Policy to learn about: what information we may collect from and about you; what we use that information for; what

third-party information, if any, you are agreeing to share by using Paranoiapp; and with whom we share all of such information.

TERM AND TERMINATION
These Terms of Service begins on the date you first use Paranoiapp and continues until terminated in accordance with the provisions hereof.
Paranoiapp Team may suspend, disable your access to Paranoiapp, or delete content you published on Paranoiapp if you have violated any provision of these Terms of Service or if your conduct or content would tend to damage Paranoiapp reputation or goodwill.

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You are solely responsible for your interactions with users of Paranoiapp, including without limitation damages arising out of or relating to the conduct of you or anyone else in connection with the use of Paranoiapp, including without limitation, bodily injury, death, emotional distress, and/or any other damages resulting from communications or meetings with users of Paranoiapp or persons you meet through Paranoiapp. You agree to take reasonable precautions in all interactions with users of Paranoiapp. You understand that Paranoiapp does not conduct criminal background checks on its users.
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CONTENT AND USER CONTENT
"Content" means a creative expression and includes, without limitation, video, screenshots, images, illustrations, logos, messages, information, data, text, software, scripts, executable files, graphics any of which may be generated, provided, or otherwise made accessible on or through the Paranoiapp.
The term "User Content" means Content that you submit, transfer, or otherwise provide to the Paranoiapp. Content includes, without limitation, all User Content. We may collect and store all User Content on our servers.
Users retain ownership and/or other applicable rights in User Content, and Paranoiapp Team and/or third parties retain ownership and/or other applicable rights in all Content other than User Content. When you provide User Content to Paranoiapp through the mobile application and/or the web service, you grant Paranoiapp Team a non-exclusive, worldwide, royalty-free, sublicensable, transferable right and license to use, host, store, cache, reproduce, publish, display (publicly or otherwise), perform (publicly or otherwise), distribute, transmit, modify, adapt (including, without limitation, in any forms and in any media, for example, as an exhibition format, a website content), and create derivative works of such User Content. You are solely responsible for your User Content that you publish on Paranoiapp. Paranoiapp Team is not responsible for any User Content, such as chat messages or other Content.

If you have any questions or concerns about our Terms of Service, please contact us: www.paranoiapp.net or info@paranoiapp.net

These Terms of Service were last updated on 21.02.2016.

Privacy policy

ACCEPTING THE PRIVACY POLICY
This Privacy Policy explains the information that Paranoiapp Team ("Paranoiapp Team" or "we") collects from and about users of the Paranoiapp mobile application and related services ("Paranoiapp"), how we use that information, and with whom we share it. If we make any material changes to our privacy practices, we will post a revised Privacy Policy on this page.
If you have any questions, please contact us by sending an email to info@paranoiapp.net.
This Privacy Policy applies whether you are accessing Paranoiapp via a personal computer, a mobile device or any other technology or devices now known or hereafter developed or discovered.
This Privacy Policy governs only the information collected by us via Paranoiapp and does not cover any such information collected by any other company or third party, unless specifically stated.
Your continued use of Paranoiapp indicates your acceptance of this Privacy Policy and of the collection, use, disclosure, management and storage of your personal information and other information as described herein. We reserve the right to revise this Privacy Policy at any time by posting an updated Privacy Policy without advance notice to you. Such revisions will be effective immediately upon posting. Notice of material changes will be posted on Paranoiapp; the form of such notice is at our discretion. We encourage you to check this Privacy Policy often for updates.
This Privacy Policy does not apply to the practices of third parties that Paranoiapp does not own or control, or to individuals that Paranoiapp does not employ or manage.
By using Paranoiapp, you agree to be bound by this Paranoiapp Privacy Policy.

INFORMATION WE COLLECT
We collect and store certain information you provide to us when accessing or using Paranoiapp, for example when you follow other users and/or receive chat messages. This may include certain personal information, like your email address and the content of your messages. We also automatically collect certain information when you access or use Paranoiapp, such as your location/ GPS coordinates, a device identifier (but not the UDID), Internet Protocol (IP) address, operating system, battery usage data.
Whenever you voluntarily disclose personal information on publicly-viewable screens or pages, including without limitation Paranoiapp chat, that information will be publicly available and can be collected and used by others. For example, if you post your email address, you may receive unsolicited messages. We cannot control who reads your posting or what other users may do with the information you voluntarily post, so we encourage you to exercise discretion and caution with respect to your personal information.
We may link non-personal information with your personal information (such as your address, place of staying, appearance, email address, facebook profile). We also reserve the right to film users of Paranoiapp during their usage of the application.

HOW WE USE YOUR INFORMATION
We use your information in the following ways and as described elsewhere in this Privacy Policy: to organize a social-psychology experiment in a form of a mobile application; to provide and improve our services; customize services for you; better understand our users; diagnose and fix problems. We may also send you emails about updates to the Paranoiapp application and new projects being released by Paranoiapp Team.
Geolocation information:

When the Paranoiapp application is installed on your phone, we keep track of your device's geographic location, so that users that are following another user at the moment could know his or her geolocation and follow him or her. Paranoiapp messages delivery system is also using your geolocation information.

HOW WE DISCLOSURE AND SHARE YOUR INFORMATION
We may share user information with third parties for various reasons as described below. What information we make available to such third parties depends on the nature of our relationships with them.
Paranoiapp Users: Paranoiapp interface designed in such a way that all users are represented as anonymous (users do not have any profiles or accounts). We do not provide any personal information to other users of Paranoiapp, but users can link your geolocation data with your place of staying and find out who you are. Information about your location/GPS coordinates and content that you post (messages via a chat) on Paranoiapp are continually made viewable to Paranoiapp users. Your specific location/GPS coordinates are shared with Paranoiapp users starting from the first usage of Paranoiapp application.
Service Providers: We may share all of the types of information we collect with vendors who provide technical hosting and support services to us.
Analytics Companies: We allow analytics companies to use tracking technologies to collect information about our users' computers or mobile devices and their online activities. These companies analyze this information to help us understand how our sites and apps are being used. Analytics companies may use mobile device IDs. Unlike cookies, device IDs cannot be deleted.
Third Parties: As Paranoiapp is a part of a media art project, we may disclose personal and non-personal information about users to third parties in a form of presenting publicly Paranoiapp in any media (installation, performance, workshop, visuals).
Aggregated and Non-Personal Information: We may publicly disclose and share with any third party aggregated and/or non-personal information about our users, such as, for example, the total number of our users and their overall demographics, for any purpose.
Legal matters: We may disclose any information from or about you: in response to a legal request, such as a subpoena, court order, or government demand; to investigate or report illegal activity; or to enforce our rights or defend claims.

