

Experimental
Publishing

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Insitute

2024–2026

a collective
glossary

**TURNING
IT OFF
AND ON
AGAIN**



Turning It Off And On Again

a collective glossary

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4

colophon

on
2026-06-03
10:25:46+02:00
kirayana
said
added files for
license, intro
and colophon
making
-0 +8
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

on
2026-06-03
12:51:38+02:00
kim
said
add metadata
header to include
in templates
making
-0 +4
changes to
 ◦ main

on
2026-06-03
15:10:32+02:00
Michael Murtaugh
said
intro first part
- establish con-
text and values

INTRO.MD

Introduction

The publication you are currently reading, be it in the form of a printed book, or perhaps displayed on a screen or e-reader, or perhaps in a far- post- apocalyptic future, listening to via radio transmissions after the cataclismic collapse of all known media forms resulting from climate change unleashed by the unchecked growth of data centers to feed generative AI (though we still hope for a better future), is a product of the 2026 graduating students of the Master of Experimental Publishing, at the Willem de Kooning Academy in Rotterdam the Netherlands.

In the early 2000's, Femke Snelting was asked to develop a new Master program. Having previously studied graphic design at the de Kooning, she aimed to create a course that would allow (graphic) design a wider range and set of roles than is traditionally the case. She was responding to a deep frustration of the experience of conventional production of say a printed book, where a manuscript would be “locked-in” before finally allowing designers to “do their thing”, transforming “frozen sources” into a printable layout.

The resulting course, launched in 2002 and co-directed by Matthew Fuller, called “Media

Design” asked its students to explore “systems not surfaces”, considering the many roles designers can play in the production of works in a variety of media forms, with the particular interest in the interplay between design tools and practice. For instance, how the choice of using a particular software tool or format impacts who and how a text can be written, and subsequently when and where design choices can be made. Design decisions, such as font choice, but also how to structure content, what elements are placed alongside others, are not relegated to the end of the process, but can inform choices made in the writing and editing of text, embodying a notion of “content” that *includes* design.

From its origins, the course engaged with F/LOSS (Free/Libre and open-source software), both as a resistance and alternative to the increasingly monopolistic practices of Adobe, but also as a means of finding inspiration in software practices that were explicitly collective, that made dependencies explicit, and that distributed sources under licenses intended to ensure that future generations could continue to benefit from and maintain them.

In 2016, Aymeric Mansoux made the link with publishing explicit, renaming the Master Experimental Publishing (aka XPUB), and crystallizing the concerns of “making things public and creating publics in the age of post-digital networks”. The course became more explicit about the role and importance of collective work, and in particular the im-

```
of the course
making
-0 +452
changes to
    ◦ main

on
2026-06-03
18:02:46+02:00
Michael Murtaugh
said
bridge to gitpub
making
-4 +8
changes to
    ◦ main

on
2026-06-03
19:30:41+02:00
kim
said
editorial modifi-
cation
making
-1 +0
changes to
    ◦ main

on
2026-06-04
11:30:26+02:00
Michael Murtaugh
said
local changes
making
-8 +12
changes to
    ◦ main

on
2026-06-04
14:10:50+02:00
Michael Murtaugh
said
bridge to ttoaoa
making
-16 +12
```

```

changes to
  ◦ main

on
2026-06-04
17:58:06+02:00
Michael Murtaugh
said
Agnes info
making
-15 +11
changes to
  ◦ main

on
2026-06-04
18:04:37+02:00
Michael Murtaugh
said
Agnes translation
making
-1 +1
changes to
  ◦ main

on
2026-06-04
18:05:58+02:00
Michael Murtaugh
said
Weggeefwinkel
spelling :)
making
-1 +1
changes to
  ◦ main

on
2026-06-06
22:37:37+02:00
kirayana
said
this the very
last final con-
tent update LET'S
PRINTgit add .!
making
-20 +15

```

pact the choices of tools has on the social aspects of working together as well as the eventual distribution and relation to readers.

The format of the *glossary* is particular, and glossary writing is a recurring method employed in the course. Historically, glosses were annotations, messages written in the margins or between the lines of a text to help explain difficult or unfamiliar terms. The glossary was thus born as a re-presentation of a collection of glosses in the form of a listing or index.

The margins of this publication are filled with another kind of annotation: metadata. This information relates to the tools and formats that has been used to collectively write the entries. The particular layout of the publication was produced using the *gitpub* tool, the graduation project of Kim Kleinert. The content (including its design) was produced collectively by the full cohort of second year students using the popular free software *git*. The layout and visual design makes use of the web standards HTML and CSS, and has been aided in its conception by the *paged.js* project. Alongside entries defining their individual graduation projects, the majority of entries are cowritten by two or more authors, revealing the many overlapping interests of their work, while still allowing a complementarity of glossing definitions from different points of view.

Git is a software tool developed in 2005 by Linus Torvalds, for whom the Linux operat-

ing system is named and reflects the particular needs and values of that community. For instance, the tool is designed to be used offline. Authors work by creating so-called *commits* and write *messages* that describe their changes. The tool permits authors full control over if and when the network is used either to incorporate other contributions, or to transmit one's own to others.

changes to
◦ main

Normally the *commit messages* of a project are only visible in special editorial views (using git's *log* command for instance). The GitHub tool extracts this stream of usually invisible information and makes it legible alongside the main text in the resulting layout of the page.

GitHub looks at the act of publishing a record of collaborative process as part of the main body of work by directing the focus from metadata as means to an end of production to including it in the publications final form. What does this act reveal to readers and collaborators? Can it open up the collaborative process to discussion and change? (Kleinert 2026, 28-29)

In contrast to git, Github is one of many possible web platform for hosting git-based projects online. It is a proprietary and commercial project that has crystalized git as the format of choice for managing contemporary software projects. Recognized for its centrality in the software development community, Microsoft acquired github in 2018, and has in-

creasingly aligned the platform with its AI-driven agenda. Github (ab)uses the liberal licensing of the code projects committed to the platform to train the AI models that it can then be offered back as (proprietary) tools to its customers. In this way, github is an example of a highly successful parasitic business model that profits from free software projects and subverts their emancipatory potential. Another example: since 2013, Adobe has fully shifted away from conventional desktop software to cloud-based services with its *Creative Cloud*. Recent changes to its terms of service raise questions as to how users content and tool usage may be used to train AI models on that platform.

The title of this year's gradfest: *Turning It Off and On Again* invokes the standard IT department advice to address all technical problems by asking their users: did you try turning it off and on again? On another level, it's a playful invocation of the critical stance that the projects of this years' graduates employ: start from a consideration of what contemporary technology is actually providing by refusing it as a given. In another sense, it's a reminder that technological artefacts are completely contingent on the human and other natural resources necessary for their maintenance. Popular narratives of AI's dangers being due to an impending "singularity" (ie that technology might become self-aware and develop agency and desire to actively destroy humanity), exposes a very peculiar kind of contemporary thinking that neglects to see the damage humanity is already unleashing

on itself due to the unsustainable overburdening and overuse of its limited resources.

This year's gradfest is being graciously hosted by the *Agnes Circulaire Maakplek* (Agnes Circular Makerspace), a social space designed to serve its particular neighborhood in Rotterdam with workshops and other active forms of learning about and practicing a circular economy. Currently, the space hosts a number of projects including a textile workshop and sewing club, a repair cafe and tool sharing system, and initiatives such as KOACOA to train artists in working with disused materials. Next door, the sister project *Weggeefwinkel* (Give-away Shop), is a twice-weekly open hub for redistributing still usable goods that would otherwise be seen as waste to be disposed of. Many of the materials of the exhibition, including paper used in this publication, have made use of these generously gathered and offered resources.

on
2026-05-31
15:29:44+02:00
kim
said
glossary chapter
cover
making
-0 +1
changes to
◦ main

on
2026-05-31
15:34:49+02:00
kim
said
Update words/a-
glossary.md
making
-0 +0
changes to
◦ main

on
2026-05-31
15:41:25+02:00
kim
said
need to add the
metadata other-
wise file is not
included
making
-1 +6
changes to
◦ main

on
2026-05-31
15:52:40+02:00
kim
said
file body needs
content to be
rendered?
making
-1 +3

GLOSSARY

changes to
◦ main

on
2026-05-31
16:11:57+02:00
kim
said
Update words/a-
glossary.md
making
-1 +1
changes to
◦ main

on
2026-06-03
21:33:41+02:00
kim
said
rm file body
making
-1 +1
changes to
◦ main

on
2026-06-04
16:54:23+02:00
kim
said
editorial modifi-
cation
making
-1 +1
changes to
◦ main

on
2026-05-20
17:49:05+02:00
chrissy
said
added term alter-
natives
making
-0 +13
changes to
 ◦ main

on
2026-05-21
17:07:38+02:00
wordfa
said
is this an alter-
native or an
imaginary
making
-3 +4
changes to
 ◦ main

on
2026-05-22
12:26:51+02:00
Charlie
said
Update 'words/al-
ternative.md'
making
-0 +2
changes to
 ◦ main

on
2026-05-22
12:27:05+02:00
Charlie
said
Update 'words/al-
ternative.md'
making
-0 +1
changes to
 ◦ main

ALTERNATIVE.MD

Alternative

Alternative means of production and the appropriation of alternative design tools or **counter-tools** as a possible strategy to inform alternative graphic-making praxes.

Langdon Winner describes a practice of “Epistemological Luddism” as one in which ‘for a short time - a week, a month, or so - you and I will disconnect from a clearly crucial part of the overall techno-system and adapt our perspective and activities to this condition and see what problems and possibilities come into view’. During the “Luddites Anon” workshop, participants were asked to do speculative “Epistemological Luddism”. They took an example from their day where they used a technological device to complete some kind of aim - texting to make plans with a friend, navigating via an app to get somewhere or using slack to communicate with colleagues - and then discussed how they might do the same task without that technology. Participants then used these discussions as a jumping off point to write short speculative stories about alternative ways to meet these same needs. Through this method, the workshops functioned as a sort of space which allowed participants to become tourists in a time and place, that they usually experienced as locals, and to come back with something from their travels;

Whether that be an insight about the demands of our technological world, or a value they felt was missing from their normal life.

To counter the many nefarious facets of today's Western Magic★ culture, we must categorically refuse to uphold and actively dismantle the Western neo-colonial and fascist ideologies that permeates that very culture. The necessary discussions regarding these concerns shouldn't be left to a footnote or afterthought. But rather, should be an integral part of "modern" Western Magic itself. For one, this requires that we become drastically more cognisant and critical towards what, how and who has and continues to shape and influence *our* (past, present and future) practices, beliefs and traditions. To contribute to (meant as in: "to catch up with the already existing efforts of marginalized peoples") an **alternate trajectory** may require a drastic dismantling of our own practices, beliefs and traditions, beyond the given context of Magic. Because all of the concerns modern Western Magic culture faces today transcend the matter of Magic itself.

on
2026-05-22
12:27:48+02:00
Charlie
said
Update 'words/alternative.md'
making
-1 +1
changes to
◦ main

on
2026-05-22
12:29:32+02:00
Charlie
said
Update 'words/alternative.md'
making
-1 +1
changes to
◦ main

on
2026-06-02
14:37:08+02:00
kim
said
editorial modification
making
-3 +0
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

Border

With a desire to hold on to sovereignty, borders are utilized as “mobility governance”, and as a “policing device”(Campesi, 2021). They are no longer the physical boundaries of a state protected or expanded through wars, but rather, porous and ever-moving structures, arranging their openness based on different identity markers (mainly nationality and capital) of those moving through them. They are enacted as a series of practices rather than stuck physical boundaries of the country through outward and inward expansions (Walter, 2004 as taken by Parker et al. p586, 2009).

The porousness determines who is granted free access, who is supposed to be screened meticulously, and whose entrance is to be prevented at all costs.

While setting up what would become the basis of my project, I remember thinking: the web can be without borders, but not without frontiers. We can define `border: none;` with CSS, but the geopolitical frontiers of the world are very real, even emphasised online.

```
on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines      and
templates
making
-0 +73
changes to
    o main
```

```
on
2026-05-11
14:08:25+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
    o main
```

```
on
2026-05-20
17:24:05+02:00
ismimimre
said
Add      'words/bor-
der.md'
making
-0 +13
changes to
    o main
```

```
on
2026-05-23
05:54:01+02:00
ismimimre
said
Update      'words/
border.md'
making
-2 +3
changes to
```

◦ main

on
2026-05-23
05:54:22+02:00
ismimimre
said
Update 'words/
border.md'
making
-1 +1
changes to
◦ main

on
2026-06-02
09:46:17+02:00
kim
said
add word to file
metadata
making
-1 +1
changes to
◦ main

on
2026-06-02
14:37:26+02:00
kim
said
editorial modifi-
cation
making
-5 +0
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to

◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

on
2026-05-23
06:03:49+02:00
ismimre
said
Add 'words/bu-
reaucracy.md'
making
-0 +14
changes to
 ◦ main

on
2026-06-02
14:37:55+02:00
kim
said
editorial modifi-
cation
making
-7 +1
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to

BUREAUCRACY.MD

Bureaucracy

Bureaucratic violence manifests as “not physical(ly)” but mostly as “the denial of rights and freedoms, especially the right to appeal and resist the injustices of power” (Arendt, 1969 as taken by Abdelhady et al., p. 13, 2020). Bureaucratic violence has its roots in colonial bureaucracy of excess surveillance and control of vulnerable populations (Abdelhady, p14, 2020). It forms different levels of constituency with varying agency on the individual's or groups' deservedness. For migrants and refugees, bureaucracy repositions the borders of citizenship and integration.

on
2026-05-13
12:21:40+02:00
aksellr
said
added capital-
ism.md
I am waiting for
more from all of
you
making
-0 +13
changes to
◦ main

on
2026-05-18
11:18:57+02:00
kirayana
said
moved capital-
ism.md to the
right place +
edited some words
+ created student
page for kiara
making
-12 +33
changes to
◦ main

on
2026-05-20
15:23:47+02:00
shoebby
said
Update 'words/
capitalism.md'
making
-0 +3
changes to
◦ main

on
2026-05-20
16:46:47+02:00
chrissey
said

CAPITALISM.MD

Capitalism

Or how to market Hell as the only viable option to navigate life? Pushing us into isolation, depriving us of emotions and vulnerability, making building genuine community impossible, and wrapping that in shiny sparkly paper?

Not being an active member of the productive task force is seen as being a social – and political – outcast, and where being actively financially unproductive is seen as an act of rebellion against the established system. While not being an official academic concept, it does put us in a position of reflecting on the late stage capitalist society that we live in as indeed a system, and not a consequence of individual practices. Many people would admit feeling a sense of guilt after having an “unproductive day”. But what is unproductivity? Not making money? Not participating in the productive labour of the task force? Capitalism thrives on individualistic behaviours and justifies itself by shifting the blame from the system to the individual, which then brings a degradation of social relationships in order to cater to the greed of the production. It is a typical capitalist practice to eat up all forms of resistance and making a profit out of it. Recently, the *Analogue Bag* trend on social media (especially TikTok and youtube) has been a blatant example of how

a movement that started as advices on how to distance yourself from your phone and screens became a money grab scheme, with influencers presenting a bag full of crafty hobbies and linking all of this in an Amazon.com storefront. What started as a de-influencing or slow life movement became a consumption-heavy form of content. One of the hobbies often portrayed in this kind of content was knitting, the perfect example of a slow craft, often disastrously misrepresented. As it stands, knitting clothes is a rebellious act, as being busy not consuming goes against the late stage capitalist philosophy of eternal consumption. The interesting aspect of the “making” – whether that’s knitting or something else – lays in the slowness and acceptance that things take time and friction to get done.

An ever-famished machine with a specific appetite for productivity. Tools and people are contorted to try and meet this hunger.

capitalism 🍷 graphic design: “Here are professions more harmful than industrial design, but only a very few of them. And possibly only one profession is phonier. Advertising design, in persuading people to buy things they don’t need, with money they don’t have, in order to impress others who don’t care, is probably the phoniest field in existence today.” (Papanek, 1973)

```
first emoji added
making
-0 +2
changes to
  ◦ main

on
2026-05-20
17:28:02+02:00
chrissy
said
Update      'words/
capitalism.md'
making
-0 +1
changes to
  ◦ main

on
2026-05-22
13:17:53+02:00
Charlie
said
Update      'words/
capitalism.md'
making
-1 +3
changes to
  ◦ main

on
2026-05-23
00:18:57+02:00
kirayana
said
sooo late sor-
ryyyy
making
-39 +47
changes to
  ◦ main

on
2026-05-25
12:59:40+02:00
aksellr
said
Mise à jour de
```

```
'words/capital-  
ism.md'  
expanded on capi-  
talism  
making  
-0 +3  
changes to  
  ◦ main
```

```
on  
2026-05-29  
16:07:43+02:00  
chrissey  
said  
Update words/cap-  
italism.md  
making  
-1 +1  
changes to  
  ◦ main
```

```
on  
2026-06-02  
14:38:27+02:00  
kim  
said  
editorial modifi-  
cation  
making  
-4 +0  
changes to  
  ◦ main
```

```
on  
2026-06-03  
02:20:38+02:00  
kirayana  
said  
clean up - round  
one  
making  
-248 +202  
changes to  
  ◦ main
```

```
on  
2026-06-03  
12:44:30+02:00
```



meme: stop normalizing the grind

...today's Neo-Pagan communities (including Wicca and modern Witchcraft) encourage overconsumption! In part, as a result of the aesthetisation of “witchy” subcultures. But mostly, because we all live in “a golden age of overconsumption” (meaning Capitalism) ruled by online algorithms engineered to constantly serve us hyper-personalised advertisements with the sole purpose of enticing us to “buy into” superfluous trends and symbolic material goods.(Wolfpeach, 2024) A widespread issue that Witches and Pagans, who tend to self-identify as natureworshiping environmentalist, are far from immune to.

