

Speak out

– an artists' game about life

in a world

of shifting border rules

ACMSIGGRAPH SPARKS - Artists' Games: Critical and Creative Approaches in New Media

Art moderated by Victoria Szabo & Joyce Rudinsky - 25.3.2022 - (online) [Terhi Marttila](#)

work # 2/3 of my artistic research PhD at the
University of Porto about *migration*

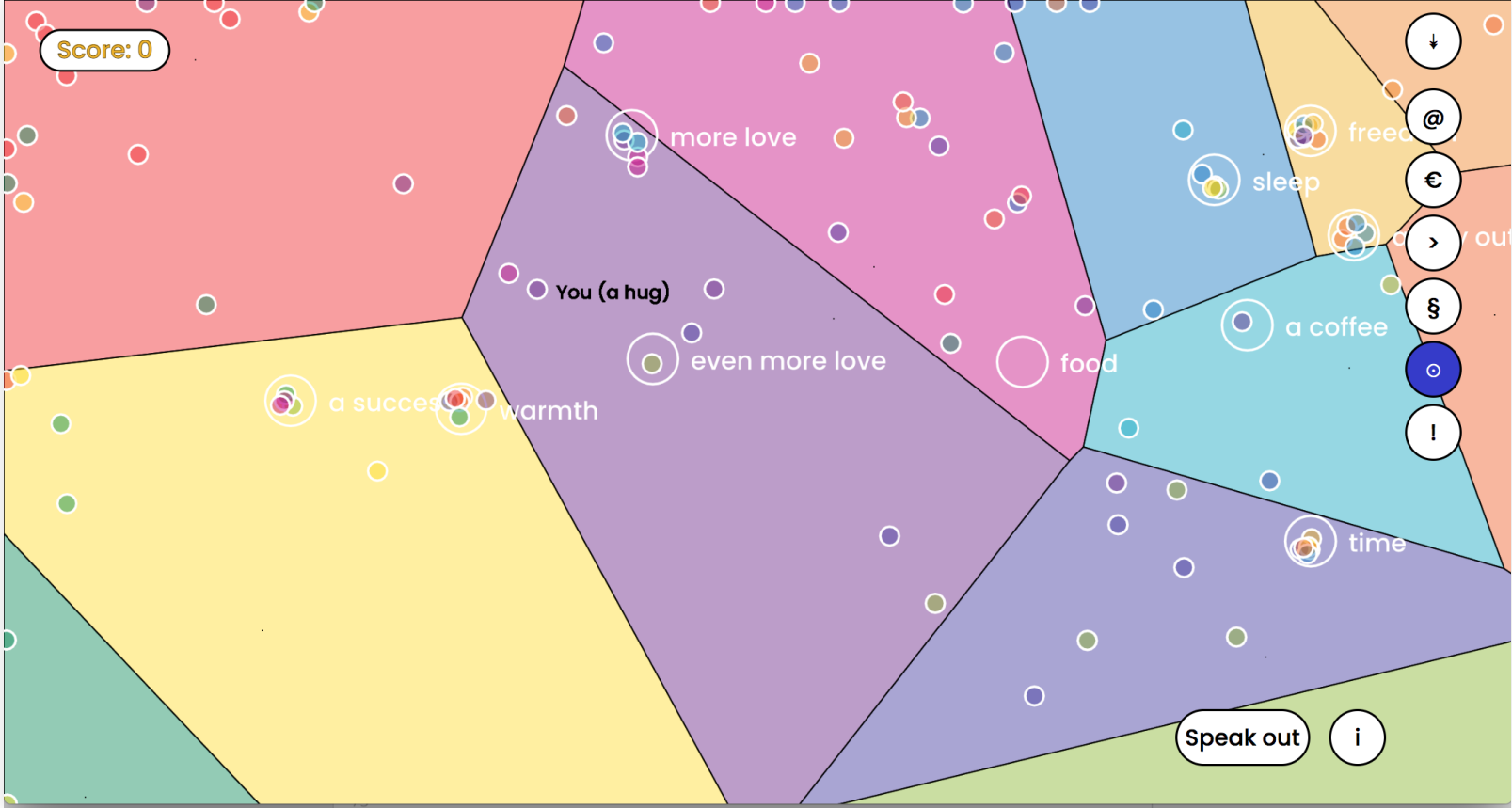
idea (2018): **presentation at consciousness reframed**

pursuing life objectives →(a force)→ movement

migration as movement

life objectives → movement ← border rules

you have to be able to move to where the opportunities are in order to take advantage of them. So, freedom of movement is an essential prerequisite for equality of opportunity (Carens 2015, 228)



gameplay.