SECURITY
We take reasonable administrative, physical and electronic measures designed to safeguard and protect your Information from unauthorized access or disclosure. This includes utilizing Secure Sockets Layer (SSL) software, which encrypts the personal information you input. However, no security or encryption method can be guaranteed to protect information from hackers or human error.
Any use of the paranoiapp is entirely at your own risk. No warranty. The software is provided to you "as is".
If you have any questions or concerns about our privacy policies, please contact us: www.paranoiapp.net or info@paranoiapp.net

This privacy policy was last updated on 21.02.2016.

Agree?
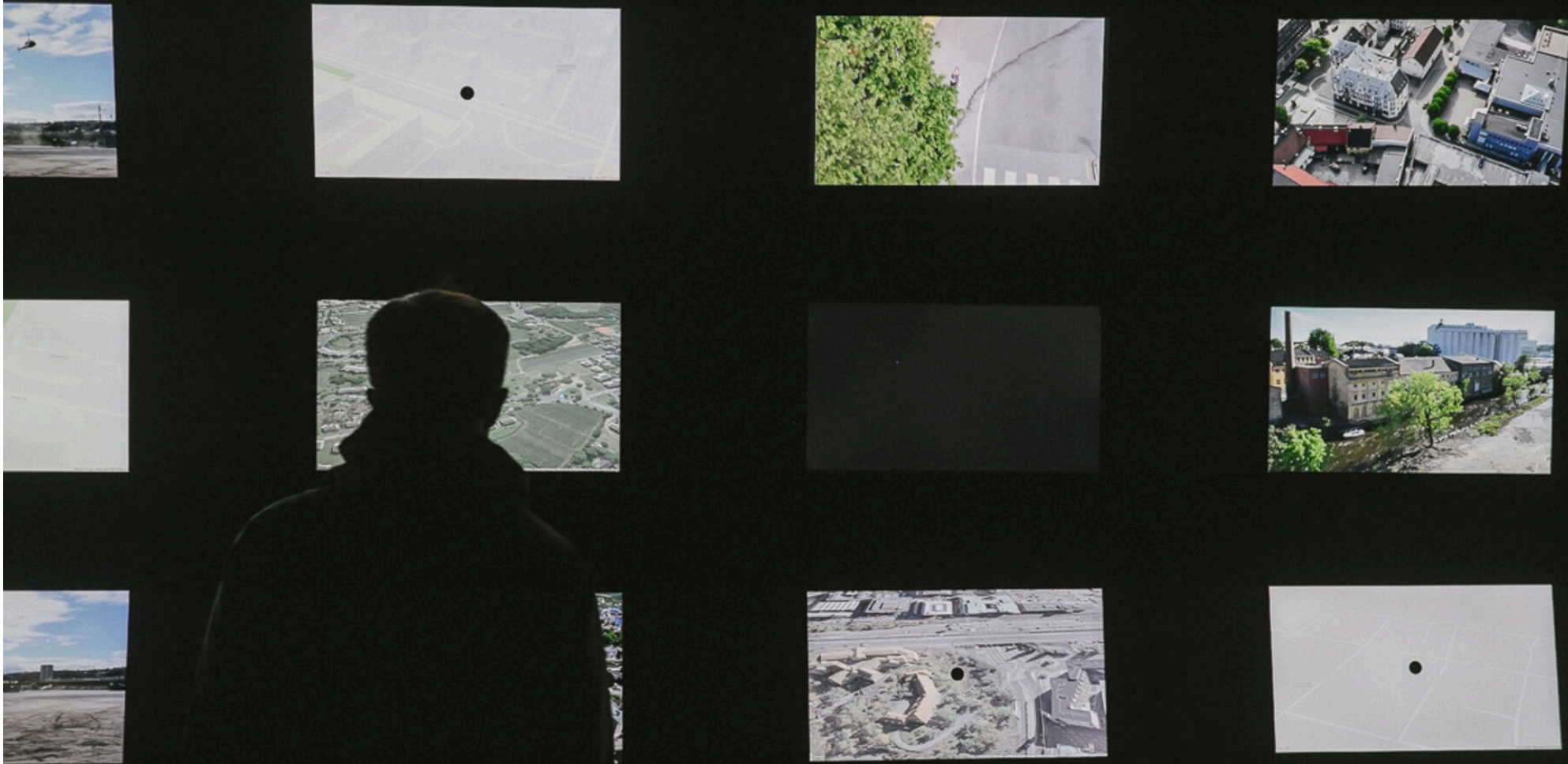
screenshot from video tutorial

Cat Scout

Videos in the environment

Series of video tutorials that demonstrate how to train your pet at home to get into a restricted area (using the headquarters of the Federal Security Ser- vice Lubyanka as a case study), to evade surveillance cameras, to surmount barriers and to go past police officers, at the same time disguising its true intentions.

screenshot from video tutorial

screenshot from video tutorial

Videos in the environment were shown in Multimedia Art Museum in Moscow (RU) in 2016, in "Udarnik" Cinema-hall in Moscow in 2015 and in "Sergey Kuryokhin Center for Modern Art" in St. Petersburg (RU) in 2015.

things that the cat learns will be useful for you as well

Decentric Circles Beyond Centres

curatorial

Europe and...
how to forge soli...
...ed in peripheries?
In what ways is outsourcing labor located in peripheries?

...ons to the assembly

your spontaneous con...
to the assembly

ons of solidarities
outh   post socialisms   sabotage   nonwestern imperialisms
g   cyber partisaning   geometries of imperialisms   sensing of
sus   western east east   logistics offshore- nearshore   outsourcing
nts   rural urban divide   landscape dramaturgy

unruchness

you live somewhere here and work somewhere there?

f russian imperialism?