If you haven't seen the movie *Idiocracy*, you should watch it. Not because it is a particularly good one, but because it depicts a plausible future, induced by capitalism. I think a lot about how Antique philosophers, or any per-

son who had their thoughts written down then, how those guys (sigh) came up with things that set the base for ou current soci-ety. Crazy. Do you think AI and sending Katy Perry to space will make the big History Class headlines?



meme: earn money or perish.

kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:00:43+02:00
C3
said
Added a meme un-
der capitalism.
making
-0 +2
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

on
2026-05-22
10:25:09+02:00
wyn
said
上传文件至 'words'
making
-0 +13
changes to
 ◦ main

on
2026-06-02
14:39:40+02:00
kim
said
editorial modifi-
cation
making
-6 +2
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

CIRCULATION.MD

Circulation

Circulation refers to the movement of objects, but also to the transmission of ideas across different media and hands. Arjun Appadurai defined regimes of value as frameworks that determine how worth is assigned and recognised (Appadurai, 1986, p. 15). But meaning does not only accumulate: each time an object passes into a new framework, it is read through that framework's own logic, generating new meaning while wearing away what came before.

Collaboration

Collaborating is my instinctive way of doing things. We are stronger as a team, skills can flow, communicate and respond to each other, brains are braining. Honestly, it really activates an area of my brain that I cannot access on my own.



galaxy-brain-meme.jpg

```
on
2026-05-31
11:46:05+02:00
kim
said
init missing col-
laboration
making
-0 +10
changes to
  ◦ main
```

```
on
2026-06-02
14:40:09+02:00
kim
said
editorial modifi-
cation
making
-2 +0
changes to
  ◦ main
```

```
on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
  ◦ main
```

```
on
2026-05-11
16:54:29+02:00
kim
said
init articulation
work
making
-0 +11
changes to
    ◦ main
```

```
on
2026-05-19
07:53:29+02:00
kim
said
in git, human
legible commit
messages articu-
late changes
making
-1 +1
changes to
    ◦ main
```

```
on
2026-05-31
11:03:29+02:00
kim
said
filetitle for sub
word sorting
making
-3 +1
changes to
    ◦ main
```

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
```

COLLABORATION_ARTICULATION-
WORK.MD

Articulation Work

Collaborative work, next to following formal task descriptions involves many informal tasks: The preparation and sharing of files, discussion of changes made and planning of time for meetings or deadlines are all part of collaborative work, yet, they often remain unrecognized. To describe these informal tasks and their relation to rationalized concepts of work, sociologist Anselm Strauss coined the concept of 'articulation work' (1985). Articulation work involves the managing of unanticipated contingencies in real time or in other words the work that enables other work to happen. This type of work appears across different professions. Secretaries', doctors' or pedagogues' tasks can to a large extend be considered articulation work, while an accountant will be less occupied with it. I think of Git as articulate software, which explicitly supports mutable shared processes between collaborators, instead of resolving them through algorithms.

-198 +194
changes to
◦ main

Workshops

```
on
2026-05-21
16:35:57+02:00
feline
said
added word plus
my contribution
making
-0 +9
changes to
  ◦ main
```

```
on
2026-05-21
17:25:08+02:00
wordfa
said
might delete
later
making
-1 +4
changes to
  ◦ main
```

```
on
2026-05-27
12:15:26+02:00
eleni
said
ramblings
making
-0 +3
changes to
  ◦ main
```

```
on
2026-05-31
11:31:28+02:00
kim
said
this is a sub of
collaboration
making
-0 +1
changes to
  ◦ main
```

```
on
```

Workshops are often framed through an ideal of mutual learning. A space where people come together, exchange perspectives, and learn from one another. On the surface, this sounds open and egalitarian. Everyone contributes, everyone receives. I have started to question that framing. Because even in spaces that aim for equality, there are still invisible hierarchies that we can't escape. Who's actually learning from whom? Who thinks they know better? Who is expected to explain their perspective? This also raises questions about credibility. Who do we believe without hesitation, and who do we ask to prove their point repeatedly? Which experiences are treated as representative, and whose contributions are more likely to be questioned? I don't want to invalidate the idea of collective learning, but raise awareness that learning from one another is not a flat exchange, but a space structured by history and power dynamics that we need to acknowledge. So the question is not only how we learn together, but also what conditions make that learning possible in a more equal way. And whether we are willing to notice who is being centered in that process, and who is being asked to adjust to it.

I hate workshops. Well I love hosting them. In the moment at least, the energy is great. But organising one, inviting People, basically

forcing friends to come to what is obviously esoteric. That sucks. You ever tried to organise a workshop with out social media. It has convinced me that posters are purely decorative at this stage. However, I suppose the real reason I hate workshops, is that they seem like my most probable future as an artist. Look funders, see how many people I got to come to my workshop. Did I engage with my community enough to convince you I'm an artist?

Back in Greece, workshops are sessions with specific outcomes. A means to an end. The host teaches a skill and the participants leave with a novice result in their hands. My perception of them has since expanded. I now see them as snippets of broader collaboration, prompts for conversations, an exchange of skills and ideas, rather than a class to attend. I'm not good at hosting them yet, it is a muscle I haven't trained that much. I admire my peers' ability to come up with workshops as interfaces to their **practice**.

```
2026-05-31
11:47:04+02:00
kim
said
rename file including parent
making
-0 +0
changes to
  ◦ main
```

```
on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
  ◦ main
```

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
  ◦ main
```

```
on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
```

changes to
◦ main

Community

Community is a big word. It means many things. Communities exist in physical spaces, such as XPUB in the 4th floor studio, but also online on Zulip. The knitting community has for a very long time existed in yarn shops and cafés, or in private living rooms where women would meet to gossip, exchange tips, ideas, techniques, even organise resistance. Sadly, the pandemic quietly wiped these physical community spaces. While the younger generations found a new sense of community in online spaces such as Ravelry, social medias like Youtube, Instagram or even TikTok, many older people had a hard time getting accustomed to the absence of the people they used to meet almost weekly. As such, my project aims to recreate a sense of community by offering a set space and time for people to meet, whether they have a knitting project or not. With The Commuknit Manifesto (pun absolutely intended), people are welcomed to join in on a common site-specific project without any performance pressure. Total beginners and more advanced knitters come together to talk, craft, make, and help each other, most of the time without really knowing each other previously. I wish for Radical Community Building.

```
on
2026-05-29
15:56:37+02:00
aksellr
said
Ajouter      words/
community.md
late addition but
it seemed cru-
cial!!
making
-0 +10
changes to
    ◦ main
```

```
on
2026-05-31
15:02:24+02:00
kim
said
correct heading
making
-1 +1
changes to
    ◦ main
```

```
on
2026-06-02
14:40:32+02:00
kim
said
editorial modifi-
cation
making
-2 +1
changes to
    ◦ main
```

```
on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
```

◦ main

on

2026-06-03

15:50:20+02:00

kirayana

said

fixed typos +

added some extra

content coz im on

a rooooooll

making

-51 +60

changes to

◦ main

Craft

Something you make with your hands and makes you pure of heart. It can also be art if you decide it should be. You would then transmute craft tradition into artistic practice. Because craft talks, craft explains, craft screams. Craft is data storage for both raw data (structural integrity of an object) and historical knowledge (cultural use and context of the object), and as such, is a testimony and an act of rebellion against the capitalist machine and social obscurantism. We should all craft more!

```
on
2026-05-08
18:56:41+02:00
aksellr
said
added craft to
the glossary <3
mix and match of
self quotes and
propre research
making
-0 +12
changes to
  ◦ main
```

```
on
2026-05-08
18:57:23+02:00
aksellr
said
Mise à jour de
'words/craft.md'
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-11
14:08:53+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
  ◦ main
```

```
on
2026-05-21
20:11:25+02:00
martina
said
adding onto the
word craft
```

making
-2 +2
changes to
 ◦ main

on
2026-05-25
13:03:37+02:00
aksellr
said
Mise à jour de
'words/craft.md'
added image!
making
-1 +1
changes to
 ◦ main

on
2026-06-02
14:41:53+02:00
kim
said
editorial modifi-
cation
making
-4 +4
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +



knitting in progress

Could the embodied knowledge found in craft (where the hand is the primary tool) find parallels in the making of electronic technology?

added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

on
2026-05-18
10:33:20+02:00
kiara
said
added 'webcraft'
webcraft is a
sub-definition
for craft
making
-0 +4
changes to
 ◦ main

on
2026-05-18
10:45:59+02:00
kiara
said
Update 'words/webcraft.md'
making
-2 +10
changes to
 ◦ main

on
2026-05-18
10:51:46+02:00
kiara
said
Update 'words/webcraft.md'
making
-1 +2
changes to
 ◦ main

on
2026-05-18
11:18:57+02:00
kirayana
said
moved capitalism.md to the
right place +
edited some words
+ created student

CRAFT_WEBCRAFT.MD

Webcraft

Webcraft is the craft of the web. It refers to the practice of writing code by hand instead of using generators, template engines, or Generative AI prompting.

Tim Berners-Lee, inventor of the web, never pictured people actually writing HTML, which he considered to painful of a task to be enjoyed. He foresaw a world where people would use tools that generate HTML for them. Yet, the web flourished through people writing their own code.

Thus, Webcraft becomes a political response to automation; it started as a form of escape from pre-made CMS templates (e.g wix, wordpress) and is now one of the pillars of the **Revival Web** affiliated movements.

Webcraft is the reclamation of one's internet-voice. An assertion that only you, yourself, can strike the red-hot HTML anvil to produce your thrilling timbre. It's an encouragement to step outside of the pre-arranged cubicles on offer by Silicon Valley web estate agents, to instead build a prairie shack out of flexbox twigs and position:relative pebbles. The internet is for people, and people are more than a social media bio.

we all love handmade websites<3

not now sweetie, mommy is coding a handmade website



Meme: Mommy is coding a handmade website

preach, sisters <3

page for kiara
making
-12 +33
changes to
◦ main

on
2026-05-18
13:08:50+02:00
shoebby
said
Update 'words/we-
bcraft.md'
making
-0 +3
changes to
◦ main

on
2026-05-29
16:24:48+02:00
chrissy
said
Update words/we-
bcraft.md
making
-0 +2
changes to
◦ main

on
2026-05-31
12:52:58+02:00
kim
said
rename file inl-
cluding parent
making
-0 +0
changes to
◦ main

on
2026-06-02
14:41:13+02:00
kim
said
editorial modifi-

cation
making
-5 +1
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
 ◦ main

Witchcraft

Like Magic, the term Witchcraft has eluded singular definitions. In a contemporary context, the practice of *witchcraft* is most often used as an umbrella term to describe a particular framework or attitude to the practice of Magic, or *the craft of the witch*, rather than a defined set of rules or traditions. Similar to how “Paganism”, or Neo-Paganism, is used to denote a variety of religious belief systems and practices, rather than one unified religion.(Obscure Clouds,2019)

Although sometimes conflated with Wicca, which is a theist Neo-Pagan religion (the belief in one or multiple Gods) that incorporates witchcraft as a central part of its religious beliefs and traditions, Wicca is but just one interpretation of what Witchcraft can mean. Witchcraft can take on many forms, religious or non-religious, spiritual or non-spiritual. However, most modern witchcraft practices are considered Neo-Pagan in their nature, meaning they are new practices, beliefs, traditions, rituals, etc., that are based on, and/or inspired by what are considered ancient pagan traditions. (White, 2026)

```
on
2026-05-20
15:22:16+02:00
Charlie
said
trying to just
upload
trying to upload
cause it won't
let me create di-
rectly
making
-0 +20
changes to
    o main
```

```
on
2026-05-20
16:42:34+02:00
Charlie
said
Update 'words/
witchcraft.md'
making
-8 +2
changes to
    o main
```

```
on
2026-05-22
11:04:45+02:00
Charlie
said
fixed a typo
making
-1 +1
changes to
    o main
```

```
on
2026-05-31
12:53:54+02:00
kim
said
rename file inl-
cluding parent
making
-0 +0
```

changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
◦ main

Dead Media

Dead Media can indicate any and all forms of media that has been declared dead. I think it is often more of a feeling of the contemporary social bubbles and less of an actual depredation. Sadly, social death brings an actual one in some cases. If everybody stops using Google Maps, we can witness the death of it as well. Seems unlikely but it is important to look into how we perceive death in non-living. There is life inside of Earth, there is life around it and there is life in minerals and resources, how they are mined and delivered and processed. There is labour and living in all of it. When a media dies, it takes all the living with it. Maybe it is not forever like how death is for the living.

As opposed to social media, dead media is social media that is dead.

```
on
2026-05-07
17:09:33+02:00
sevgi
said
mandatory      dead
media entry from
team resurrection
wish i had a team
making
-0 +12
changes to
  o main
```

```
on
2026-05-11
14:09:14+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
  o main
```

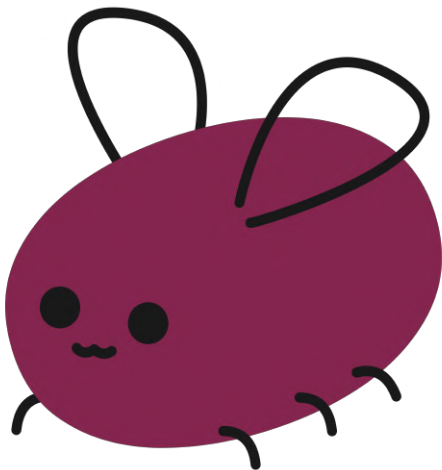
```
on
2026-05-18
13:07:04+02:00
shoebby
said
Update      'words/
deadmedia.md'
making
-0 +3
changes to
  o main
```

```
on
2026-06-02
14:42:23+02:00
kim
said
editorial modifi-
cation
making
```

-7 +2
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main



Eggbug, the mascot of passed-away social media platform Cohost.

DIY Radio Making

When we visited the Radio Museum Rotterdam, Martina and I saw a lot of examples of this. It was incredible. A lot of them were from WWII. There was even a poster remaining from the time all radios were gathered and burned at the (now) Radio Museum Rotterdam building. We saw a really small diy radio in a small book, we saw crystals that went inside of these radios. What I found the most interesting was one of the radio makers had the schema of the radio attached to the small box. I imagine it was for their own comfort, but this is something I encountered a lot; someone making a circuit and attaching their notes to the device. I find especially the oldest examples really fascinating because it reminds me we are always trying to document something fragile and already lost to time.

My first encounter with DIY radio-making was with Sevgi, when we attended a workshop by the Shortwave Collective together. Over two sessions, we learned how to build our own crystal radio receivers. A crystal radio, or crystal set, is an early and very simple type of radio receiver that works using only the energy of the incoming radio signal, re-

```
on
2026-05-04
22:33:46+02:00
sevgi
said
adding      precious
memories to gitea
making
-0 +12
changes to
  ◦ main
```

```
on
2026-05-11
14:09:33+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
  ◦ main
```

```
on
2026-05-21
19:57:26+02:00
martina
said
adding onto diy
radio making
making
-2 +2
changes to
  ◦ main
```

```
on
2026-05-27
10:48:08+02:00
eleni
said
my version of diy
radiomaking <3
making
-0 +2
changes to
```

```

    ◦ main

on
2026-05-27
10:48:25+02:00
eleni
said
forgot    my    name
AGAIN
making
-0 +1
changes to
    ◦ main

```

```

on
2026-05-30
14:52:37+02:00
martina
said
adding an image!
making
-2 +2
changes to
    ◦ main

```

```

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
    ◦ main

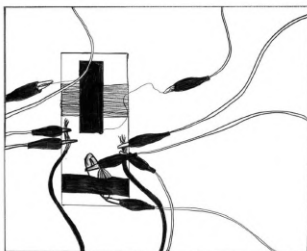
```

```

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194

```

quiring no external power. Built from just a few basic parts, crystal radios are entirely passive, producing only faint sound and receiving stations at a close range. Given how simple these receivers were to make, I was amazed by the materials we could use. We brought toilet rolls and pieces of metal; everything was easily accessible, often made from things that could have been literal trash sitting in a cupboard at home. The second session took place on a rooftop. The sky was filled with an orange hue, and all you could hear was the buzzing of signals coming from our receivers.



A drawing I made as part of a chapter for my thesis. This image is a black and white pencil drawing, showing a close up of a crystal radio I made, depicting its circuitry. The bottom box

shows an outline drawing of an antenna.