1 drive *You* around with the arrow keys

→ avatar / agency / *where can I move?*

2 increase the Score by fulfilling the needs of *You*

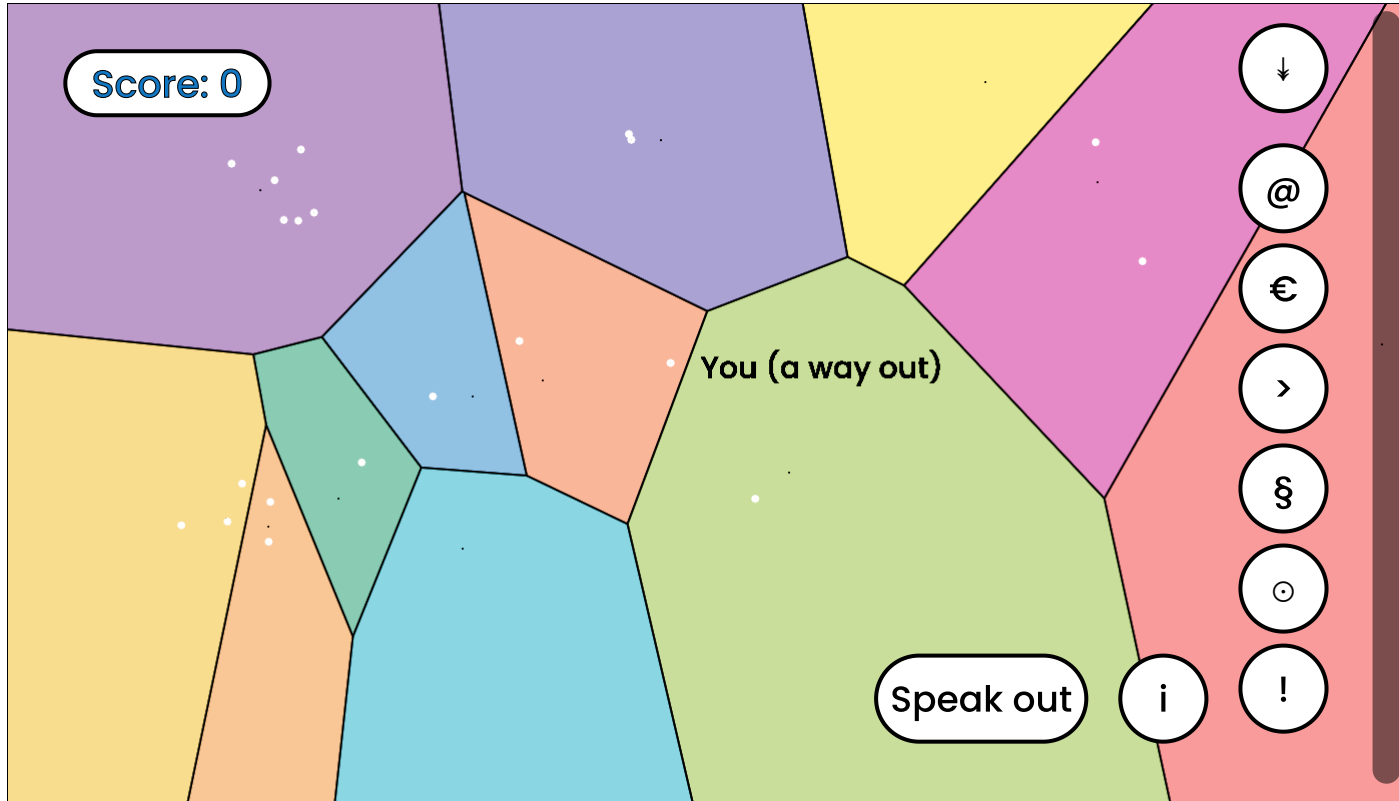
→ engage, play, border rules may obstruct ones purpose

3 *speak out* to change the border rules

→ border rules are social constructs / negotiable

4 reading the combinatorial poems out loud

→ reflect on the ideas in the poems



terhimarttila.com/speak-out

Thank you!

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