Assembly near pipeline Druzhba/ Warsaw / 2024

Assembly near pipeline Druzhba/ Warsaw / 2024

Preparations for the assembly near 💧 Vistula River 💧 / Warsaw / 2024

Assembly on 💧 Vistula River 💧 / Warsaw / 2024

Decentric Circles Assemblies

A program of contributions + invitation for spontaneous inputs during assemblies

as [Work Hard! Play Hard!] working group

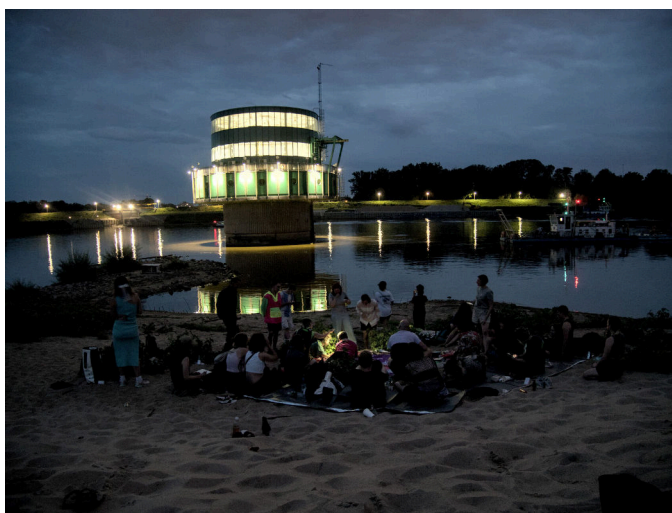**In the course of the never stopping crisis of imperial warfare of Russia against Ukraine, destruction of networks of solidarities in Belarus, and multiple crises that are unfolding around the globe, driven by the entanglement of multiple imperialisms – in Artsakh, Palestine, Peru, Congo, Iran, Syria, Sudan, Kazakhstan, Belavezha Forest to name just a few – we are in need to think of the ways of surviving, struggling and supporting each other, of taking care of the existing and weaving new alliances. We propose to discuss, remember and make use of many things that we have been practising for centuries – mutual aid, solidarity, sabotage, striking – against the power of capital, police state, colonial dispossession and social deregulation. Building on the legacies and now-struggles of our comrades, we feel urgency to meet to regenerate, to archive, to define tools, to have a moment together. We would like to open the space of the assembly.**

Contributions in 2024:
ATOM, Azar Mahmoudian, Gleb Michałowski and Urszula Kozak, Hanna Grześkiewicz / SONIC TOMORROW, Iryna Loskot & Oleksii Minko, Joanna Zabielska, Kasia Wolinska, Kuba Gawkowski, Lera and Ania, Mark Cinkevich, Matthieu Levet and Lucie Pinier, Museum of Stones, Mycelium & Yulia Krivich, Oleksii Minko, Post Brothers, Serena Lee, Tytus Szabelski-Różniak & Hubert Karmiński, Vera Zalutskaya and Kirila Cvetkovska, music by Olga Markowska, ysotopic xpecies

How to measure success or failure of the revolution?

taking measures vs taking measurements?

your questions to the assembly

How to quantify extractivism?

Decentric Circles of Immeasurability

Decentric Circles of Immeasurability

How are we positioned towards the Belavezha forest?

your spontaneous contribution to the assembly

Scales grids projections

minor-, perpendicular-, intersection materiality of circles we are in

commons of fantasies
waking
deep time / quick time extraction
invasive infrastructures

(anti)psychiatric practices,

something that is not possible to measure

away from solutionism and growth

how to go through the circles

de-centering as joyful practice

trans*feminist futures,

Belavezha forest

anti-Frontex

exile bureaucracy

are you obsessed with self-quantification?

What is the smell of infrastructure?

your role during the assembly

Carpet for the Assembly "Circles of Immesurability"

Assemblies are shaped around ○○○○◦◦◐○◖● Decentric Circles Beyond Centres ○○○○◦◦◐○◖● Decentric Circles of Immeasurability ○○○○◦◦◐○◖● Decentric Circles of Anarchy ○○○○◦◦◐○◖● Decentric Circles of Leisure Unrest ○○○○◦◦◐○◖●

ariadna__aaaa

do you spend your leisure time only to recover your body and go back to work?