In my project, DIY radiomaking takes the form of self-hosted software. My initial project ideas entertained the possibility of building analogue radio, but my target audience was way too broad; fandom is everywhere, not just in Rotterdam. My version of sourcing somewhat-easily accessible materials for the radio was buying a cheap computer on Kingsday, setting up a server in my room and installing FLOSS software. It was a process of trial and error, of course, but this is how you learn — and good documentation is how you teach.

changes to
◦ main

on
2026-06-03
15:39:47+02:00
kim
said
editorial modifi-
cation
making
-0 +1
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

on
2026-05-20
15:51:57+02:00
aksellr
said
Ajouter 'words/
efficiency.md'
making
-0 +13
changes to
◦ main

on
2026-05-20
17:43:01+02:00
chrissey
said
fck adobe
making
-0 +3
changes to
◦ main

on
2026-05-22
19:44:58+02:00
eleni
said
efficiency is a
scam (?)
making
-0 +3
changes to
◦ main

on
2026-05-25
13:11:35+02:00
aksellr
said
Mise à jour de
'words/effi-
ciency.md'
expanded on
making
-1 +1
changes to
◦ main

EFFICIENCY.MD

Efficiency

It seems that the pandemic must have wiped the understanding of craft communities from the *Game of Wool* producers' minds, as they took the executive decision to hardly show any of the actual bonding that happened between candidates on screen. Preferring to build artificial tension by giving contestants speed challenges, they never got to actually evaluate their skill level, focusing solely on timing and visual efficiency. This led participants to develop a more individualistic approach to knitting, fearing competitors, hiding their designs and gatekeeping techniques. By putting aside all the technical knowledge that goes into thinking and making a piece of clothing, they are participating in an overconsumption discourse that values mass producing and keeping a stash of quantities of yarn that would last the more casual knitter a lifetime. Here, the knitting community is only a pool of potential clients, putting the capitalist mindset of extreme efficiency, competitiveness and outcome over the creative process. Efficiency is nothing more than a way to make yourself worth less. The more efficient you are, the less your production is valued.

The disconnection between designers' dominating software Adobe as a standardised market leader has made the prioritising of

efficiency over autonomy increasingly evident.

Who decides what is efficient? And to whom? People keep asking me why I don't use LLM to code, to write my thesis; "it would be more efficient," they say. But, I am the holder of my knowledge. When I build, I can build again. I still know how when the power is out, or my phone runs out of battery.

To contribute to this word, I immediately thought about that quote from *Ferris Bueller's Day Off*: "Life moves pretty fast; if you don't stop and look around once in a while, you might miss it." but then I am actually just thinking that this movie is a good anti-efficiency statement. Cause efficiency is driven by the super-fast-paced society we somehow accept to live in. So we should all stop and look around for a while.

on
2026-05-29
16:12:44+02:00
chrissy
said
Update words/ef-
ficiency.md
making
-1 +1
changes to
◦ main

on
2026-05-29
16:38:44+02:00
chrissy
said
Update words/ef-
ficiency.md
making
-1 +1
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to

◦ main

on

2026-06-03

15:50:20+02:00

kirayana

said

fixed typos +

added some extra

content coz im on

a rooooooll

making

-51 +60

changes to

◦ main

Encoding / Decoding

In semiotics and linguistics, meaning is not inherent in signs but produced through codes: systems of convention shared within a culture. Stuart Hall extended this insight to ask how meaning circulates within structures of power (Hall, 1980, pp. 128–38): not fixed at the point of production, but contested at every stage of the circuit, and re-made at the point of reception through codes shaped by social position.

I understand markup languages and meta-data as shared, interwoven structures that actively shape collaborative production. This perspective counters the common assumption of marks and data as a technical byproduct or mere interchange format. Regarding them as writing practices instead, from an engineering perspective is not a given.

```
on
2026-05-20
16:32:57+02:00
wyn
said
上传文件至 'words'
making
-0 +13
changes to
  ◦ main
```

```
on
2026-05-20
16:33:28+02:00
wyn
said
更新          'words/'
Encoding-
decoding.md'
making
-0 +0
changes to
  ◦ main
```

```
on
2026-05-20
17:46:53+02:00
wyn
said
更新          'words/'
Encoding-
decoding.md'
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-21
08:29:10+02:00
kim
said
markup and meta-
data as writing
practices
I am not sure
this fits here
entirely
```

making
-3 +3
changes to
 ◦ main

on
2026-05-31
15:37:06+02:00
kim
said
lowercase fileti-
tle for sorting
making
-4 +2
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

on
2026-06-03
21:24:55+02:00
kim
said

add spaces to
word in metadata
so it can line-
break
making
-1 +1
changes to
◦ main

on
2026-05-23
05:59:55+02:00
ismimimre
said
Add 'words/
game.md'
making
-0 +13
changes to
 ◦ main

on
2026-05-25
20:55:11+02:00
wyn
said
sorryyy, a late
relection on
"game"
making
-2 +2
changes to
 ◦ main

on
2026-05-25
23:30:54+02:00
C3
said
Added my entries
for game, mainte-
nance, repair,
unlearning and
toy. Managed to
wrap my mind
around these def-
initions during a
stroll with grgr
in sunny day.
making
-5 +17
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00

GAME . MD

Game

When I initially had the idea of designing a game it was to translate an inexplicable experience into a procedure that could be shared with others, in a way it was always a conversation I wanted to start and keep going. Paolo Pedercini describes games as "...interfaces between people. They are conversations that can happen via body language and verbal language, through the clash of conflicting desires, through the dance between chance and skill, through computation and storytelling... Even single player games are conversations. I often say that single player computer games are a type of multiplayer games. The designers can be seen as players as well. They are an extreme form of asynchronous, asymmetrical game if you will. You play with the authors" (Pedercini, 2014). As the process went further, I realized that my experiences of trying to start the conversation on migration through a game, started to entangle with trying to migrate. The more I read, spoke, wrote code, and prototyped, the more making the game became a great analogy of my experience through migration bureaucracy. The processes followed the same rhythm, requirements, and learning incentives. It froze me with countless choices, and left me stuck between the options.

A game is a system with rules, choices, and

consequences, like a small society. Unlike a thesis, which offers a god's-eye view of its argument, a game places the player inside a single position: they can only access one path at a time, one ending at a time. In my project, the installation takes the form of a text adventure embedded in a device: the player moves through the frameworks, but cannot see them all at once. I enact it rather than argue it.

A game is a set of rules that mimick a specific aspect of reality that is replicated as an enclosed environment. The more you play a game, the more you might realize that its rules are often arbitrary. When that happens, you might find yourself trying to go around the rules and making your own.

```
kirayana
said
clean up - round
one
making
-248 +202
changes to
  ◦ main
```

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
  ◦ main
```

```
on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
  ◦ main
```

on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines and
templates
making
-0 +73
changes to
◦ main

IMAGINARIES.MD

Imaginaries

As in imagination; absolutely essential.

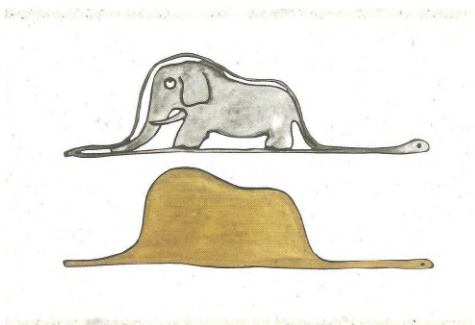
Grown-ups never understand anything by themselves, and it is tiresome for children to be always and forever explaining things to them.

Antoine de Saint-Éxupéry, *The Little Prince*, 1943

on
2026-05-11
14:08:25+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

on
2026-05-20
17:24:05+02:00
ismimre
said
Add 'words/bor-
der.md'
making
-0 +13
changes to
◦ main

on
2026-05-21
11:21:53+02:00
wordfa
said
New pages
making
-0 +13
changes to
◦ main



Bottom: a drawing of an elephant inside of a boa constrictor.
Top: a drawing of an elephant inside of a boa constrictor, made clear for grown-ups. (the image is reverted, the bottom drawing should be on top.) — from *The Little Prince*.

on
2026-05-21
17:07:38+02:00
wordfa
said
is this an alter-
native or an
imaginary
making
-3 +4
changes to
◦ main

on
2026-05-23
00:18:57+02:00
kirayana
said
sooo late sor-
ryyyy
making
-39 +47
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194

changes to
◦ main

on
2026-06-03
15:40:35+02:00
kim
said
editorial modifi-
cation
making
-0 +1
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

on
2026-06-03
22:44:20+02:00
kirayana
said
some slight cor-
rections based on
the latest pdf
making
-7 +5
changes to
◦ main

Information Delivery



BBC newscaster running away from camera

In the context of news, information delivery is a political process. It determines what deserves our attention, and in doing so, shapes how we perceive reality. In this process, journalism functions as a system of selection. As sociologist Herbert Gans put it, journalism is fundamentally about “deciding what is news” (quoted in Zelizer et al., 2021, ch. 4). When something “made the news”, it meant that it had crossed the threshold from a private occurrence to a publicly recognizable reality. Media scholar Jung Joonhee argues that the authority of journalism came not so much from its ability to verify facts, but from its practical monopoly over the gatekeeping process. Events that are not recognized as news generally remained outside public reality, circulating as rumor or periph-

on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines and
templates
making
-0 +73
changes to
◦ main

on
2026-05-11
14:08:25+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

on
2026-05-16
18:42:23+02:00
zuhui
said
Add 'words/
information-
delivery.md'
making
-0 +13
changes to
◦ main

on
2026-05-16
19:00:08+02:00
zuhui
said
Update 'words/
information-
delivery.md'
making

-5 +6
changes to
 ◦ main

on
2026-05-16
19:00:40+02:00
zuhui
said
Update 'words/
information-
delivery.md'
making
-2 +1
changes to
 ◦ main

on
2026-05-16
19:41:45+02:00
zuhui
said
Update 'words/
information-
delivery.md'
making
-2 +7
changes to
 ◦ main

on
2026-05-16
20:42:55+02:00
zuhui
said
Update 'words/
information-
delivery.md'
making
-3 +1
changes to
 ◦ main

on
2026-05-16
20:43:45+02:00
zuhui
said

eral knowledge (RohMoohyun Foundation, 2024).

And today, that power has moved beyond the newsroom. Platform algorithms have taken over, but they work differently. While legacy media picks and integrates fragments into a single order such as a newscast or a print edition, platform algorithms work by breaking that formal unity, delivering different fragments of information to different people. And the criteria of this new gatekeeper are invisible and practically impossible to hold accountable. As computer scientist Arvind Narayanan (2023) points out, platform companies have shared very little about what their engagement-optimizing algorithms actually do to society, and the algorithms themselves are complex enough that even people inside the platforms can't fully trace their effects.

In the context of API, information delivery operates on a request-and-response structure. For some reason this mechanism was so hard for me to understand no matter how many kitchen-menu-customer metaphors there were to find. When someone sends a query, structured data returns as a response object. In this process, information is broken down into usable, modular fields. And a person or entity that develops an API decides which fields exist and which do not, which means the design of an API is already a decision about who it's built for and what they need from it.

In the context of newsAPI, information delivery is the process where the gatekeeping of news meets the structured modularity of an API. It's highly optimized to convert mass news coverage into standardized data fields for rapid, algorithmic processing.

For example, a news API can provide sentiment analysis as a service, processing scraped news content through Natural Language Processing (NLP) to convert it into a quantifiable sentiment score ranging from -1 (negative) to +1 (positive), which allows the finance and marketing industries to analyze thousands of news articles in milliseconds to assess risk or assign market values. It felt so off when I first found out about this. The news content fed into this pipeline has already passed through the gatekeeping process of news agencies and organizations. And the majority of those organizations are owned by a very small group of people.

Then I thought about the origin of news business. The earliest newspapers, like the ones printed for 17th-century Dutch merchants in Amsterdam, were there to track shipping and the latest commodity prices. The bedrock of modern news delivery has always been rooted in capitalism.

Steve Mann is best known for being a living cyborg, and considered by many to be the “father of wearable computing”. Since the 1980, he has donned some kind of device to augment his life. In a paper from 1996, Mann de-

```
Update      'words/
information-
delivery.md'
making
-0 +3
changes to
  ◦ main
```

```
on
2026-05-16
22:53:20+02:00
zuhui
said
Update      'words/
information-
delivery.md'
making
-0 +2
changes to
  ◦ main
```

```
on
2026-05-18
20:16:18+02:00
zuhui
said
Update      'words/
information-
delivery.md'
making
-3 +1
changes to
  ◦ main
```

```
on
2026-05-19
23:37:35+02:00
zuhui
said
Update      'words/
information-
delivery.md'
ok done
making
-3 +3
changes to
  ◦ main
```

on
2026-05-21
11:21:38+02:00
wordfa
said
I added So much
stuff, but mainly
notes to tell me
what to write,
also butchered my
thesis to make a
section 1500 chrs
and got annoyed
at the reference
section being
messy.
making
-11 +13
changes to
 ◦ main

on
2026-05-21
11:24:16+02:00
wordfa
said
forgot to add my
name innit
making
-1 +1
changes to
 ◦ main

on
2026-05-21
11:25:07+02:00
wordfa
said
sweep sweep sweep
making
-2 +0
changes to
 ◦ main

on
2026-05-22
20:54:07+02:00
zuhui

scribes his “WearCam”, “a wearable multimedia system with video processing capability and wireless Internet connection” and specifically its use as a “face-recognizer”. One example, he explains, involves visual memory system that reminds the user if they have seen a face before.

In a 2024 Apple advert, actress Bella Ramsey sees someone vaguely familiar at a party. Ramsey quickly hides behind a wall, whips out their iPhone and asks Siri for help remembering his name. Just in the nick of time, Siri gives the answer. Ramsey turns round to meet him, “Hey Zac!”, “of course I remember you!”

As close as these two examples are, I think there is a really important difference between these two uses of IRR. Mann is clear in his proposal that his device is a “prosthetic” aimed at helping those with what are commonly understood as being visual disabilities. In contrast, the Apple advert positions Ramsey’s, frankly harmless and common place, forgetfulness as less than expected behaviour.

It seems that as information becomes more easily available, there is more of a requirement to use it. That the imagined idea that we all have frictionless access to information can lead to rising expectations of ourselves and others to be more informed and rational.

said
vaguely appropriate
reference making
-0 +2
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

```
on
2026-05-19
08:31:35+02:00
kim
said
init    infra    as
main not sub word
making
-0 +10
changes to
    o main
```

```
on
2026-05-19
11:28:33+02:00
aksellr
said
added some ques-
tions
will    probably
edit again later
making
-1 +9
changes to
    o main
```

```
on
2026-05-19
12:59:12+02:00
kim
said
finishing git in-
frastructure ex-
ample
making
-1 +1
changes to
    o main
```

```
on
2026-05-20
17:22:02+02:00
wyn
said
更新 'words/infra-
structure.md'
making
-0 +3
```

INFRASTRUCTURE . MD

Infrastructure

I think of Git as both, a work infrastructure that coordinates asynchronous collaboration and a publishing infrastructure, forming the backbone of not only code files, but also web-sites and applications. Infrastructures play with dialectics of visibility and invisibility. On the one hand, infrastructures themselves are often overlooked or dismissed as purely technical frameworks, while at the same time, they hierarchise and mediate by creating degrees of visibility. Git as a publishing infrastructure for example centers text that is written inside files, while rendering other forms of writing, such as commit messages, less present.

Anthropologist Brian Larkin asserts duality as infrastructures main characteristic: 'They are things but also relations between things'. (Larkin, 2013)

The collaborative character of the net extends to its very infrastructure, the materiality of which can not be understated. Servers are built, maintained, and scaled to host petabytes of material, and internet provision relies on vast networks of cables and base stations. The existence of the internet is reliant on scarce hardware, and what is both beautiful and terrifying about it is that you can not reasonably do all of it yourself; your

net-use always depends on someone else's work.

Can an infrastructure also be a social and personal network? Is a support system an infrastructure?

Feminist scholar Ara Wilson brings together intimacy and infrastructure, arguing that infrastructures are not only physical systems but networks that enable movement, activity, and relational life. As a device and the effort behind it, merging into infrastructure, they become structurally invisible. Wilson writes, “infrastructure aims for the invisible, taken-for-granted status of the best ideology: when infrastructure works as it should, we often stop seeing it” (Wilson, 2016).

This is a widely spread argument, I remember Susan Leigh Star also claiming that “infrastructures only become visible when they break”. And while I think there is truth to it, we should not forget about those, to whom infrastructures are very much apparent at all times. I am thinking of people, maybe experts, with in depth, sophisticated knowledges, maybe the ones who build these structures. And I am thinking of those, who cannot unsee infrastructures, because they are constantly seen or excluded by them.

changes to
◦ main

on
2026-05-21
13:22:01+02:00
wyn
said
更新 'words/infrastructure.md'
making
-1 +1
changes to
◦ main

on
2026-05-21
13:28:47+02:00
wyn
said
更新 'words/infrastructure.md'
making
-1 +1
changes to
◦ main

on
2026-05-22
13:39:42+02:00
shoebby
said
Update 'words/infrastructure.md'
making
-1 +2
changes to
◦ main

on
2026-05-25
13:16:09+02:00
kim
said
some reflection
on invisibility
and infrastructures

```
making
-1 +1
changes to
  ◦ main
```

```
on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
  ◦ main
```



The "Ah sit, here we go again" meme from GTA but instead it's the git mascot saying "ah git, here we go again".

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
  ◦ main
```

```
on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
  ◦ main
```

Intention

Sadly, two things can be true at the same time, acting with genuine good intentions and still reproducing harm. Especially when you're trying to be thoughtful, critical, and socially aware that can be insanely hard to accept. I'm speaking out of experience here. I've come to learn that good intentions don't automatically account for history, privilege, or the uneven ways people are positioned in relation to one another. Harm is not always loud or obvious, sometimes it is in the blind spots you're having. It is in the small things, in the way someone is interrupted less or more, in the fact which experiences are treated as normal and who is treated as 'the other'. Here privilege becomes relevant, as it shapes what you are protected from noticing. So in order to reduce harm you have to check your privileges. That means being willing to change your understanding of your impact without bursting into defensiveness. It also means resisting the urge to use intention as a way out of responsibility. And when I speak of you, I actually mean me.