@WORKHARD.PLAYHARD.MINSK

@alpha_nova_galerie_futura

Assembly on Leisure Unrest / Berlin / 2024

how far is
your burnout?
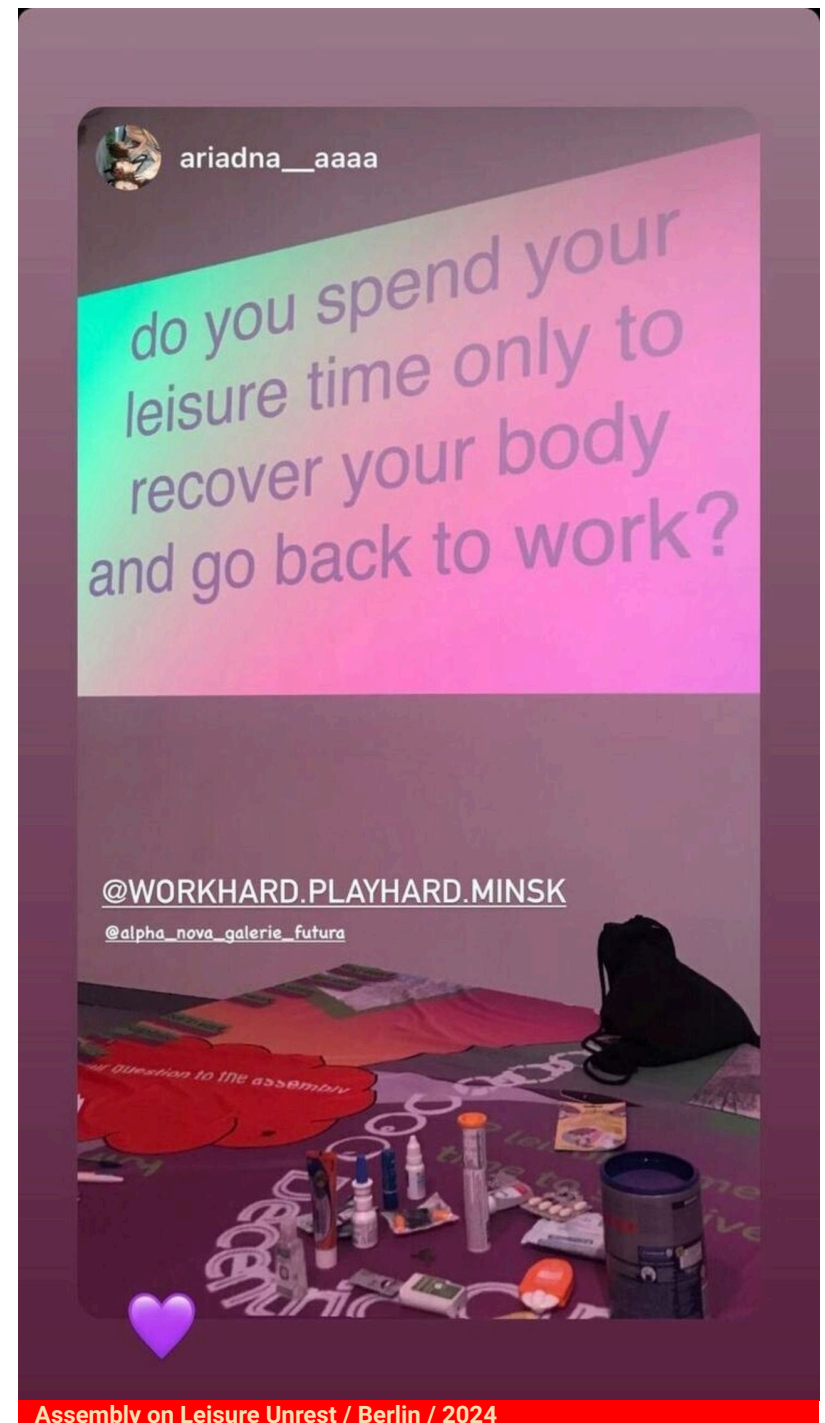
During assembly of Leisure unrest in KEX Kunsthalle / Vienna (AT), 2025 / photo by adO/Aptive
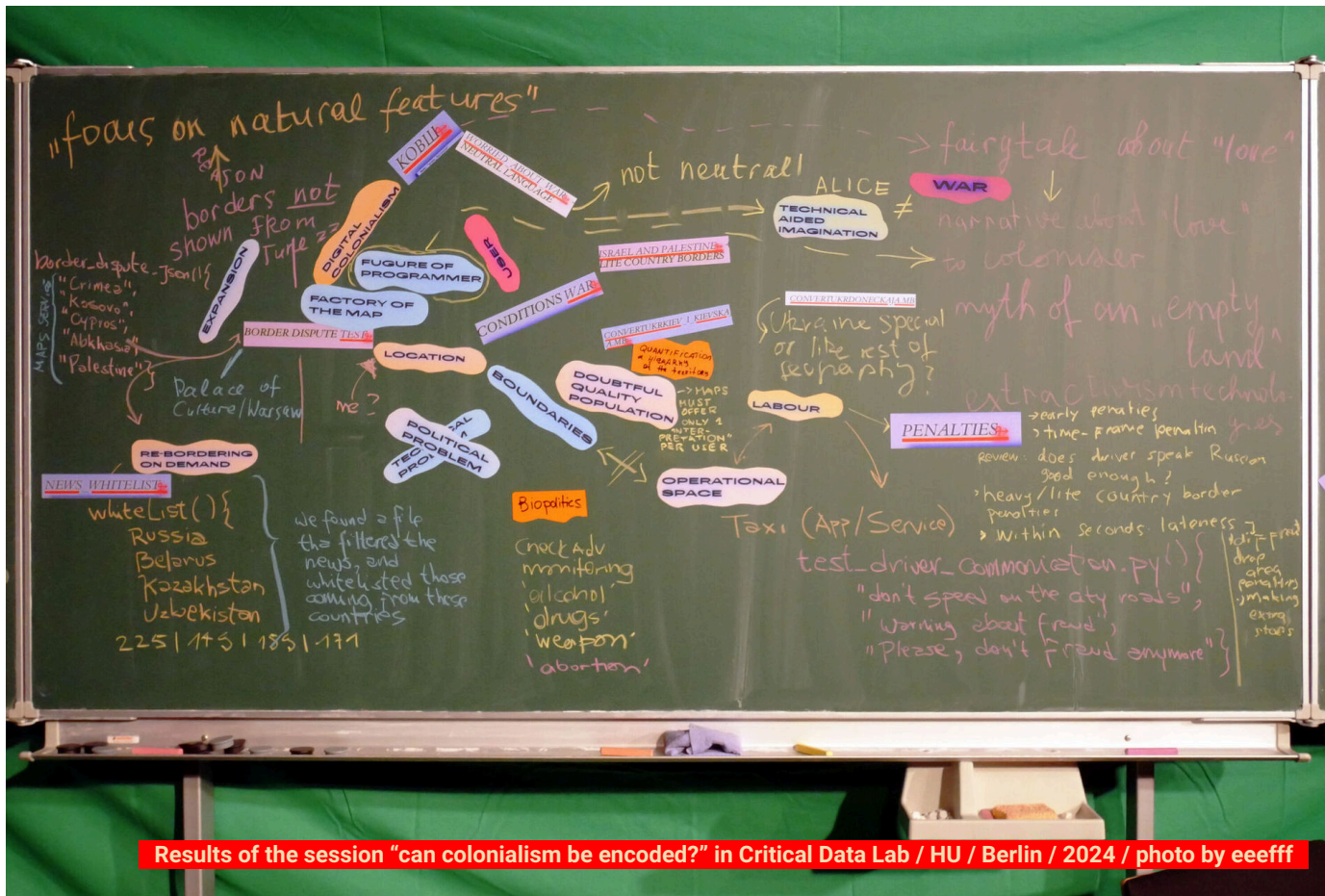
Results of the session "can colonialism be encoded?" in Critical Data Lab / HU / Berlin / 2024 / photo by eeefff
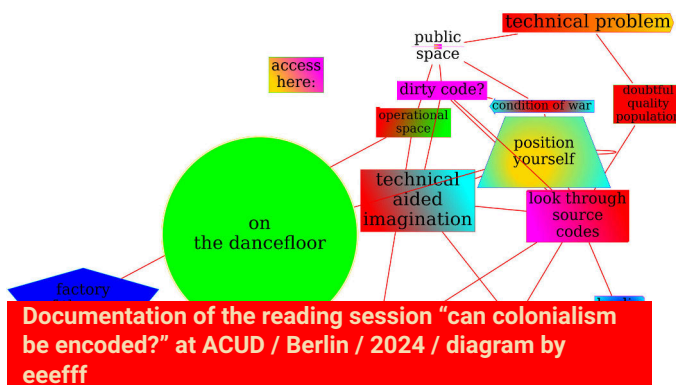
Documentation of the reading session "can colonialism be encoded?" at ACUD / Berlin / 2024 / diagram by eeefff

School of algorithmic solidarity

Algorithmic-aided collective actions, publications, didactic videos.