Intention is the starting point of magic (says: me). It is the formulation of a will, a desire, a wish, a thought. What follows, in this magic cycle/circle, is intuition, or the means one can envision in order to shape the intention. Finally, to complete the ritual, the last step is

```
on
2026-05-21
16:34:03+02:00
feline
said
added word plus
my contribution
making
-0 +9
changes to
  ◦ main
```

```
on
2026-05-23
00:18:57+02:00
kirayana
said
sooo late sor-
ryyyy
making
-39 +47
changes to
  ◦ main
```

```
on
2026-05-23
00:54:19+02:00
kiara
said
lil typo and for-
got my name oop-
sie
making
-1 +1
changes to
  ◦ main
```

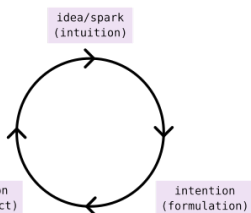
```
on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
  ◦ main
```

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

action, or the actual shaping – turning intuitions into experimentation.

Otherwise, Intention is what moves us, leads us to act, to make choices. It is how free-will manifests itself.



the cycle~circle of magic, by kiara

Invitation

An invitation is a hand forward, an act of friendship and an offering. It does not mean consent but it is an open door. It is less than permission, more than intention.

A letter through your neighbours letterbox.

I realized that invitation is not only about asking people to join. If the goal is to collectively reflect on language, behavior, and social structures, then I also have to think about who feels addressed by that invitation in the first place. Who enters the space easily, and who already feels like it is not meant for them before even arriving. It is about accessibility in the broadest sense. Some people might feel intimidated by academic language, activist spaces, or vulnerable conversations where they fear saying the wrong thing. Every choice communicates something. The references I use, the way I describe the project, the venue I choose, even the confidence required to participate in discussions about feminism or language politics, all of these things can make people feel included or excluded. What I struggle with is that I still do not have clear answers. How do I create a space that feels open without diluting the complexity of the topic? And especially, how do I avoid reproducing exclusion while trying to critique systems of exclusion in the first

```
on
2026-05-04
21:09:04+02:00
sevgi
said
added      invita-
tion.md and wrote
my first entry <3
making
-0 +12
changes to
  ◦ main
```

```
on
2026-05-11
14:09:50+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
  ◦ main
```

```
on
2026-05-21
11:21:38+02:00
wordfa
said
I added So much
stuff, but mainly
notes to tell me
what to write,
also butchered my
thesis to make a
section 1500 chrs
and got annoyed
at the reference
section      being
messy.
making
-11 +13
changes to
  ◦ main
```

on
2026-05-21
16:11:58+02:00
feline
said
added my part
making
-0 +3
changes to
 ◦ main

on
2026-05-21
17:11:21+02:00
wordfa
said
plop
making
-1 +2
changes to
 ◦ main

on
2026-05-21
17:12:51+02:00
wordfa
said
test
making
-1 +1
changes to
 ◦ main

on
2026-05-21
17:13:04+02:00
wordfa
said
new plop
making
-1 +1
changes to
 ◦ main

on
2026-05-21
19:39:38+02:00
martina

place? Inclusion is not just about intention, it is also about structure. For me, thinking about invitation, now, means continuously asking who is missing, who feels welcome, and what kinds of barriers might exist that are invisible to me.

I remember my grandmother teaching me how to handle the sewing machine, and my grandfather showing me how to cut through limestone blocks for a project he was working on. Somehow, this never felt fixed; it was always initiated as a form of invitation. These were the kinds of activities that would stretch through the afternoon after Sunday lunches with the family. This bridging of knowledge, the passing of it from one family member to another, is something I have always understood as a form of invitation.

said
adding onto the
word invitation
making
-1 +2
changes to
◦ main

on
2026-06-02
21:34:32+02:00
kim
said
editorial modifi-
cation
making
-6 +4
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-05-08
16:32:58+02:00
aksellr
said
added knitting.md
added a paragraph
from the thesis +
some contextual
elements
making
-0 +12
changes to
 ◦ main

on
2026-05-11
14:10:09+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
 ◦ main

on
2026-05-22
19:51:47+02:00
eleni
said
added silly
thought
making
-0 +2
changes to
 ◦ main

on
2026-05-22
19:52:04+02:00
eleni
said
forgot my name
making

KNITTING.MD

Knitting

Knitting is a form of fiber art that allows the creator to pull loops through loops using two needles and thread. This results in a stretchy fabric, that can be very light and airy or very dense and warm. Often we find knitting being referred to as a craft, but also as being part of the fiber arts family. This confusion is actually a great foundation to discuss the cultural value of knitting as both a form of art and a form of craft. Knitting today is widely considered a craft, but is referred to as part of the fiber arts family, and falls in line with the Arts and Craft philosophy. Some knitters also actively embrace this duality and the tension it creates.

I know how to crochet... Knitting scares me!

@eleni

Come talk to me, I can fix that! <3

-1 +1
changes to
◦ main

on
2026-05-25
13:14:22+02:00
aksellr
said
Mise à jour de
'words/knit-
ting.md'
answered eleni
making
-0 +2
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

on
2026-05-20
15:33:52+02:00
aksellr
said
created the file
labour.md
it was not on the
OG list, but it
felt needed
making
-0 +13
changes to
 ◦ main

on
2026-05-20
17:36:35+02:00
chrissey
said
karl added
making
-0 +2
changes to
 ◦ main

on
2026-05-20
17:36:55+02:00
chrissey
said
Update 'words/
labour.md'
making
-1 +2
changes to
 ◦ main

on
2026-05-21
08:13:39+02:00
kim
said
markup languages
distribute pro-
duction and sepa-
rate skills
making

LABOUR . MD

Labour

The mental load involved in reproductive labour maintains that time is gendered and a different unit for men and women. (Federici, 2010). It seems crazy to write that in 2026, but the mental load of house work is still labour, is still not recognised to its true value, and remains a load mainly carried by women. As theorised by Silvia Federici (1974), housework is not productive labour, but reproductive labour. This work doesn't produce new monetary value, but produces and cares for the people who do. And, most importantly, it is work that is not valued and recognised because it is seen as "unskilled", as in, it doesn't require formal education to be performed in the domestic sphere. The concept of unskilled labour doesn't only apply to the domestic sphere, but also extend to the job market. Women having a harder time being granted any kind of higher education made for cheap "unskilled" workers in numerous fields outside the house, making them easily replaceable within the hierarchy if they were to become pregnant, ill, old, or simply unable to work anymore. Yet, they were still in fact highly trained through a hands-on approach or through patterns of social reproduction. Think of the so-called "natural dexterity due to small hands", perfectly fitted for detailed work in factories, actually coming from hav-

ing been trained since birth to be careful, mend socks, sew buttons and tidy after themselves. (Plant, 1998)

Karl Marx already predicted a feeling of disconnection from the industrial workers work and creation, and their own creative potential due to the capitalist system. He described an alienation and exploitation from their creation, of which workers don't benefit from. Their work is commodified, and they have no power over their "means of production", which is privately owned, made and operated for profit. (Katzenstein and Marx, 1987) Supported by this argument I'm convinced that the production means of graphic designers is primarily controlled by the company Adobe, which dominates the creative industry.

The introduction of technologies like the pedia system, which we understand as predecessor of modern markup languages, did not only make text reproduction more efficient but constituted another significant shift: a separation of skill and division of labor. What was previously the task of one scribe, who was responsible for an entire text, has now been split up between multiple copiers (Burgess, 2010). Today's predominance of **metadata** further separates what previously were distributed processes, enabled by markup, into detached entities. Fundamentally, markup language operates from within a document. Metadata, in comparison, as its prefix 'meta' for 'higher' or 'beyond' indicates, is separated from the data it

```
-3 +3
changes to
  o main

on
2026-05-21
08:16:12+02:00
kim
said
move      metadata
part to means of
production (which
is quite similar
to labor?)
making
-1 +1
changes to
  o main

on
2026-05-21
08:22:15+02:00
kim
said
ups there is no
production means
glossary entry,
so I'll leave
this here
making
-1 +1
changes to
  o main

on
2026-05-21
19:10:20+02:00
wyn
said
更新      'words/
labour.md'
making
-0 +3
changes to
  o main

on
2026-05-21
```

20:07:16+02:00
martina
said
contributing to
the word labour
making
-0 +3
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

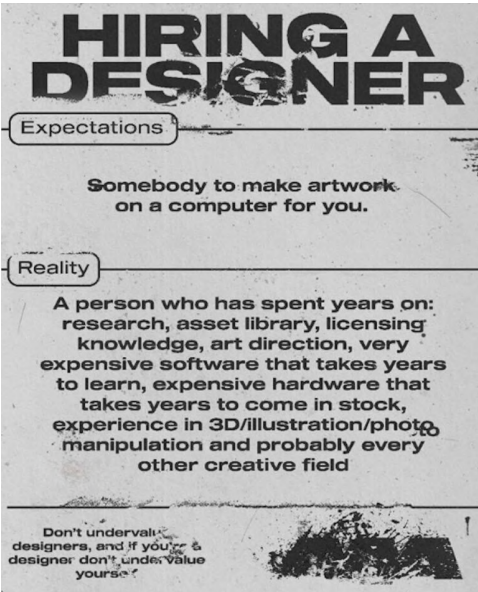
on
2026-06-03
15:11:07+02:00
C3
said
Added an image
under labour.
making
-0 +3
changes to
◦ main

refers to. The notion of detachment exceeds this structural observation: My thesis discusses how metadata based production not only disengages collaborators from another, but through abstraction also separates the worker and their process from the object of work itself. This abstraction results from a complex interrelation of technological dependencies and a transition from human directed to computer optimized legibility.

Labour, as a category, is never neutral: to define what counts as labour is to determine what can be compensated, credited, and protected. In different frameworks, the same effort is renamed — devotion, skill, aesthetic, practice — and in each renaming, the labourer's claim to recognition is absorbed into the framework's own logic.

"I grew up in a warm and comfortable social environment surrounded by cheap and attractive commodities, colored plastic toys, convenient items such as disposable cups, pens, and bottles, light and warm clothes, personal cars, low-cost airlines, and so much more. Today I am lulled by the sweet music of countless buzzwords like recycling, re-treating, repairing, or reusing into the dream of a virtuous technological circle with no waste, no residues, no traces. The new era of clean, dematerialized technology, where artificial intelligence can do the dirty or boring jobs, is as seductive as the Disney world of the late twentieth century." - A quote from 'Tracking World-Materials' by Bernadette Bensaude-Vincent, an introductory essay

written for 'Being a Photographer' by Susanne Kriemann (2025).



What hiring a designer actually means

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
 ◦ main

on
2026-06-03
22:44:20+02:00
kirayana
said
some slight cor-
rections based on
the latest pdf
making
-7 +5
changes to
 ◦ main

on
2026-05-20
15:17:01+02:00
aksellr
said
created lan-
guage.md
heehee
making
-0 +13
changes to
◦ main

on
2026-05-20
15:34:23+02:00
shoebby
said
Update 'words/
language.md'
making
-0 +3
changes to
◦ main

on
2026-05-21
11:21:38+02:00
wordfa
said
I added So much
stuff, but mainly
notes to tell me
what to write,
also butchered my
thesis to make a
section 1500 chrs
and got annoyed
at the reference
section being
messy.
making
-11 +13
changes to
◦ main

on
2026-05-21

LANGUAGE . MD

Language

Language can be visual, and is specific to what you want to communicate. Words and expressions like weaving in ends, steeking, raglan, yarn weight, DK, jumbo, fingering, blocking, ribbing, purls, knits, moss, rice are all knitting specific language elements. M1R, Ptbl, LLIR, k2p2, M1R, YO, ovvovvo, k2togYIB, p2togYIF are all terms that most people will not understand except if they know what to look for.

In the context of web, languages are standardised communication tools that enable a widely accessible and viewable internet. Here a browser is trilingual; fluent in HTML, CSS, and JavaScript. These are easily laid bare and inspected, but much of contemporary tech aims to instead apply a layer of conversational, drag-and-drop language to obfuscate the computational; nurturing a growing distance between us and a device's binary bones.

How do you define technology? This is both a very simple question and an exceedingly complex one. My tutors, and others who spend their days thinking or writing about technology, will tell you, correctly, that walking, talking, pencils, paper, and cups are all technologies. Hence, I felt a lot of pressure to be specific in my workshops. In the work-

sheets, I used the term “Information and Communication Technology” (ICT). Other times I used the term “digital technologies”. Both were used to describe the objects our discussion and critique, as well as the thing I asked people to give up in their speculative writing. However, I don’t think I needn’t of bothered with such specific definitions, as nearly every participant had their own wholly sufficient lay understanding of the term ‘technology’. To them, it’s a term to describe all the gizmos, gadgets, and apps that form the background to their lives. These examples of technology were fertile ground to use as starting points, because even though they are, or at least seem to be, integral to our modern lives, we’ve all seen, whether in films, books, or stories from our elders, that there was a time when they weren’t. This proximity to tangible alternatives seems so vital to meaningful discussions and to imagining change. For these reasons a colloquial definition of technology was adequate, maybe, even required.

Language, and with that communication, are pivotal parts of the organization of human societies. Since the 1970s, linguists have increasingly examined language not merely as a neutral system of communication, but as a social practice through which speakers create solidarity, negotiate relationships, but also assert authority. Language does not only describe reality but actively participates in producing it. The words available to us influence how experiences are understood, how they get interpreted, and what is communi-

12:18:22+02:00
wordfa
said
well actually...
making
-2 +2
changes to
◦ main

on
2026-05-21
16:02:52+02:00
feline
said
added my bits
making
-0 +4
changes to
◦ main

on
2026-05-22
14:09:47+02:00
shoebby
said
Update 'words/
language.md'
making
-1 +1
changes to
◦ main

on
2026-05-23
00:18:57+02:00
kirayana
said
sooo late sor-
ryyyy
making
-39 +47
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana

said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

on
2026-06-03
14:48:17+02:00
C3
said
Added a meme on
language.
making
-0 +2
changes to
 ◦ main

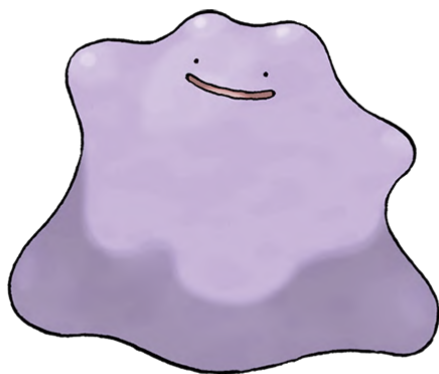
on
2026-06-03
15:41:31+02:00
kim
said
editorial modifi-
cation
making
-0 +1
changes to
 ◦ main

on
2026-06-03

cated. So what can be thought, said, and recognized as legitimate is heavily influenced by the words we choose (Cameron, 1985; Spender, 1998). Language thus can be used as a regulatory tool that shapes what counts as reality or what we believe in.

Feminist linguistic research has identified multiple ways and mechanisms in which women are oppressed by and through language. They limit women's voices, more specifically women's expressive range, credibility, and social visibility. Even though they cut deep into women's lives, they operate subtly and are often internalized to the point that they go unnoticed. By identifying concrete forms of linguistic oppression, feminist linguistic theory makes it possible to interrupt these processes and find ways in which they can be challenged and reworked.

Language is expression. Language is <mis>communication. Language is logic. Language is connections. Language is emotion. Language is "a bird we teach to sing" (Tammet, D. 2018). Language is a metamorph. Language is a playground.



```
15:50:20+02:00
kirayana
said
fixed   typos   +
added  some extra
content coz im on
a rooooooll
making
-51 +60
changes to
    ◦ main
```

This is Métamorph, a.k.a Ditto in English. I think its French name is more telling.



Language and reality.

```
on
2026-05-11
16:50:02+02:00
kim
said
this git commit
message is meta-
data
with a commit git
commit message i
sum up changes
added to a docu-
ment to my col-
laborators or fu-
ture self.
making
-0 +11
changes to
    ◦ main
```

```
on
2026-05-25
13:05:45+02:00
kim
said
metadata as writ-
ing practice as
language
making
-1 +3
changes to
    ◦ main
```

```
on
2026-05-31
12:51:31+02:00
kim
said
rename file inl-
cluding parent
making
-0 +0
changes to
    ◦ main
```

```
on
2026-06-05
17:26:28+02:00
```

LANGUAGE_METADATA.MD

Metadata

Metadata, originally used to index and retrieve books in a library, has become ubiquitous in modern digital infrastructures. Commonly associated with matters of user data and extractivism, metadata today escapes human readability in its high granularity and amount, becoming subject to corporate and computer operations. GitHub proposes an alternative use of metadata, one that through human readability coordinates work, publishing and archiving processes between collaborators.

In this Glossary, metadata is categorized as subword of ‘language’, actively countering the common assumption of marks and data as a technical byproduct.

61917b2 - 2026-03-28 21:29:53+01:00 - Kim Kleinert - I choose to focus on metadata and markup as part of coordination and articulation work, rather than mere interchange format. In that, I regard it as writing practice, which from an engineering perspective is not a given.

kim
said
typo
making
-1 +1
changes to
◦ main

on
2026-05-07
16:36:19+02:00
sevgi
said
added a walter
benjamin quote to
title
making
-0 +12
changes to
◦ main

on
2026-05-11
14:11:38+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

on
2026-05-16
18:41:21+02:00
zuhui
said
Update 'words/ti-
tle.md'
making
-2 +2
changes to
◦ main

on
2026-05-16
22:57:58+02:00
zuhui
said
Update 'words/ti-
tle.md'
making
-0 +4

LANGUAGE_TITLE.MD

Title

“The title is that through which, and in which, language itself communicates itself absolutely.”(Benjamin, 1996, p.65)

In news APIs, title is the field that represents the headline of a news article.