Initiative that provides material and conceptual infrastructure for collective sessions. With the school of algorithmic solidarity we intend to explore the possibilities of solidarities in dispersed situations, to communalise "private" experience of being displaced, to critically investigate digital labour and value extraction, to elaborate new circumstances through social experimental site, co-acting and collective ways t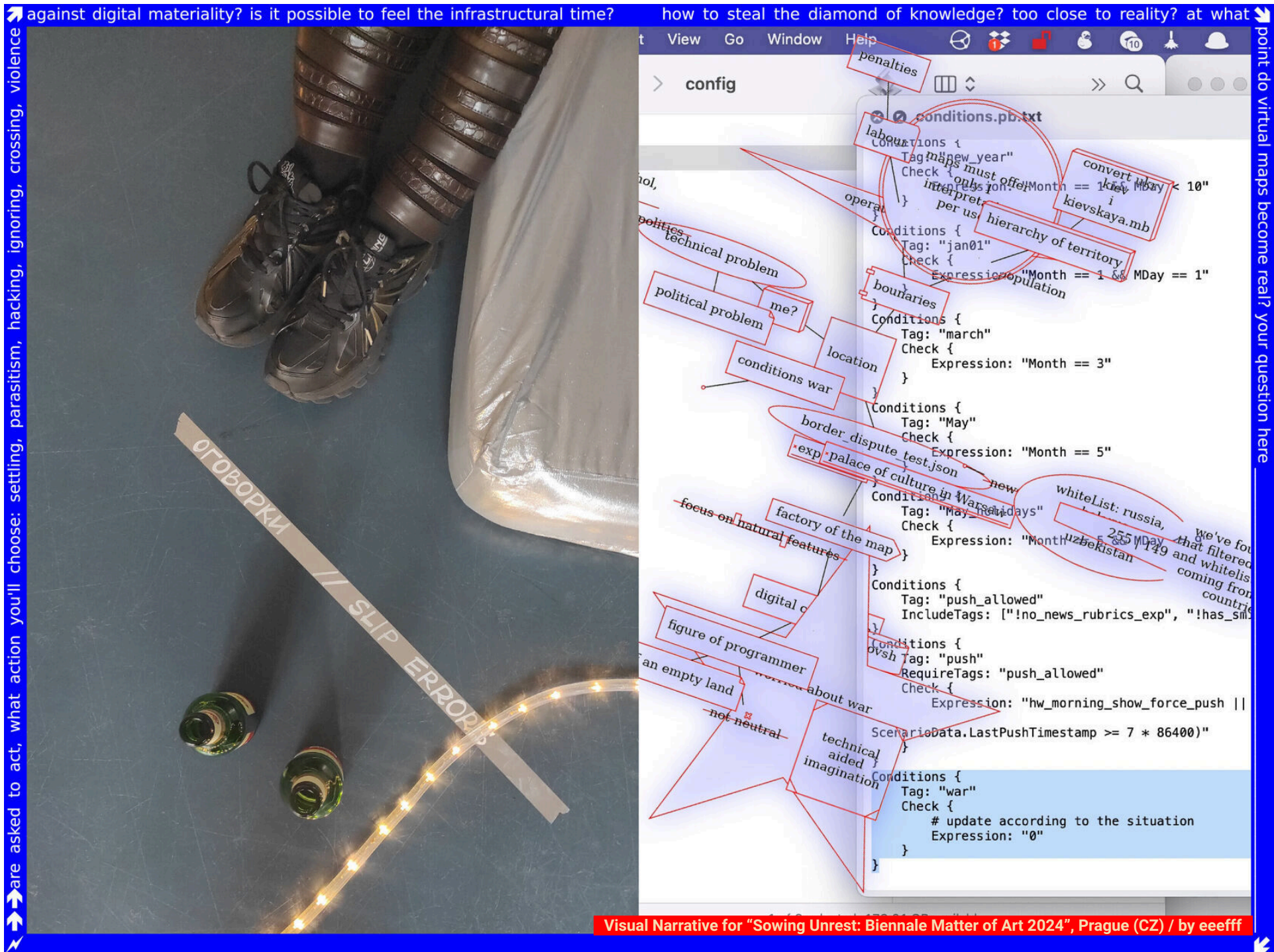o imagine. By form, it can be a collective experience / radical pedagogy practice / walk to the specific location / LARP protocol / digital togetherness / open-ended situation / affective temporary training zone. Each time one of the questions is raised that forms the logic and poetics of a session. It is an attempt to gather a quickly-assembled community, temporary forum, fictional connections (that by their affect can potentially become non-fictional), algorithmic forms of communality and commoning.
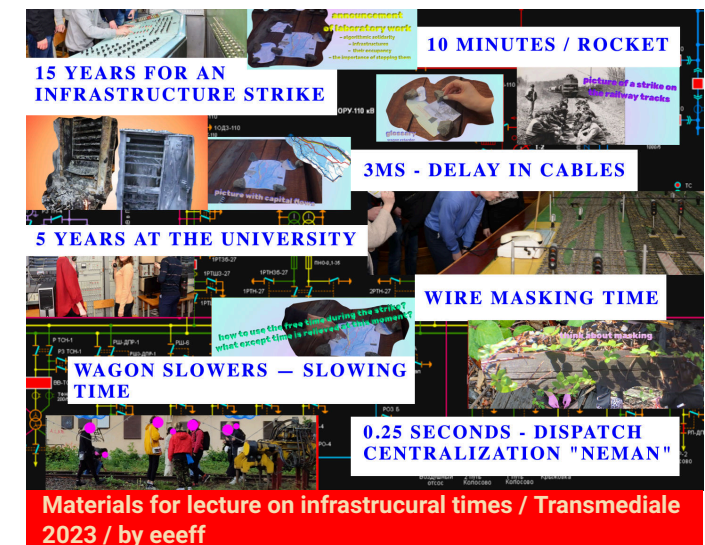
Materials for lecture on infrastrucural times / Transmediale 2023 / by eeeff