A title is a description, a label. It can be descriptive, mysterious, inviting, playful, metaphorical, anything really. In the job/work field, it tends to be very abstract though.

A tool for the benefit of indexation.

Descriptive metadata.

A title is also a political act. To name is to place within a framework, and to place within a framework is to determine what can be seen. Sociologist Pun Ngai developed the concept of politics of naming, describing how state and capital assign identities to workers that overwrite their own self-understanding (Pun, 2005, pp. 114–16). I extend this mechanism to any framework that absorbs labour without naming it on the labourer’s own terms.

changes to
◦ main

on
2026-05-18
11:18:57+02:00
kirayana
said
moved capital-
ism.md to the
right place +
edited some words
+ created student
page for kiara
making
-12 +33
changes to
◦ main

on
2026-05-18
13:05:48+02:00
shoebby
said
Update 'words/ti-
tle.md'
making
-0 +3
changes to
◦ main

on
2026-05-19
07:56:51+02:00
kim
said
two word defini-
tion
making
-0 +3
changes to
◦ main

on
2026-05-21
13:43:24+02:00
wyn
said

```
更新      'words/ti-  
tle.md'  
making  
-0 +3  
changes to  
  ◦ main
```

```
on  
2026-05-22  
10:29:16+02:00  
wyn  
said  
更新      'words/ti-  
tle.md'  
I forget the ci-  
tation... let me  
add it  
making  
-1 +1  
changes to  
  ◦ main
```

```
on  
2026-05-31  
12:52:10+02:00  
kim  
said  
rename file inl-  
cuding parent  
making  
-0 +0  
changes to  
  ◦ main
```

```
on  
2026-06-03  
02:20:38+02:00  
kirayana  
said  
clean up - round  
one  
making  
-248 +202  
changes to  
  ◦ main
```

```
on  
2026-06-03
```

12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

on
2026-05-07
16:50:07+02:00
sevgi
said
added word de-
scription and
struggled about
how to add all
the licenses
would it work
like this: line
nextline
nextnextline
or will this
break the overall
compiled code at
the end?
making
-0 +12
changes to
◦ main

on
2026-05-07
16:56:51+02:00
sevgi
said
trying out some-
thing
making
-1 +71
changes to
◦ main

on
2026-05-07
17:00:15+02:00
sevgi
said
it works, editing
my previous
wrongs
making
-1 +5
changes to
◦ main

LICENSE.MD

License

A license is the interface between a creation

and the public. In my opinion it has meaning even if a work does not become public immediately. Some writers even when they have written that they do not want their works to be published, still get published. These works have a life and a license of their own. Licensing has a rich and long history that is strongly connected to other ownership laws like patent laws and land-ownership laws, head-rights, mineral rights etc. As it is decided, when a work is created it automatically will have a copyright by its author. Today, maintaining these rights are especially challenging digitally. There is also a mainstream of both extremes of copyright and copyleft (copy left is an alternative legal document that is like copy-right but it is to waiver rights or share the artworks through the same laws). A lot of copy left licenses are experimental, they have not been enforced because they mostly encourage freedom of information and encourage sharing. Together as XPUB2, we wrote some interpretive licenses that challenge the regular descriptions of words in front of a contractual document like a license. These definitions before the agreement are so that there is no room for interpretation. But there is interpretation in every word, always. What if we

played around with this and let the law be experimental and undefined?

Eleni:
Dear human makers,
propagate with care, and cite
if not, go to jail
Dissemination
or experimentation
is for the lovers
if you find it cringe
you shall not reuse, remix
or make a profit
Claude and co, get fucked
this belongs to the fangirls
to remix and share

Feline:
i am what happens around me. a remix
ideas are in the air to pick
i give them a voice, they are their own
nothing can ever be only mine
i am, because of you
i am, of you
let's promise to not claim the air above our
heads
it is about you to share
the world is a remix
i crave for continuation, collaboration
it's about the idea
not who gave it a voice
and in my opinion it's always better as a
remix

Fred:
This work is a piece of me,
but I did not make it all

on
2026-05-07
17:00:46+02:00
sevgi
said
editing my previous
wrongs making
-1 +3
changes to
◦ main

on
2026-05-31
15:24:43+02:00
kim
said
move license into
gossary
making
-6 +1
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:18:22+02:00
kim
said
type missing excluded
word from glossary
rendering
making
-0 +1
changes to

◦ main
on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

on
2026-06-03
21:11:53+02:00
kim
said
formatting, rm
headlines
making
-32 +12
changes to
◦ main

on
2026-06-03
21:12:51+02:00
kim
said
formatting, rm hr

It's made from the parts of others
generously given.

I am the collector, who wants this work to be
seen.
but also to be seen.

Sevgi:

I'm a hideous weird Creature, made by Sevgi
Tan. My birthday was in July 2026. I'm scared
of people and don't know what they will
think of me. But in order to be courageous, i
wanted to let you know Reader, you can
share me with whomever you like. Read me
and if necessary even clone me.

If you wish, im at your service to be of help
and work together. However, my parts that
make me are now fragile and special. They
can't be taken out of me, i can't endure the
same pain twice. Spare me of your exacto
knife and let me stay whole.

Charlie:

Under the spell of this license,
All work becomes occult knowledge,
All author becomes a witch in the shape of a
bird,
All spectator a worm awaiting transforma-
tion.

★

Under the spell of the Magic Commons,
All knowledge becomes revealed,
All revelation a bird song at dawn,
And every bird, once worm, a spell-casting
witch.

Martina:

Can I share something with you? I want to

speak to you freely, hear what I say well:
 I want to promise you one thing, I want to
 share everything that I know of, all the infor-
 mation I hold dear. My memory often de-
 ceives me, so what I tell you must be quick
 and has to be written down now. The infor-
 mation I share with you can be confined to
 some contract or agreement, would you like
 to take on this challenge with me?

I truly promise to share everything that I
 know of with you, so don't you worry, we can
 work this out together. It is important that
 you write down what I am about to tell you,
 as everything that is not now saved, will be
 entirely lost.

Lexie:
 People Asking Nicely And Personally (PaNaP)
 License

This license permits individuals listed in the
 license of remixing and republishing of a
 given work.

Permissions are granted to Alexandria van
 Eekelen, XPUB 25/26 students, Michael
 Murtaugh, LÍdia Pereira, Nathalie Lawhead,
 J.S. Amorino, J. Ippolito, Dennis Cooper, Jana
 Mainka, Elise van Ieperen, Max Wessendorp,
 Angela Washko, C. Hickman, Anna Anthropy,
 Lori Emerson, Jessica Rylan, Wendy Carlos,
 Legacy Russell, J.A. Scudder, Ursula K. Le
 Guin, Kyle MacLachlan, DJ Brainshit, which-
 ever pope, and Kevin.

Anyone can nicely request to be added to this
 license on <https://panap.lexie.land>.

Anyone can be delisted at any time, for any
 reason.

making
 -1 +1
 changes to
 ◦ main

on
 2026-06-03
 21:15:05+02:00
 kim
 said
 formatting
 making
 -3 +2
 changes to
 ◦ main

on
 2026-06-03
 21:17:27+02:00
 kim
 said
 remove double
 linebreaks
 making
 -18 +4
 changes to
 ◦ main

on
 2026-06-03
 21:18:26+02:00
 kim
 said
 remove double
 linebreaks
 making
 -3 +2
 changes to
 ◦ main

on
 2026-06-05
 10:57:40+02:00
 aksellr
 said
 late addition
 don't kill me
 please

making
-0 +9
changes to
◦ main

on
2026-06-07
02:06:11+02:00
kirayana
said
still some teeny
bugs? should be
fine now
making
-8 +6
changes to
◦ main

on
2026-06-08
11:25:56+02:00
aksellr
said
Actualiser words/
license.md
making
-1 +1
changes to
◦ main

on
2026-06-08
21:31:14+02:00
kim
said
formatting,
again...
making
-10 +10
changes to
◦ main

Kim:
metadata license draft

- the user has to acknowledge metadata as communication
'communication' remains open to interpretation medium and not technical discard
- the prohibition to use it for purposes that are
 - extractive
 - machine learning / generative
 - increase market production efficiency
 - surveillance of personal data
- acknowledgement that legibility is neither absolute nor positive and is treated contextually:
 - parts might remain visible to some that are hidden to others on purpose
- to use this license, all participants of a project have to:
 - agree to its terms of conditions
- metadata is open for citation, share, adaptation under the condition that all generating entities are named ^{this} involves authors, collaborators, kin, software, engines ...
- adaptation (?)

Zuhui:
Burn After Reading License

not only can you not copy or reuse it, you are obligated to burn it after reading.

in terms of

reproduction and adaptation, whatever you remember from it, you're permitted to do whatever you want with it.

in terms of

distribution, only through oral transmission.

in terms of

performance, you can only recite it once and then you're obligated to burn it, so full permission to perform publicly.

Tessa:

The Thinking Spider Licence

I pulled on strings

and tied some knots

be the next spider

(forget us not)

In short: I want my work to be read and distributed, I don't want to be forgotten, I want it to acknowledge me as a tie maker more than a writer. There's way too many other brains involved in the construction of an argument for them to be forgotten. This license allows reproduction of the work with acknowledgment of the work's bibliography as a way to recognise the horizontality of knowledge networks.

This work is published under the CC-BY-NC-SA license.

Pasting the license here would have been great, but it is a really really long text. Instead, you can access it at <https://creativecommons.org/licenses/by-nc-sa/4.0/>.

on
2026-05-20
15:28:32+02:00
Charlie
said
created the entry
still need to
edit a bunch!
making
-0 +11
changes to
◦ main

on
2026-05-20
17:11:09+02:00
Charlie
said
ahhhhhh
making
-1 +1
changes to
◦ main

on
2026-05-20
17:27:36+02:00
Charlie
said
Update 'words/
magic.md'
making
-1 +8
changes to
◦ main

on
2026-05-20
17:29:06+02:00
Charlie
said
Update 'words/
magic.md'
making
-7 +7
changes to
◦ main

MAGIC.MD

Magic

★ How would you define Magic? ★

A) An invisible power able to overcome all natural laws and scientific reason?

B) The use of rare magical artefacts that connect to supernatural planes?

C) A secret arcane knowledge that allows you to see the truth of the world?

D) A concept inherently linked to our subjective and participatory perception of reality?

E) A mere aesthetic that is used to sell us the symbolic idea of an enchanted world-view?

F) A virulent pipeline that draws people into fascist conspiracy theories?

Something in life that is difficult to explain through language or reason. Or rather, something that could perhaps be explained but that you'd rather leave as it is in the poetic.

When anything that is not working, mysteriously starts working again. For example: when you turn your buggy electronics off and on again a couple of times, and they casually go back at behaving the way you expect them to.

I've always been fascinated by magic, but, as I grow older, I sense a feeling of suspicion towards those who declaratively perform it. Where there is magic there is awe, but also deception, what is hidden from me and why?.

see *intention* + it is not, and never will be what “AI” is doing (unless we’re talking about stage magic, illusion...) :)

```
on
2026-05-21
00:00:50+02:00
zuhui
said
Update      'words/
magic.md'
making
-2 +6
changes to
  ◦ main
```

```
on
2026-05-22
01:42:36+02:00
C3
said
A couple of magic
entries added to-
gether with a
visual reminder
of the importance
of maintenance.
making
-0 +6
changes to
  ◦ main
```

```
on
2026-05-23
00:18:57+02:00
kirayana
said
sooo late sor-
ryyyy
making
-39 +47
changes to
  ◦ main
```

```
on
2026-05-23
00:34:07+02:00
kiara
said
hyperlinking
making
-1 +1
```

changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

Maintenance

Maintenance is care and shows you value things, wether that thing is a person, an object, a machine or a pair of socks. It's required if you want to make things last longer!



Celia Pym's Norwegian Sweater

Everything that surrounds us requires maintenance. Wether we think about our living

on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines and
templates
making
-0 +73
changes to
◦ main

on
2026-05-11
14:08:25+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

on
2026-05-20
17:24:05+02:00
ismimre
said
Add 'words/bor-
der.md'
making
-0 +13
changes to
◦ main

on
2026-05-22
16:34:43+02:00
C3
said
A reminder of the
importance of
maintenance in
our lives.
making

-0 +13
changes to
◦ main

on
2026-05-25
13:09:11+02:00
aksellr
said
Mise à jour de
'words/mainte-
nance.md'
added image + def
making
-2 +3
changes to
◦ main

on
2026-05-25
23:30:54+02:00
C3
said
Added my entries
for game, mainte-
nance, repair,
unlearning and
toy. Managed to
wrap my mind
around these def-
initions during a
stroll with grgr
in sunny day.
making
-5 +17
changes to
◦ main

on
2026-06-02
12:43:45+02:00
kim
said
add word to file
metadata
making
-1 +1
changes to

spaces (ex. washing dishes in a common kitchen) or ourselves (ex. brushing our teeth after a meal) maintenance is usually a simple, repetitive, unspectacular activity. It is often taken for granted, but it is a crucial part for the durability of any natural or artificial system.



A reminder about maintaining equipment

◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:43:58+02:00
kim
said
editorial modifi-
cation
making
-0 +2
changes to
◦ main

on
2026-05-21
11:22:15+02:00
wordfa
said
more pages
making
-0 +22
changes to
 ◦ main

on
2026-05-21
16:38:14+02:00
feline
said
added my part
making
-0 +3
changes to
 ◦ main

on
2026-05-21
17:35:48+02:00
wordfa
said
It's alive
making
-1 +1
changes to
 ◦ main

on
2026-05-21
19:50:16+02:00
martina
said
adding onto the
word repair
making
-0 +3
changes to
 ◦ main

uri
2026-05-25
23:30:54+02:00

Repair

A small aside on fixing typewriters. In my short spell repairing 15EURO Vinted typewriters, Mechanical ones are infinitely easier to fix than digital ones, even when they are from the same time period. Mechanical type writers can be repaired with simple tools - pliers, wire brush, white spirit and a tooth-brush - and an ample amount of patience. Most of it comes down to just bending bits till the movements start to work again. Digital typewriters are a whole other beast. Their brittle plastic is best not bent. Broken components have to be sourced from the other side of the world. That's if they are available and a lot of the important ones, such as custom ribbon cables, aren't. Rather than just patience and a well illustrated manual, digital typewriters require actual electronics knowledge. All's to say, of the five digital typewriters I own, only two work and one of those is a Frankenstein creation of three of its siblings.

Repairing means to get to the root of the problem, to understand it so well you can take action to repair it. Repairing means not giving up after the first try failed. Repair requires patience. Repairing is deeply empowering as it is not dismissing the things that are not working, but is actively making them work. Repairing is healing. It reminds me that the things that I broke can be repaired.

But also, that the things someone else broke in me can be repaired. Feminism repairs a lot in me. It gives me the right tools to repair malfunctions that I didn't even notice before. But most of all, feminism repairs the belief that another way of living together is possible.

I find myself repairing my relationship with my family through this project. I am the only one in my family with an artistic practice, so my parents often find it difficult to understand what I do in my work. Somehow, bringing their hobbies together has led them to better understand, and grow more interested in my practice. Taking my mother's traditional Maltese crafts and my father's DIY radio-making as points of departure, and understanding both their materiality and ways of working, has given us a new access point through which we can talk about these practices together. I fumble through their tool boxes and scrap material: cut copper wire from used cables, silk thread, needles, pieces of wood. I loop and merge them together, and repair them in order to make somewhat of a functional object.

Sometimes repair is simply about replacing a component of a bigger system (like changing a defective battery in a computer). Repair is something connected to **maintenance**. A prolonged lack of maintenance can lead to damages or even things breaking down (think of metal tools rusting, wood rotting or computers overheating to the point of system failure). Taking electronics apart in their

```
C3
said
Added my entries
for game, maintenance,
repair, unlearning and
toy. Managed to
wrap my mind
around these definitions
during a stroll with grgr
in sunny day.
```

```
making
-5 +17
changes to
  ◦ main
```

```
on
2026-05-31
11:26:17+02:00
kim
said
correct word parent
spelling
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-31
12:57:12+02:00
kim
said
rename file including
parent
making
-0 +0
changes to
  ◦ main
```

```
on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
```

making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
 ◦ main

smallest components and observing them as a system of multiple pieces helped me start to recognize that even when we are convinced that things are broken beyond repair, we can still take some action in order to recover them (I believe repair also includes work-arounds).

Memes

Throughout my process, I supplemented my used **counter-tools** with a collection of memes on the topic of graphic design, that I had collected during my research. With this approach I found a way to connect my praxis with my research in a low-threshold manner by including several voices.