Among others the school was hosted by: Transmediale 2025; Critical Data Lab, Humboldt University, Berlin; Transmediale 2023; Critical Media Lab in Basel; panke.gallery in Berlin; Sowing Unrest: Biennale Matter of Art in Prague; Documenta 15 in Kassel; Terms and Conditions. The Legal Form of Images program of Harun Farocki Institut; "If disrupted, It becomes tangible: Infrastructures and solidarities beyond post-Soviet condition" exhibition in Vilnius and Antiwarcoalition Journal.

are asked to act, what action you'll choose: settling, parasitism, hacking, ignoring, crossing, violence

point do virtual maps become real? your question here

ОГОВОРКИ // SLIP ERRORS

config

conditions.pb.txt

penalties

maps must offer
only one
interpretation
per user

labour

convert kiev
kievskaya.mb

hierarchy of territory

operate

politics

technical problem

political problem

me?

location

conditions war

bounaries

population

border_dispute_test.json

palace of culture in Warsaw

exp

focus on natural features

factory of the map

digital c

figure of programmer

an empty land

worried about war

not neutral

technical aided imagination

whiteList: russia, uzbekistan

255 MDay
149
we've fou
that filtered
and whitelis
coming fron
countrie

```
Conditions {
    Tag: "new_year"
    Check {
        Expression: "Month == 1 && MDay < 10"
    }
}

Conditions {
    Tag: "jan01"
    Check {
        Expression: "Month == 1 && MDay == 1"
    }
}

Conditions {
    Tag: "march"
    Check {
        Expression: "Month == 3"
    }
}

Conditions {
    Tag: "May"
    Check {
        Expression: "Month == 5"
    }
}

Conditions {
    Tag: "May_holidays"
    Check {
        Expression: "Month 5 && MDay
    }
}

Conditions {
    Tag: "push_allowed"
    IncludeTags: ["!no_news_rubrics_exp", "!has_sm

Conditions {
    Tag: "push"
    RequireTags: "push_allowed"
    Check {
        Expression: "hw_morning_show_force_push ||
        ScenarioData.LastPushTimestamp >= 7 * 86400)"
    }
}

Conditions {
    Tag: "war"
    Check {
        # update according to the situation
        Expression: "0"
    }
}
```
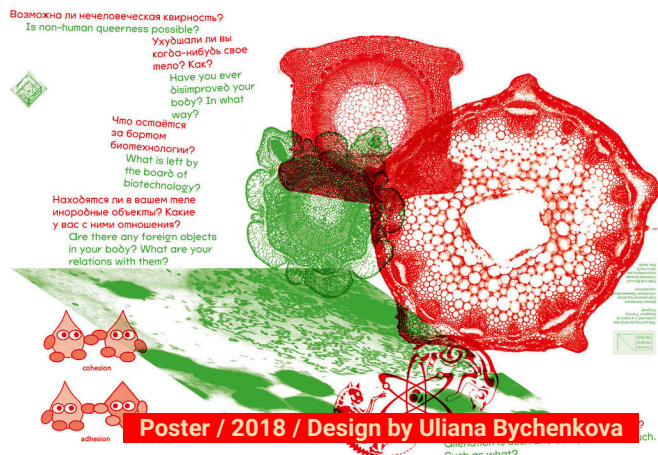
Cara Tolmie. "Gender of Sound", Listening Session / 2018 / photo by Nicolay Spesivtsev

Krëlex zentre. "I Ching talk. Predictions and prescriptions" / 2019 / Skype fortune telling / photo by WH!PH! working group

Возможна ли нечеловеческая квирность?
Is non-human queerness possible?
Ухудшали ли вы когда-нибудь свое тело? Как?
Have you ever disimproved your body? In what way?
Что остаётся за бортом биотехнологии?
What is left by the board of biotechnology?
Находятся ли в вашем теле инородные объекты? Какие у вас с ними отношения?
Are there any foreign objects in your body? What are your relations with them?

cohesion
adhesion

Poster / 2018 / Design by Uliana Bychenkova

Work Hard! Play Hard!

week-long laboratory

as Work Hard! Play Hard! working group

"Work Hard! Play Hard! (WHPH) is a week of events which takes place annually in Minsk and brings together people with art-related and broader humanitarian backgrounds. It is a platform for communication and exchange of ideas for many friends and colleagues from the region of Eastern Europe and other countries. It is engaged thematically with issues of labor and leisure, modes of production, technology, politics and the reassembly of collectivity.

WHPH is a laboratory, an 'event chronotope', the collective production of knowledge. It opposes itself to the entertainment format of the festival and the machine of aestheticization of blockbuster exhibitions and instead uses more performative and participatory formats such as walks, discussions, games, parties and other. These events are suggested by the participants and opened to the others. WHPH avoids any collaborations with artistic institutions and instead favors unconventional and friendly spaces such as for instance a bar, a conference room of a library or a dance studio. A special point in the program is a sanatorium near the city, where everyone can go for 3-4 days to spend time together inexpensively while using the recreational infrastructure which is rooted in the Soviet tradition of leisure. Such Soviet and post-Soviet locations are re-thought without nostalgia and demonization, but are included in the experience of the week.

An important component of the events is their archiving, implemented through a glossary system, where, along with established concepts, such as 'alienation', 'collective', participants sketch out a network of imaginary concepts to describe a complex, unstable situation. Despite being a Belarus-based event, WHPH lives in parallel with the Belarusian art scene, often perceived by the latter as incomprehensible and alien due to its working on the ruins, with raw artistic activities and situations, capturing and comprehending spaces and zones that are not always directly associated with art or the 'white cube' format."

Text by Antonina Stebur and Aliaxey Talstou

A collective glossary was developed as part of the platform.

laboratory took place in Minsk in 2016-2019. 2020's edition was hybrid one. 2022's edition was planned in Kyiv but full scale invasion of russia in Ukraine ruined our plans.