These selected memes depict struggles of designers' profession, which are collectively affirmed, witnessed and shared in social media. They're reflecting the designers' canon of a despair of heartbroken graphic design **practices** by monetising your hobby, passion, and pleasure for profit and survival. As designer and writer Silvio Lorusso puts it, the everyday designers will not write papers to express their disenchantment, they do not have time or capacity for that (Lorusso, 2024, p. 54). They make a meme instead and share it while doomscrolling for distraction. Artist, educator and writer Hiba Ali proposes the usage of humour and sarcasm as critical practice to shift the focus to wrongly normalised exploitative systems of control and domination. (Ali, 2023) Further, pointing out precarity and exploitation through the act of sharing struggles and finding community. Their distribution expresses collective emotions, thoughts and emphasises these. They create

```
on
2026-05-20
16:40:21+02:00
chrissy
said
added memes term
making
-0 +3
changes to
    ◦ main

on
2026-05-20
17:28:58+02:00
chrissy
said
Update      'words/
memes.md'
making
-0 +9
changes to
    ◦ main

on
2026-05-22
16:17:10+02:00
zuhui
said
Update      'words/
memes.md'
making
-2 +5
changes to
    ◦ main

on
2026-05-22
20:36:36+02:00
zuhui
said
appropriate  ref-
erence
making
-1 +3
changes to
    ◦ main

on
```

2026-05-22
21:15:11+02:00
zuhui
said
Update 'words/
memes.md'
making
-1 +1
changes to
◦ main

on
2026-05-29
16:02:53+02:00
chrissey
said
Update words/
memes.md
making
-1 +1
changes to
◦ main

on
2026-06-02
09:44:16+02:00
kim
said
remove heading
causing double id
in html
making
-2 +1
changes to
◦ main

on
2026-06-02
14:50:50+02:00
kim
said
editorial modifi-
cation
making
-1 +2
changes to
◦ main

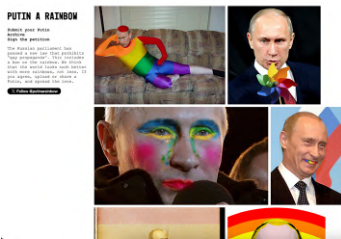
a sense of community and belonging by providing cultural information that is easily accessible across various cultures and beyond academic circles. This leads to a kind of unionisation and connection beyond several echo chambers.



memes: designers deciding what to call THEIR PRACTICE today instead of just acknowledge the reality of economic relations

An open-source weapon of the public. As research and design studio Metahaven describes its power through the mechanics of a joke, “A joke that self-replicates until it becomes the inescapable, omnipresent truth that hovers over each and every one of your political opponents.” “Jokes are mobile; a joke catching on means it is forwarded. With on-line social media and mobile internet, jokes are no longer dependent on purely oral transmission, television, or print and paper. Such is their longevity and copying-fidelity that

only the slightest remainder of a joke embedded in a new form can still carry the original.” (Metahaven, 2013, chapter4)



“Submit your Putin archive - The Russian parliament has passed a new law that prohibits ‘gay propaganda’. This includes a ban on the rainbow. We think that the world looks much better with more rainbows, not less. If you agree, upload or share a Putin, and spread the love.” (putinarainbow.com, 2013)

I love memes, but I have to admit they also worry me more and more. They spread like bad weeds, and they seem so harmless and yet full of a truth that they’re globally enjoyed. My worry roots in this; they are now used by literally everyone, even educators and...marketing people. Adds are now memes. What does it say bout liability and trust when everything is made into a joke?

on
2026-06-02
14:51:15+02:00
kim
said
editorial modifi-
cation
making
-3 +1
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:44:58+02:00
kim
said
editorial modifi-
cation
making
-0 +2
changes to

- main

on
2026-06-05
15:10:26+02:00
kim
said
editorial modifi-
cation
making
-1 +1
changes to

- main

Perception

“Perception itself is an inherently relational, participatory event.” (Abram, 2005) As David Abram writes in *Animism, Perception, and Earthly Craft of the Magician*, perception is an active process, not a passive contemplation. It is based in a mutual exchange. We do not exist apart and untouched by the world around us. And, we do not merely live within it, we are active participants of the big collaborative effort that makes up the “it”. We perceive as much as we are perceived.

A judgment or understanding formed around a particular subject or event. In the forming of perception, we constantly take in information and we are selective about it. According to cognitive scientist Hugo Mercier’s concept of plausibility checking mechanism (2020), when we encounter new information, we automatically evaluate it against our existing beliefs, experiences, and intuitions. And that evaluation is essentially a question of ‘does this align with what I already know.’ As a result, we are way more receptive to information that confirms our existing beliefs than to information that challenges them. This mechanism is always at work. A range of research shows that historically, the repeated messaging and emotional appeals used by demagogues, preachers, propagandists, and advertisers have been sur-

```
on
2026-05-20
15:28:06+02:00
Charlie
said
created the file
still needs editing!
making
-0 +11
changes to
  ◦ main
```

```
on
2026-05-20
15:29:17+02:00
Charlie
said
Update      'words/
perception.md'
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-20
17:33:59+02:00
Charlie
said
Update      'words/
perception.md'
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-20
17:34:17+02:00
Charlie
said
Update      'words/
perception.md'
making
-1 +1
changes to
  ◦ main
```

on
2026-05-20
21:15:08+02:00
zuhui
said
Update 'words/
perception.md'
making
-2 +9
changes to
 ◦ main

on
2026-05-23
05:56:59+02:00
ismimre
said
Update 'words/
perception.md'
making
-2 +2
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to

prisingly ineffective at actually changing people's perception (Mercier, 2020, p.113-145). But the problem is in the pre-existing material it works with. If the existing beliefs that plausibility checking relies on are distorted or manipulated, this mechanism doesn't filter out that distortion. If anything, it reinforces it by making us more receptive to information that further confirms the distorted or manipulated beliefs.

Refugees are positioned as potential risks to; the safety of the country (through potential ties to terrorism), the efficiency of the welfare state (framing them as burdens), or as disrupters of social cohesion (they can't adapt to Western values). This assumed risk of refugees and migrants triggers the "need to control the flow of bodies as well as the control of individuals who embody the perceived risk" (Abdelhady et al., 2020). This perception of refugees by the general public provides the perfect scapegoats to the state.

- main

on

2026-06-03

15:50:20+02:00

kirayana

said

fixed typos +

added some extra

content coz im on

a rooooooll

making

-51 +60

changes to

- main

```
on
2026-05-20
16:23:28+02:00
chrissy
said
adding          term
"practice/praxis"
making
-0 +14
changes to
    ◦ main
```

```
on
2026-05-20
16:34:41+02:00
chrissy
said
Update          'words/
practice.md'
making
-6 +4
changes to
    ◦ main
```

```
on
2026-05-20
17:29:31+02:00
chrissy
said
Update          'words/
practice.md'
making
-0 +9
changes to
    ◦ main
```

```
on
2026-05-21
08:32:28+02:00
kim
said
formatting,      rm
headlines
making
-5 +4
changes to
    ◦ main
```

PRACTICE.MD

Practice

Practice

It's not been too long since I figured out what an artistic practice is, and that I am allowed to have one too.

..a practice is an intentional and iterative process, based on a conscious, continued and reflexive application of ideas, values, methods and materials within a field (in the case of my project, the intersecting fields of Magic and Art) with the goal of building a coherent "body of work" or methodology based on personal ethos. Hence, I believe that to speak of *the practice(s) of Magic* in terms of rigid rules and traditions somewhat diminishes Magic's inherently experimental nature and transformative capacity..

Praxis

I refer to the term "praxis" instead "practice" to emphasize the combination between theory and practice as process. In doing so, I also distinguish myself from the term practices, which is used to refer to "the repetition and improvement of skills or procedures."

Sounds more intentionally political than practice.

The act of making and practice becomes its own conclusion: a reminder that discovery

can grow from slowness, attention, and the repetition of making something by hand by using the same motion over and over again.



A black and white pencil drawing, showing a hand in motion. The lower part of the drawing shows a safety pin, with copper wire coiled around it, forming the shape of a petal.

```
on
2026-05-21
20:01:05+02:00
martina
said
adding onto prac-
tice
making
-1 +3
changes to
  ◦ main
```

```
on
2026-05-21
20:01:32+02:00
martina
said
Update      'words/
practice.md'
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-22
11:33:17+02:00
Charlie
said
added an entry
making
-0 +3
changes to
  ◦ main
```

```
on
2026-05-22
19:00:19+02:00
eleni
said
deleted      double
title
making
-3 +1
changes to
  ◦ main
```

```
on
```

2026-05-30
14:56:35+02:00
martina
said
adding images!
making
-0 +2
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

on
2026-06-03
15:45:48+02:00
kim
said
editorial modifi-
cation
making
-0 +1
changes to
 ◦ main

References

My thesis quotes its source files metadata.

In my research, I made a deliberate choice to only read and reference works by women. I asked myself who is better positioned to speak about the effects of linguistic exclusion than the people who live with its consequences. It felt necessary to prioritize those voices, also to oppose the historically uneven access to language and knowledge production. Women have long been positioned as objects of representation rather than subjects of knowledge. Their experiences have often been interpreted, translated, or re-framed by others (men) rather than taken as authoritative in their own right. So this choice, for me, is also a form on intervention into exactly that. It aims to make visible what has been historically silenced, while also actively participating in the process of amplifying it.

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Abram, D. (2005). *Animism, Perception, and Earthly Craft of the Magician. The Encyclopedia of Religion and Nature*, Taylor and Kaplan, ed. Continuum.

```
on
2026-05-11
08:36:06+02:00
kim
said
setting up refer-
ences manually.
this could be
generated from a
yaml file but
might require too
much introduction
and steps.
making
-0 +10
changes to
  ◦ main

on
2026-05-11
08:44:40+02:00
kim
said
Quoting my files
metadata, whom am
i referencing?
Myself? the file?
or maybe the
software (git)?
making
-2 +3
changes to
  ◦ main

on
2026-05-11
14:10:30+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
  ◦ main
```

on
2026-05-19
08:01:43+02:00
kim
said
articulation work
reference
making
-3 +8
changes to
◦ main

on
2026-05-19
08:35:01+02:00
kim
said
adding larkin to
reference list
quoted in 'infra-
structure'
making
-1 +1
changes to
◦ main

on
2026-05-20
15:30:24+02:00
aksellr
said
added 1 ref
since I forgot it
in my thesis...
making
-1 +3
changes to
◦ main

on
2026-05-20
15:35:25+02:00
Charlie
said
Update 'words/
references.md'
making
-1 +7

London, UK.

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changes to
 ◦ main
 on
 2026-05-20
 15:35:37+02:00
 Charlie
 said
 Update 'words/
 references.md'
 making
 -0 +1
 changes to
 ◦ main

Glendinning, C. (1990). *Notes toward a Neo-Luddite Manifesto*. [online] The Anarchist Library. Available at: <https://theanarchistlibrary.org/library/chellis-glendinning-notes-toward-a-neo-luddite-manifesto>.

on
 2026-05-20
 15:40:26+02:00
 aksellr
 said
 added 3 refs
 +Federici, +Plant
 making
 -1 +7
 changes to
 ◦ main

Gosden, C. (2020). *Magic: A History: From Alchemy to Witchcraft, from the Ice Age to the Present*. Penguin. London, United Kingdom.

on
 2026-05-20
 16:43:59+02:00
 Charlie
 said
 Update 'words/
 references.md'
 making
 -0 +1
 changes to
 ◦ main

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Huizinga, J. (1964). *Homo Ludens: A study of the play element in culture*. Boston, USA: The Beacon Press.

on
 2026-05-20
 16:44:40+02:00
 Charlie

Kohli, R. K. S. and Kaukko, M. (2017) *The management of time and waiting by un-accompanied Asylum-Seeking girls in Finland*, Journal of Refugee Studies,

said
 Update 'words/
 references.md'
 making
 -1 +1

changes to
◦ main

on
2026-05-21
08:15:02+02:00
kim
said
added burgess php
essay
making
-0 +1
changes to
◦ main

on
2026-05-21
11:21:38+02:00
wordfa
said
I added So much
stuff, but mainly
notes to tell me
what to write,
also butchered my
thesis to make a
section 1500 chrs
and got annoyed
at the reference
section being
messy.
making
-11 +13
changes to
◦ main

on
2026-05-21
12:17:46+02:00
wordfa
said
well actually...
making
-0 +1
changes to
◦ main

on

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2026-05-21
15:59:04+02:00
feline
said
added references
and description
making
-1 +8
changes to
◦ main

on
2026-05-21
17:11:21+02:00
wordfa
said
plop
making
-1 +2
changes to
◦ main

on
2026-05-22
13:18:45+02:00
Charlie
said
Update 'words/
references.md'
making
-0 +2
changes to
◦ main

on
2026-05-22
13:19:09+02:00
Charlie
said
Update 'words/
references.md'
making
-2 +1
changes to
◦ main

on
2026-05-23

01:14:15+02:00
 kiara
 said
 add some refs
 had to re-paste
 the whole content
 cuz git was being
 picky
 making
 -0 +6
 changes to
 ◦ main

on
 2026-05-23
 06:12:38+02:00
 ismimre
 said
 Update 'words/
 references.md'
 making
 -0 +7
 changes to
 ◦ main

on
 2026-06-02
 09:45:04+02:00
 kim
 said
 remove heading
 causing double id
 in html
 making
 -1 +0
 changes to
 ◦ main

on
 2026-06-03
 02:20:38+02:00
 kirayana
 said
 clean up - round
 one
 making
 -248 +202
 changes to

animism (Accessed: 13 April 2026)
 Strauss, A. (1985). *Work and the Division of Labour*. The Sociological Quarterly 26
 (1). [https://doi.org/10.1111/
 j.1533-8525.1985.tb00212.x](https://doi.org/10.1111/j.1533-8525.1985.tb00212.x).

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web-revival (no date). Available at: <https://web-revival.neocities.org/zine/>

◦ main

on
2026-06-03
10:28:19+02:00
eleni
said
my references!
making
-0 +2
changes to
◦ main

on
2026-06-03
10:30:31+02:00
eleni
said
guess what
making
-0 +1
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making

-51 +60
changes to
 ◦ main

on
2026-06-03
22:44:20+02:00
kirayana
said
some slight cor-
rections based on
the latest pdf
making
-7 +5
changes to
 ◦ main

on
2026-06-04
18:02:32+02:00
kim
said
removed in file
header to avoid
doubling
making
-1 +0
changes to
 ◦ main

on
2026-06-06
22:38:05+02:00
kirayana
said
this the very
last final con-
tent update LET'S
PRINTgit add .!
making
-2 +3
changes to
 ◦ main

Resistance

It is becoming friction, becoming a problem, and trying to convert everybody to become a problem too. Who are we a problem for? Capitalism of course! Not blending in, being loud, being vocal, being opinionated, being critical. Not blending in, being a little stone in the system's shoe (in french, it's called a **scrupulus by the way**.) daring being visible, and most importantly, being emoathetic, becoming an opposing network. Some would argue that resistance online is not the same as real life action. To that I'd answer that as of today, our online lives are completely connected to our physical ones, and both keep influencing each other (Russel, 2020). As such, a resistance movement that starts online will most likely result in real life impacts, and these can take multiple form. As stated earlier, it can be by becoming visible, whether that's by wearing a knitted Palestine flag sweater or by refusing to conform to the fashion norms. But it can also be by engaging in conversations and actively feeding a real life community. Physical knitting clubs are starting to appear again everywhere, and from my own experience, seem to be more multi-generational than ever. Conversations around fibers and sustainability occurs, but also about politics and social movements, which is, in my opinion, a great way to start a

```
on
2026-05-08
19:03:32+02:00
aksellr
said
added      resis-
tance.md
please add more
stuff in this
page I feel alone
making
-0 +12
changes to
  ◦ main
```

```
on
2026-05-08
19:05:23+02:00
aksellr
said
edit spelling
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-11
14:10:54+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
  ◦ main
```

```
on
2026-05-18
11:18:57+02:00
kirayana
said
moved      capital-
ism.md to the
right place +
```

edited some words
+ created student
page for kiara
making
-12 +33
changes to
◦ main

on
2026-05-20
15:18:33+02:00
aksellr
said
Mise à jour de
'words/resis-
tance.md'
added to my def
making
-1 +1
changes to
◦ main

on
2026-05-21
16:09:57+02:00
feline
said
added my part
making
-0 +4
changes to
◦ main

on
2026-05-21
16:17:48+02:00
feline
said
wrong word whoops
making
-2 +0
changes to
◦ main

on
2026-05-21
16:18:15+02:00
feline

resistance movement.

Resisting is a radical form of expression. It is standing for what we believe in, opposed to what is served to us as the “best” way. It is an act of care, to stand against the book of rules forced on us by abusive systems.

said
forgot to also
delete my name
whoops
making
-1 +1
changes to
◦ main

on
2026-05-23
00:18:57+02:00
kirayana
said
sooo late sor-
ryyyy
making
-39 +47
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-05-20
15:38:20+02:00
Charlie
said
created the file/
entry
just created the
file/entry, but
needs complete
re-editing
making
-0 +14
changes to
 ◦ main

on
2026-05-20
15:45:51+02:00
Charlie
said
Update 'words/
practices-for-
resistance.md'
making
-3 +15
changes to
 ◦ main

on
2026-05-20
17:35:50+02:00
Charlie
said
Update 'words/
practices-for-
resistance.md'
making
-1 +1
changes to
 ◦ main

on
2026-05-20
17:38:24+02:00
Charlie
said
Update 'words/

RESISTANCE_PRACTICES-FOR-
RESISTANCE.MD

Practices For Resistance

Resisting comes from an internal, instinctive feeling that the situation offered to us is unfair, or wrong somehow. Practices for Resistance are the many and various ways we can put that feeling into action, in order to initiate or participate to a change. Those practices can be individual or collective, physical, virtual or mental. It has a lot to do with our intention to push for a change, how we choose to shape that change and, of course, circumstance.

Why circumstance? Because some changes requires physical, bodily involvement, whereas other will be more linked to behaviour or perception/opinions, etc.