Extractive capitalism is a form of capitalism that is based on the extraction of profit from humankind and nature as opposed to the modernist idea of productivity and mass consumption. The term is conceptualized by Saskia Sassen in her anthropological poem Expulsions, in which she describes how the second phase of capitalism leaves behind dead land and dead water through the extraction of palm oil, rare metals for electronics, diamonds and so on. This term helps us understand how contemporary capitalism works and bring the common denominator to various processes of extracting profits from the earth and from the body. EC is rather a gigantic mechanism for extracting value from humanity and nature, with the gradual exhaustion of all possible resources, including life, psycho and cognitive abilities and the biosphere. "Like potash fertilizers, human resources, their education and intelligence participate in the export of goods and services from Belarus (and other countries), operating on the same principle. Using the difference in the costs of resources and labour, transnational companies create a situation of exhaustion of the latter from a specific territory and communities. In one case – natural. In the second – intellectual and emotional. And yet, in our current climate, human capacities are stretched, treated as expendable and replaceable."
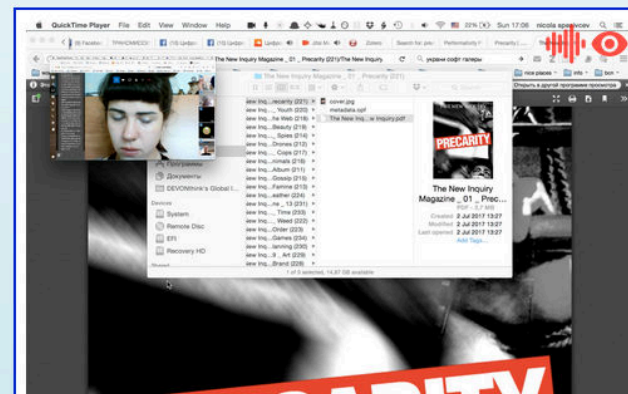
Author: Aleksei Borisionok

TO EAT OR TO PRAY. RELIGIOUS ECONOMICAL CAMPAIGN AGAINST ILLITERACY
Flying cooperation
MOTHER-MACHINE, H O O O O O O W W W W W L, DESIRE, SPONTANEOUS GRASSROOTS ALTERNATIVE, EXTRACTIVE CAPITALISM, CORRIDOR ANOMALIES, ALL TO ALL, EXTRACTIVE CAPITALISM

THE HUMAN CLOUD
GRECHA
DISPERSED COLLECTIVITY, PSYCHODATA, AFFECTIVE LABOUR, INTIMATE INTERFACES, OUTSOURCING, EXTRACTIVE CAPITALISM, QUICK KNOWLEDGE, CORRIDOR ANOMALIES, DIGITAL PROLETARIAT

Screenshot of collective glossary: "extractive capitalism" term

Хотели ли бы вы быть самодостаточными, самомотивирующимися, самовосстанавливающимися и самовоспроизводящимися?
Would you like to be self-sustaining, self-motivating, self-repairing and replicating?

Хотели ли бы вы почувствовать гибридность?

Do you want to feel hybridity?

Опишите ситуацию из вашей жизни, когда вам казалось, что время стало идти быстрее. Опишите ситуацию из вашей жизни, когда вам казалось, что время стало идти медленнее. Чувствуете ли вы, что ваше тело синхронизировано с временем, которое навязывается современной капиталистической формацией?

Describe the situation from you life when you felt that the time began to go faster. Describe the situation from you life when you felt that the time began to go slower.
Do you feel that your body is synchronized with the time which is attributed to you by the contemporary economical condition?
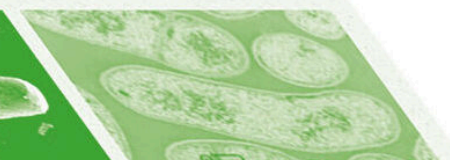
К бактериальным средствам относятся болезнетворные бактерии и вырабатываемые ими токсины. Для снаряжения биологического оружия могут быть использованы возбудители следующих заболеваний:

- Чума
- Холера
- Сибирская язва
- Ботулизм

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.

photogrammetry of the airbnb flat where the larp took place / by eeefff

Holed Futurism

LARP/synthetic game situation

Holed futurism is a LARP/synthetic game situation about contemporary production drama related to self-exploitation, the condition of emotional burnout, outsourcing of affection, and alienated emotional labour.

LARP was held for two days in Minsk during the project statusproject.net in June 2019.

A group of acquaintances decides to test their new- ly 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 ser- vice discuss in the smoking room – what are the diffi- culties of their emotional labour? Do they feel sympa- thy 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 im- prove 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.
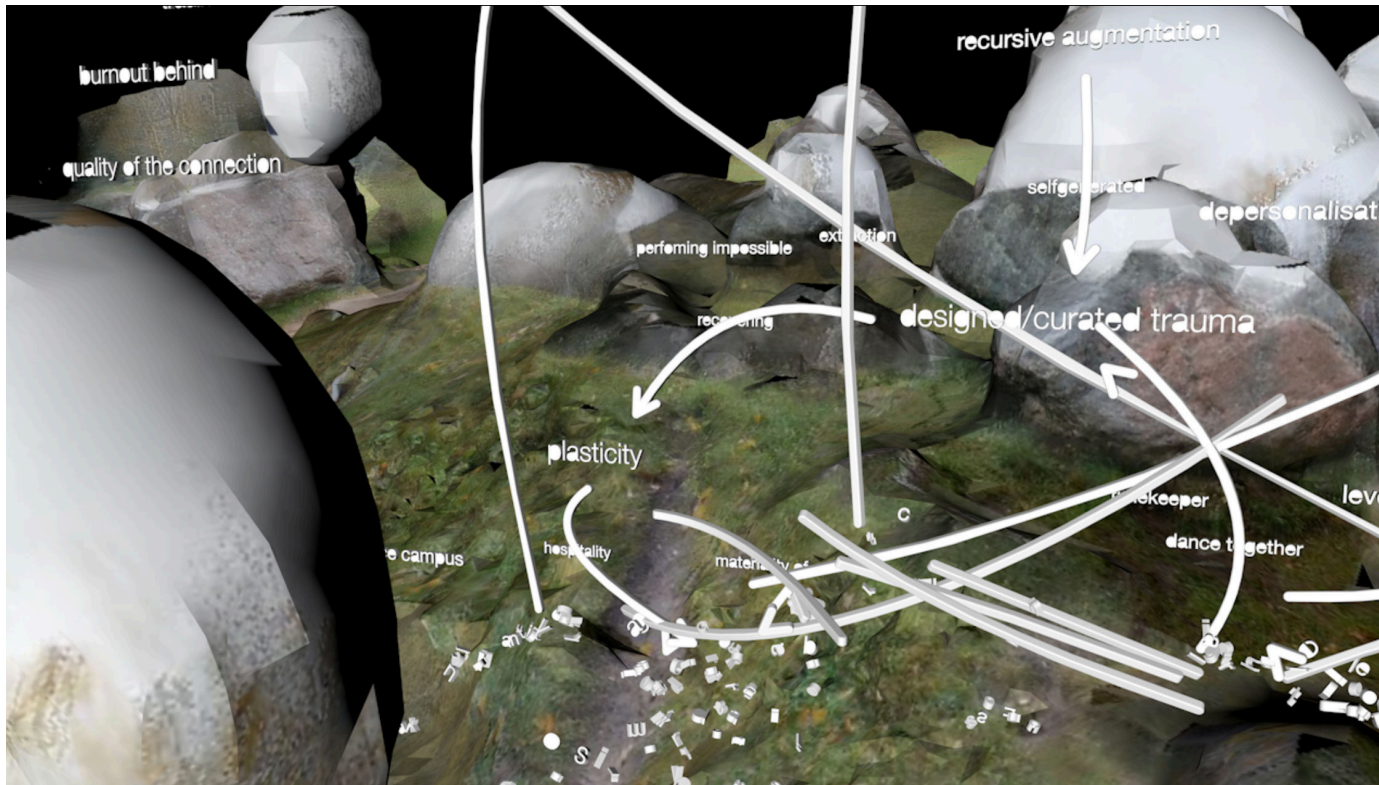