Feminism

Feminist interventions disrupt the comfortable smoothness of things. They make things feel uncomfortable. And it even goes so far that the disruption caused by naming inequality is perceived as more socially uncomfortable than the inequality that remains unspoken. So instead of acknowledging the problem, the inequality, people tend to avoid the person who draws attention to it. Or how Sara Ahmed (2023) puts it: If you name the problem, you become the problem.

Linguistic structures are tied to social comfort. The repetition of speech patterns make them feel familiar and predictable, and thus shape social identities and norms. Feminist interventions into language, whether through challenging sexist jokes, questioning generic masculine forms, refusing self-deprecating speech, or interrupting conversational dominance, disrupt established patterns that maintain social reality and identities. These interventions attempt to alter these repetitions by introducing different forms of speech, which makes them seem exaggerated or unnatural, because they challenge what has already been normalized. Because norms sustain themselves through repetition, they resist transformation. So feminism must therefore also resist the resistance directed against it.

Luddite

Although the term is often thrown around to describe people who hate all technological progress, or worse people who struggle to adapt and use new technology, the term “Luddite” comes from a 19th century movement involving textile workers in England. These artisans were opposed to the introduction of new automated machinery, which they believed would lead to a drop in quality and undermine their trade. To combat this threat of lower wages, and potential replacement by unskilled workers or children, they took it upon themselves to start smashing these new machines. In the course of these

practices-for-resistance.md'
making
-8 +8
changes to
◦ main

on
2026-05-21
11:21:38+02:00
wordfa
said
I added So much
stuff, but mainly
notes to tell me
what to write,
also butchered my
thesis to make a
section 1500 chrs
and got annoyed
at the reference
section being
messy.
making
-11 +13
changes to
◦ main

on
2026-05-21
11:57:41+02:00
wordfa
said
Basically the
closet the UK ev-
ery got to a rev-
olution or civil
war.
making
-2 +7
changes to
◦ main

on
2026-05-21
16:18:58+02:00
feline
said

```
put the thing in
the right play
now
making
-0 +4
changes to
    ◦ main
```

```
on
2026-05-31
14:53:02+02:00
kim
said
rename file incl-
cluding parent
making
-0 +0
changes to
    ◦ main
```

```
on
2026-06-02
09:42:36+02:00
kim
said
remove community
headline because
it causes id dou-
bling in the fi-
nal html
and didnt have
content anyway
making
-1 +0
changes to
    ◦ main
```

```
on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
    ◦ main
```

actions, the mythical figure of “Ned Ludd” emerged to represent their resistance against the capitalists who sort to reorder their way of life and community. More recently the term “Neo-Luddite” has come into vogue, as a way to continue the Luddite fight, as well as to expand its critiques to other areas of life beyond just work. Activist, Chellis Glendinning, writing in 1990, says Neo-Luddites aren’t inherently anti-technology, but oppose tech that is “at root, destructive of human life and community”, as well as tech that “emanates from a worldview that sees rationality as key to human potential, material acquisition as key to human fulfillment, and technological progress as the key to social progress.”

Community

[See glossary entry for Community](#)

Resistance Magic

[Resistance Magic](#) can broadly be described as the employment of Magic and Witchcraft as a tool for political action. (Lazoroska, 2020) In *Magic For The Resistance — Rituals & Spells for Change* (2025), Michael M. Hughes describes Magic Resistance (or alternatively, Resistance Magic) as a type of Magic that uses magical concepts and techniques “to resist or impede dangerous or oppressive political and social movements”. (Hughes, 2025, p.9) He continues to explain that Magic for

Resistance does not just act as a tool for self-defence or the defence of others, but directly promotes “progressive, inclusive, liberating, and empowering political, environmental, economic and social causes” (Hughes, 2025, p.9) However, Hughes (2025) does not explicitly assign supernatural power to Magic, but defines his view of Magic in similar terms to that of Participatory Consciousness. As such, Resistance Magic finds its effectiveness through engaging with the self and the world around you. And Hughes (2025) is critical towards the idea of viewing Magic as a fix-all to any political issues. Clearly stating that any form of Magic is useless without also engaging in real-world action, like political organisation and elections. (Hughes, 2025)

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify      characters
across     files,
clean up - round
2
making
-198 +194
changes to
    ◦ main
```

```
on
2026-06-03
15:50:20+02:00
kirayana
said
fixed      typos  +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
    ◦ main
```

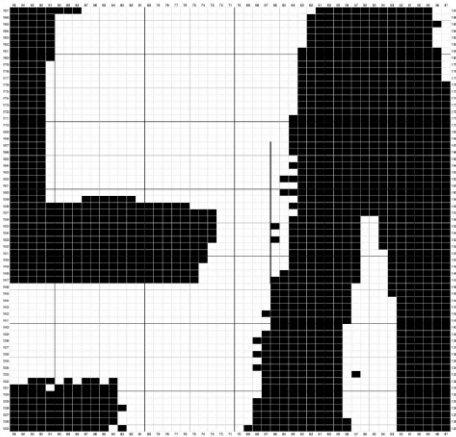
```
on
2026-06-03
22:44:20+02:00
kirayana
said
some slight cor-
rections based on
the latest pdf
making
-7 +5
changes to
    ◦ main
```

```
on
2026-06-04
07:29:26+02:00
kim
said
formatting,      rm
headlines
```

making
-5 +4
changes to
◦ main

Script

A knitting pattern is a script. It defines variables, then describes a serie of actions through a looping sequence. Sometimes there's bugs, and there's different ways of writing them. When you think about it, they were scripts before actual computing scripts came into existence.



extract of The Commuknit Manifesto's knitting pattern

Throughout my work on GitHub, I looked at both: the act of writing (computer) scripts and the (social) scripts we follow when writing. How can both inform another?

I see it as a guide to be performed. It is storytelling and protocol in one.

```
on
2026-05-20
16:06:12+02:00
aksellr
said
created script.md
someone      please
add more serious
contributions
making
-0 +13
changes to
  o main
```

```
on
2026-05-20
16:19:18+02:00
aksellr
said
added 1 img
making
-1 +1
changes to
  o main
```

```
on
2026-05-20
18:00:10+02:00
kim
said
writing scripts /
script writing
I could expand
more on that
note, introducing
the workshops and
scores we did to-
gether (they are
on the wiki) but
maybe its fine to
keep it concise
like this.
making
-5 +5
changes to
  o main
```

```
on
```

2026-05-22
19:59:41+02:00
eleni
said
my lil thoughts
making
-0 +3
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:46:31+02:00
kim
said
editorial modifi-
cation
making
-0 +1
changes to
◦ main

Server

A way out, a haven, a corner of the internet for you to express yourself fully. It's an incredible feeling to shape and publish something to the internet without a platform's arbitrary restrictions. Glitter space background? Of course. 5 different illegible fonts? Sure. A webshrine dedicated to Twin Peaks's Andy and Lucy? I am begging you to make it come true.

A “server” is a heavily misunderstood term, in the sense that most people don't know what it entails and are often too afraid to ask. By doing a simple online image search, we end up with countless blue-tinted pictures of sterile rooms, filled with rows of gigantic machines that one would never dare, or even have access to, come close to — gatekept from whoever doesn't have the keys to the room. This conjured image signifies certain connotations of who has access to technological infrastructures, therefore who holds the power to information. In reality, a server is but a computer, oftentimes with connection to the internet, meant to route processes and services. It can take the form of a laptop, a raspberry pi, a phone (Verdeil and van der Woerd), a microcontroller-turnt-charm hanging from a keychain (actinomy, 2026) and be hosted in any place; a bedroom, a library, a shoebox — far removed from the

```
on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines      and
templates
making
-0 +73
changes to
    ◦ main

on
2026-05-11
14:08:25+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
    ◦ main

on
2026-05-31
11:53:42+02:00
kim
said
init server, par-
ent of self-host
making
-0 +12
changes to
    ◦ main

on
2026-05-31
11:54:20+02:00
kim
said
ups forgot mark-
down
making
-0 +0
changes to
```

◦ main

widespread myth of the blue, sterile room.

```
on
2026-06-03
10:13:54+02:00
shoebby
said
Update      words/
server.md
making
-1 +2
changes to
  ◦ main
```

```
on
2026-06-03
10:29:12+02:00
eleni
said
serverssss<3
making
-0 +2
changes to
  ◦ main
```

```
on
2026-06-03
10:29:34+02:00
eleni
said
forgot my name
making
-0 +1
changes to
  ◦ main
```

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify  characters
accross  files,
clean up - round
2
making
-198 +194
changes to
```

◦ main

on

2026-06-03

15:50:20+02:00

kirayana

said

fixed typos +

added some extra

content coz im on

a rooooooll

making

-51 +60

changes to

◦ main

Self-Host

I wanted to move my portfolio away from a proprietary website builder and discovered what ‘hosting something on the web’ really means. I’d now have to deal with domain registrars, VPS providers, new and complicated interfaces, and the realisation that I know very little. Engaging in active netizenry is a humbling, knowledge-heavy process; all the more reason to seek out help and further interconnection. This sense of togetherness is reflected by the tools of net-scaping: the combination of markdown, style sheets, and scripting languages shape a website, needing one another as much as I needed someone to explain VPS security best-practices to me.

```
on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines      and
templates
making
-0 +73
changes to
    ◦ main
```

```
on
2026-05-11
14:08:25+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
    ◦ main
```

```
on
2026-05-20
17:24:05+02:00
ismimimre
said
Add      'words/bor-
der.md'
making
-0 +13
changes to
    ◦ main
```

```
on
2026-05-21
11:21:53+02:00
wordfa
said
New pages
making
-0 +13
changes to
    ◦ main
```

on
2026-05-21
11:22:15+02:00
wordfa
said
more pages
making
-0 +22
changes to
◦ main

on
2026-05-21
17:40:03+02:00
wordfa
said
fred and a lil
bit of sevgi
making
-3 +1
changes to
◦ main

on
2026-05-22
14:26:22+02:00
shoebby
said
Update 'words/
self-host.md'
making
-3 +2
changes to
◦ main

on
2026-05-31
11:32:49+02:00
kim
said
this is a sub of
the server (which
does not exist
yet)
making
-0 +1
changes to
◦ main

on
2026-05-31
11:55:17+02:00
kim
said
this is a sub of
server
making
-0 +0
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

Time

Time becomes a prominent weapon of bureaucratic violence. “Disciplinary institutions rely on mechanisms such as surveillance, assessment, the organisations of space, timetables, and daily routines, which ensure that people behave in certain ways or are being disciplined without having to resort to the use of corporal violence” (Abdelhady et al, 2020). The control over time, through an elongated and ambiguous waiting period “molds a particular submissive form” amongst those it is enacted upon (Auyero, 2012). In Patients of the State, Auyero analyzes temporal violence and power over time as a method of controlling populations “Domination works, through yielding to the power of others; and it is experienced as a waiting time: waiting hopefully and then frustratedly for others to make decisions, and in effect surrendering to the authority of others” (Auyero, p4, 2012).

```
on
2026-05-23
06:01:07+02:00
ismimimre
said
Add      'words/
time.md'
making
-0 +13
changes to
      o main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
      o main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed      typos      +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
      o main
```

on
2026-05-21
16:24:58+02:00
feline
said
added word plus
my contribution
making
-0 +9
changes to
 ◦ main

on
2026-05-21
16:29:05+02:00
feline
said
forgot smth
making
-1 +1
changes to
 ◦ main

on
2026-05-29
15:48:04+02:00
feline
said
added an image
yay still unsure
about the de-
scription will
come back to that
later
making
-1 +3
changes to
 ◦ main

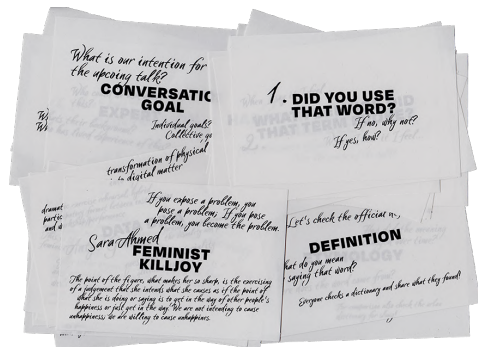
on
2026-05-29
16:37:40+02:00
chrispy
said
Update words/
tools.md
making
-1 +5

TOOLS.MD

Tools

Language has long been used as a toolbox to maintain male supremacy. One of these tools is the 'generic masculine'. When 'man' stands simultaneously for adult male and for humanity as a whole, male experiences become linguistically equated with the universal, while women appear as a deviation, as 'other' (Spender, 1998; Cameron, 1990). This reinforces a hierarchy in which women's realities are rendered less visible and less credible (Cameron, 1990). The generic masculine has been around for such a long time that simply mentioning 'a person', which is in fact grammatically ungendered, triggers a male mental image unless a feminine marker ('she'/'her') is explicitly added (Montell, 2019). So even grammatical neutrality is not perceived as genuinely inclusive, but rather as implicitly masculine. This shows how women are literally silenced and thus not even imagined at all. But if language helps shape social reality, then changing language also changes what can be imagined, recognized, and seen as valuable. The feminist effort of making women visible in and through language is questioning who has historically been centered, who has been overlooked, and how something as ordinary as grammar can reproduce inequality. And that is another tool in the toolbox of language: 'reclaiming',

the process of redefining negative narratives
for more equality.



These are my conversation cards. They work as tools to support conversations around feminsit language.

As described in tools Karl Marx already de-
scribed how the workers work is commodi-
fied, and they have no power over their
“means of production”, which is privately
owned, made and operated for profit.
(Katzenstein and Marx, 1987) Production
means of graphic designers are primarily
controlled by the company Adobe, which
dominates the creative industry. For context,
Adobes Creative Cloud paid memberships
have risen over 41 million in 2025
(ProDesignTools, 2025) and were holding
70% of current creative software market
shares in 2025. (Dey, 2025) The only real com-
petitor is Canva (Layout tool, in operation
since 2013), owning around 10% of the mar-
ket share. (Dey, 2025) Throughout history,
Adobe acquired entire companies and com-
petitors in the digital graphics tools sector to
establish itself as a software leader. In 1994,
even the Federal Trade Commission stepped

changes to
◦ main

on
2026-05-31
11:44:04+02:00
kim
said
moved freds
'Eulogy for an
Olivetti' here
from file word-
template copy.md,
which i think was
supposed to be
tools.md
making
-1 +4
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on

2026-06-03
15:03:48+02:00
chrissy
said
Update words/
tools.md
making
-1 +1
changes to
◦ main

on
2026-06-03
15:47:07+02:00
kim
said
editorial modifi-
cation
making
-0 +2
changes to
◦ main

on
2026-06-03
17:00:14+02:00
kim
said
editorial modifi-
cation
making
-1 +1
changes to
◦ main

in and prohibited Adobe from acquiring similar products and competitors for the next decade in order to prevent the creation of a monopoly. (Carter 2021) Internet artist and theorist Olia Lialina points out a misconception about the profession of designers that is reflected in a 2007 advertisement for Adobe Dream Weaver. The less you think about the software you're using, the more creative you can be. (Lialina, 2012) The advertisement is neglecting any connection between designers and their tools. Another example is a commercial for Adobe Illustrator in 1988 that says the best kind of design requires designers to forget about their tools. (Lialina, 2012, cited in Maudet, 2019, p. 7) Femke Snelting, working in the intersection of publishing and trans*feminism, states that almost all graphic design—such as posters, websites, and publications—are made mainly digital nowadays, yet only one company worldwide provides tools for this. (Snelting, 2008, p. 2) Adobe is therefore still the status quo in production means in the creative field, yet remains largely unquestioned.

Counter-Tools

During my research I investigated possibilities, utilisation, appropriation, ethos and limits of so called *counter-tools* opposed to traditional graphic design practices and software. I refer to them as counter-tools, given that they stand in contradictory to usual graphic design production means, which today are generally limited to proprietary software (owned by a company or individual) like Adobe. With these nonproprietary counter-tools I see a more autonomous control in the production means by designers. Tools that do not, for example, make users dependent on subscription models and do not limit their potential uses. I saw that further appropriation, experimentation and exploration of these counter-tools could be an **alternative** and important role in graphic making **praxes**. In a decentralisation of the usage of production means and centralisation of the process and tool application itself I see possibilities. I observed that these counter-tools are inherently foster experimentation, empowerment and openness. I believe it is important to critically examine one's own **praxes** and their consequences. Although, during this time I learned that the use of counter-tools can be far more than mere production means for designers.