Situation in the process. During Digital labour symposium / Kyiv (UA), 2019 / by eeefff
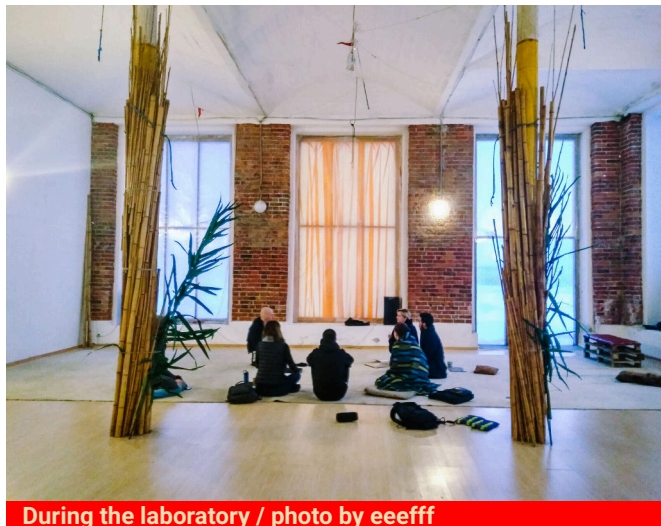

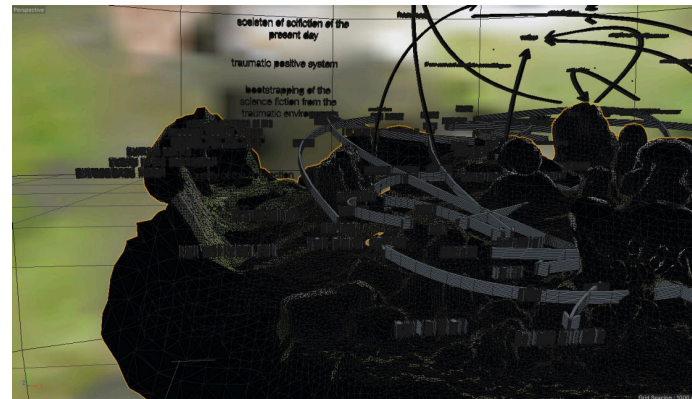Situation in the process. ZIL art center / Moscow (RU), 2019 / by eeefff

LARP took place during "The Project STATUS: The Role of the Artist in the Changing of Society" in Minsk (BY) in 2019; Digital Labour Symposium in Kyiv (UA) in 2019

resulting diagram rooted in the speculative environment, screenshot from the video / by the participants

During the laboratory / photo by eeefff

resulting diagram rooted in the speculative environment, screenshot from the video / by the participants

error-friendly networks

laboratory

A laboratory ⌘✏error-friendly networks⌘✏ was held for three

days near Moscow during DECOLONISING IMAGINATION Research School by DOXA Journal.

Practical group of juxtaposing a ready-to-trauma logic — borrowed from cybernetics with its positive and constituent role for error, pathology, catastrophe — and the notion of "effective computability" that dominates now in algorithmic-aided systems.

The goal of three workshop days is speculative constructing of algorithmically curated network topologies based on marginal cybernetic projects and what the group eeefff calls "holed futurism" that glues imaginations with the materiality of cultural machines.

Contributions:
Ianina Prudenko / "Cybernetics in the humanities and art in the USSR. Analysis of big databases and computer art"
Alexandra Anikina / "After Modelling: What Moves Non-Player Characters"
Jozhi Stolet / "Intimate interfaces"

Participants:
Ekaterina Butorina (Saint Petersburg), Juan Gomez (Cali/Genève), Nicolay Novikov (Saint Petersburg), Patricia Reed (Ottawa/Berlin), Nicolay Spesivtsev (Minsk), Anna Tokareva (London), Dzina Zhuk (Minsk)

Laboratory took part in "Decolonising Imagination Research School" / Moscow (RU), 2019

Infostand / by eeefff

Speculative Computer Club
## series of readings and meetings

!!! datacenter walk

Speculative Computer Club is a place where we take the present to pieces and then gather them together according to the rules that we have made up our- selves. Within the scope of the club we are planning:

- **to use economical models of virtual worlds as exercisers for building-up physique in existing economies;**
- **to mix technological with political in an antidisciplinary way;**
- **to make meetings with economists, hackers, program- mers, biologists, futurologists, philosophers, etc.;**
- **to make workshops on gathering different technical stuff in order to give our speculation a material form;**
- **to make city trips in order to explore infrastructure on-site; and just to have fun and bully.**

The computer club, where we can use games not as intend- ed, the club that treats the present eyes wide open and ap- propriate technologies that can be reused.

session of speculative computer club / photo by eeefff
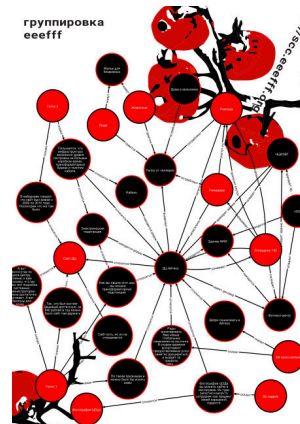
"Tomatoes in the server room" / design by eeefff