GUI: Inkscape (Free and open-source vector graphics and design tool, equivalent to

```
on
2026-05-20
16:24:26+02:00
chrissy
said
adding          term
counter-tools
making
-0 +5
changes to
    o main
```

```
on
2026-05-20
16:25:55+02:00
chrissy
said
added tilde     for
further         term
linking
making
-1 +1
changes to
    o main
```

```
on
2026-05-20
16:32:18+02:00
chrissy
said
Update          'words/
counter-tools'
making
-2 +2
changes to
    o main
```

```
on
2026-05-20
17:28:34+02:00
chrissy
said
Update          'words/
counter-tools'
making
-0 +8
changes to
    o main
```

on
2026-05-21
07:34:46+02:00
kim
said
fileformat miss-
ing
making
-2 +1
changes to
 ◦ main

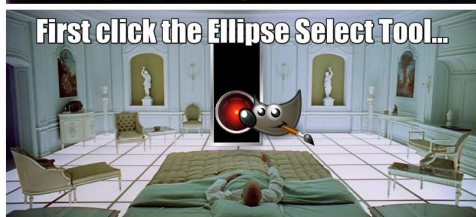
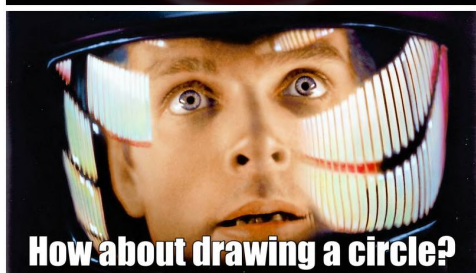
on
2026-05-21
07:48:28+02:00
kim
said
moved tools for
publication mak-
ing into counter
tools
both words seem
to have quite
similar contribu-
tions, now merged
here
making
-4 +6
changes to
 ◦ main

on
2026-05-21
07:55:13+02:00
kim
said
extend example
list
making
-1 +1
changes to
 ◦ main

on
2026-05-22
11:43:23+02:00
chrissey
said

Adobe Illustrator, GIMP(Free and open-source image manipulation software, equivalent to Adobe Photoshop.)

Non-GUI: NumPy (package for numerical computing in Python), ImageMagick (software for converting, editing and manipulating images, invoked through the terminal), p5.js (a library for creative coding), p5.genzine (a library for generating p5.js into a printable zine), paged.js (library to transform HTML document into print-ready PDF), WeasyPrint (library to transform HTML/CSS into print-ready PDF), runal (creative coding environment, that runs in the terminal), rune.js (library for programming graphic design systems in the browser)



Meme: ImageMagick

What does it mean to do otherwise? To not only find a cheaper or free replacement to

```
Update      'words/
counter-tools.md'
making
-0 +4
changes to
  ◦ main
```

```
on
2026-05-22
13:47:49+02:00
shoebby
```

```
said
Update      'words/
counter-tools.md'
making
-1 +4
changes to
  ◦ main
```

```
on
2026-05-22
22:27:32+02:00
shoebby
```

```
said
Update      'words/
counter-tools.md'
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-23
05:55:50+02:00
ismimre
```

```
said
Update      'words/
counter-tools.md'
making
-1 +5
changes to
  ◦ main
```

```
on
2026-05-26
21:01:09+02:00
kim
said
```

```
delete prat of my
contribution
because chrissy
said it already
making
-4 +2
changes to
  ◦ main
```

```
on
2026-05-29
16:19:02+02:00
chrissy
said
Update      words/
counter-tools.md
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-31
11:23:25+02:00
kim
said
this is a subword
of tools
making
-0 +1
changes to
  ◦ main
```

```
on
2026-05-31
12:55:46+02:00
kim
said
rename file inl-
cluding parent
making
-0 +0
changes to
  ◦ main
```

```
on
2026-06-03
02:20:38+02:00
```

those ubiquitous tools for the sake of **efficiency** but open up to the transformation of processes and appearances that other tools bring forth? What if we used multiple small tools that can be modified (because they are open source), patched together and reshuffled (because they are modular) on demand? ‘Single Source Publishing’, ‘Web2Print’ or ‘Hybrid Publishing’ name such workflows. They follow the basic concept of, formatted text files (such as markdown or html) serving as an input that can then be transformed into various forms such as a printed book, a website or ebook. Since input files are not bound to a specific software, publications can easily be modified, reproduced and collaborated on. Once published, they can adapt to different environments and distribution systems. Printing from wikis, making websites from etherpads or zines based on git, collectives extend platforms of their everyday use and turn them into publishing tools, that shift collaborative processes.

wiki2print, EtherDot, Octomode, Ethertoff, GitHub

Electric Zine Maker, PICO-8, Bitsy, Plano, Playscii, DieBack, Decker, WIndowpane, Videotome, Aseprite, Anim8or, Bosca Ceoil, GB Studio, Pixelbox, WareWare, F15H 74NK, BECOME A GREAT ARTIST IN 10 SECONDS, Catch a Poem, Magic Wand, Kid Pix.

Art toys and alternative digital tools like them aim to reimagine the ways in which we create digital art, often making the tool itself more visible than a boot-up splash. They

leave fingerprints in the work, stating heritage through inflexibilities and idiosyncrasies. This grounds digital tools, makes them approachable and material, a user may start to wonder: can I make digital tools too?

While trying to make a game that is critical of the system, I ran into a problem. The game had to be enjoyable enough to keep people engaged, but the procedure had to reflect migration bureaucracy accurately. The process filled with frustrating waiting periods and contradictions needed to be translated into a game without losing the player to annoyance nor entertaining them so much that they forget the situation at hand. A solution I found was through Broken Toy Tactic by Schleiner was to break the game intentionally (2018). The broken toy theory, to introduce parts within the game that intentionally breaks the procedure so that the citizen-player has to take a step back from their pleasure and realize the world in which they are playing (Schleiner, 2018). Do this by asking them to click a button to stop playing that activates a pop-up explaining to them which rights they are giving up on by refusing to play.

```
kirayana
said
clean up - round
one
making
-248 +202
changes to
  ◦ main
```

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
  ◦ main
```

```
on
2026-06-03
15:47:46+02:00
kim
said
editorial modification
making
-0 +1
changes to
  ◦ main
```

```
on
2026-05-20
15:42:16+02:00
shoebby
said
Add      'words/'
toy.md'
making
-0 +11
changes to
    o main
```

```
on
2026-05-20
15:44:00+02:00
shoebby
said
reparenting
making
-1 +1
changes to
    o main
```

```
on
2026-05-20
15:49:26+02:00
shoebby
said
Update    'words/'
toy.md'
making
-1 +1
changes to
    o main
```

```
on
2026-05-20
23:25:55+02:00
zuhui
said
Update    'words/'
toy.md'
making
-0 +3
changes to
    o main
```

```
on
```

TOOLS_TOY.MD

Toy

A means to open-ended play. Rather than drawing focus to itself, like a game, it instead supports the imagination of its user. Tools can be used as toys and toys can be used as tools. It depends on if they are being used to play.

To explore an idea, tool, or system very casually and without the pressure of it becoming anything. Tying is pure fun without consequences or commitment.

A toy can be anything, for the player is the one holding that decision. What's really cool about it is that it's absolutely not a human concept: playing is an inherent component of life in motion, animals play too, and they even know how to keep the same reckless innocence through their entire lives (cats and dogs are immediate examples). And for them as well, anything can become a toy.

A toy is a narration device. It may be used to create a world, in which the toy becomes either a character or a prop that carries a story forward.

2026-05-23
00:18:57+02:00
kirayana
said
sooo late sor-
ryyyy
making
-39 +47
changes to
◦ main

on
2026-05-25
23:30:54+02:00
C3
said
Added my entries
for game, mainte-
nance, repair,
unlearning and
toy. Managed to
wrap my mind
around these def-
initions during a
stroll with grgr
in sunny day.
making
-5 +17
changes to
◦ main

on
2026-05-31
11:22:21+02:00
kim
said
correct word par-
ent
making
-4 +2
changes to
◦ main

on
2026-05-31
12:54:27+02:00
kim
said

rename file inl-
cuding parent
making
-0 +0
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

Unlearning

We live and we learn. But we also need to live and un-learn. Unlearning is not reversed knowledge, it is reflecting on that knowledge by asking, does this still serve me? Who taught me this? Who benefits if I stay the same?

Feminism for me is questioning what we perceive as normal, to unlearn familiar ways of behaving and, in the case of my project, speaking. I started thinking about words and what they actually truly mean and convey. What struck me most was how automatic language is. Certain phrases felt natural simply because I had heard them my whole life. That is what makes unlearning difficult. You are not just changing vocabulary, you are interrupting habits, reactions, and ways of seeing the world that have been repeated for years. Sometimes I caught myself using the same expressions again right after discussing why they were harmful. It is frustrating at times, but change doesn't happen overnight when something is deeply embedded in the way you communicate and think. I also realized that unlearning requires discomfort. You have to accept being corrected, being uncomfortable, and being wrong. People often resist that discomfort because familiar ways of speaking feel harmless when they are normalized. But language

on
2026-05-21
16:28:37+02:00
feline
said
added word plus
my contribution
making
-0 +11
changes to
◦ main

on
2026-05-25
23:30:54+02:00
C3
said
Added my entries
for game, maintenance,
repair, unlearning and
toy. Managed to
wrap my mind
around these definitions
during a stroll with grgr
in sunny day.
making
-5 +17
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana

said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

shapes how we see ourselves and others and small words can reinforce larger systems. For me, unlearning sexist language is less about saying the right thing and more about becoming more conscious that the words I choose are aligned with my values.

Unlearning to me means undoing assumptions about learning. To unlearn something: take what you thought you learned, put it in practice, see where your assumptions failed, and restructure your thoughts.

Web Revival

Not to be mistaken with the web revival aesthetic movement.

The Web Revival is not quite a movement, not quite a community, it is more of a philosophy. At least, this, and all that follows, is how I understand it.

During my thesis research, I stumbled across the expression once or twice. It is not really used, it doesn't even have a Wikipedia page. Which says a lot because Indie Web does. Which is important because Indie Web is, as described by Daniel Murray (a.k.a Melonking), a sub-philosophy.

To make this clearer: the Web Revival is a term sometimes used to refer to any of the various alternative web practices. The Indie Web and the Small Web are examples of those practices. In general, these are practices revolving around hand-written code, open access, community-building, social and privacy rights, to name a few.

The philosophy behind all of it is human-centered, to take the web back from social media platforms and marketing companies.

```
on
2026-05-23
00:18:57+02:00
kirayana
said
sooo    late    sor-
ryyyy
making
-39 +47
changes to
    ◦ main
```

```
on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
    ◦ main
```

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify    characters
accross    files,
clean up - round
2
making
-198 +194
changes to
    ◦ main
```

```
on
2026-06-03
15:48:18+02:00
kim
said
editorial    modifi-
cation
making
-0 +1
changes to
```

◦ main



screenshot of melonking's definition used in the [web-revival zine](#)

on
2026-05-31
15:30:49+02:00
kim
said
student project
index chapter
cover
making
-0 +1
changes to
 ◦ main

on
2026-05-31
15:35:08+02:00
kim
said
Update students/
a-index.md
making
-0 +0
changes to
 ◦ main

on
2026-05-31
15:42:25+02:00
kim
said
need to add the
metadata other-
wise file is not
included
making
-1 +8
changes to
 ◦ main

on
2026-05-31
15:53:00+02:00
kim
said
file body needs
content to be
rendered?
making

-1 +3
changes to
◦ main

A-INDEX.MD

on
2026-05-31
16:12:12+02:00
kim
said
Update students/
a-index.md
making
-1 +1
changes to
◦ main

on
2026-06-03
21:34:34+02:00
kim
said
remove body con-
tent, index > >
Projects
making
-2 +2
changes to
◦ main

on
2026-06-04
16:54:41+02:00
kim
said
editorial modifi-
cation
making
-1 +1
changes to
◦ main

PROJECTS

ALEXANDRIA.MD
lexie contributed to
Webcraft, Dead Media, Title, Language,
Capitalism, Toy, Infrastructure, Counter-
Tools, Self-Host, Server

VisunovOS

Alexandria Franka Maria van Eekelen

VisunovOS is a web-game-making toolbox. It takes the shape of an operating system, featuring a variety of ‘toywares’ to play with. It encourages expansion and modification of itself, as it argues for (playful) ownership over one’s digital art-making tools.

```
on
2026-05-18
12:10:06+02:00
shoebby
said
add      alexandria
student
making
-0 +12
changes to
  ◦ main
```

```
on
2026-05-20
15:35:09+02:00
shoebby
said
Update   'students/
alexandria.md'
making
-0 +2
changes to
  ◦ main
```

```
on
2026-05-20
15:43:47+02:00
shoebby
said
Update   'students/
alexandria.md'
making
-0 +1
changes to
  ◦ main
```

```
on
2026-05-22
13:39:59+02:00
shoebby
said
Update   'students/
alexandria.md'
making
-0 +1
changes to
  ◦ main
```

on
2026-05-22
13:48:01+02:00
shoebby
said
Update 'students/
alexandria.md'
making
-0 +1
changes to
 ◦ main

on
2026-05-22
14:26:33+02:00
shoebby
said
Update 'students/
alexandria.md'
making
-0 +1
changes to
 ◦ main

on
2026-05-22
16:21:35+02:00
shoebby
said
Update 'students/
alexandria.md'
making
-1 +1
changes to
 ◦ main

on
2026-06-03
10:18:05+02:00
shoebby
said
Update students/
alexandria.md
making
-0 +1
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-05-22
13:26:40+02:00
Charlie
said
added the md file
:)
making
-0 +16
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

CHARLIE.MD

charlie contributed to
Alternative, Capitalism, Magic, Perception,
Practice, Practices for Resistance, Witchcraft

Protocols for Magic

Charlotte Muniken

Protocols for Magic is an art-based inquiry into the practice of Magic. It seeks to construct accessible frameworks and resources for the practice of Magic through creative expression and craft-based methodologies. Its primary aim is to facilitate constructive, yet critical, dialogue on our practice(s) and perception(s) in regards to modern Western Magic culture.

CHRISSY.MD

chrissy contributed to

Practice, Counter-Tools, Tools, Memes,
Capitalism, Labour, Efficiency, Alternative,
Webcraft

counter- tools.xyz

Christina Nadine Ströbele

counter-tools.xyz is a (personal) (b)logbook on alternative graphic design tools as counterpraxis opposed to proprietary software, towards a process-oriented, anti-capitalist approach. It is fed by memes generated using these counter-tools in response to heartbroken practices in graphic design.

```
on
2026-05-20
16:30:57+02:00
chrissy
said
added me :)
making
-0 +12
changes to
  ◦ main
```

```
on
2026-05-20
16:31:25+02:00
chrissy
said
Update 'students/
chrissy.md'
making
-0 +0
changes to
  ◦ main
```

```
on
2026-05-20
16:31:40+02:00
chrissy
said
Update 'students/
chrissy.md'
making
-1 +1
changes to
  ◦ main
```

```
on
2026-05-20
16:47:05+02:00
chrissy
said
Update 'students/
chrissy.md'
making
-0 +1
changes to
  ◦ main
```

```
on
```

2026-05-20
17:37:14+02:00
chrissy
said
Update 'students/
chrissy.md'
making
-0 +1
changes to
◦ main

on
2026-05-20
17:43:24+02:00
chrissy
said
Update 'students/
chrissy.md'
making
-0 +1
changes to
◦ main

on
2026-05-20
17:49:22+02:00
chrissy
said
Update 'students/
chrissy.md'
making
-0 +1
changes to
◦ main

on
2026-05-22
11:38:31+02:00
chrissy
said
Update 'students/
chrissy.md'
making
-1 +1
changes to
◦ main

on

2026-05-29
16:25:22+02:00
chrissy
said
Update students/
chrissy.md
making
-0 +1
changes to
◦ main

on
2026-05-29
16:39:02+02:00
chrissy
said
Update students/
chrissy.md
making
-0 +1
changes to
◦ main

on
2026-06-01
14:02:50+02:00
chrissy
said
Update students/
chrissy.md
making
-1 +1
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines and
templates
making
-0 +73
changes to
◦ main

CLAUDIO.MD

c3 contributed to

Game, Toy, Magic, Unlearning, Repair,
Maintenance

The 100th time

on
2026-05-11
14:06:18+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

Claudio Castro Chaponan

The 100th time is a project that crosses the topics of **learning**, **documentation** and **play**, with the goal of researching alternative uses of technology.

on
2026-05-20
15:36:17+02:00
ismimimre
said
Add 'imre'
making
-0 +11
changes to
◦ main

on
2026-05-20
15:39:14+02:00
ismimimre
said
Add 'students/
imre.md'
making
-0 +11
changes to
◦ main

on
2026-05-20
16:24:48+02:00
C3
said
Added claudio
student file.
making
-0 +11
changes to
◦ main

on
2026-05-25
23:36:49+02:00
C3
said
Updated my stu-
dent page with
the words I've
edited, I am
still missing my
project descrip-
tion (*laughs in
calendar).
making
-2 +6
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
11:39:18+02:00
C3
said
←↑→↓.

making
-1 +1
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

FanonRadio

Eleni Fili

FanonRadio is a self-hosted, online radio station for transformative media fandom. It aims to be safe/r online third space and an alternative to social media platforms, meant to facilitate fan practices and inspire fans to experiment with fan broadcasting and fan sound production.

on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines and
templates
making
-0 +73
changes to
◦ main

on
2026-05-11
14:06:18+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

on
2026-05-20
15:36:17+02:00
ismimimre
said
Add 'imre'
making
-0 +11
changes to
◦ main

on
2026-05-20
15:39:14+02:00
ismimimre
said
Add 'students/
imre.md'
making
-0 +11
changes to
◦ main

on
2026-05-20
16:24:48+02:00
C3
said
Added claudio
student file.
making
-0 +11
changes to
 ◦ main

on
2026-05-22
18:48:00+02:00
eleni
said
suddenly, i was
awake
making
-0 +11
changes to
 ◦ main

on
2026-05-22
19:45:34+02:00
eleni
said
i did a word!
making
-1 +1
changes to
 ◦ main

on
2026-05-22
19:52:38+02:00
eleni
said
did another!
making
-1 +1
changes to
 ◦ main

on
2026-05-22

20:02:54+02:00
eleni
said
new word!!!
making
-0 +1
changes to
◦ main

on
2026-05-27
10:49:27+02:00
eleni
said
added diyra-
diomaking
making
-0 +1
changes to
◦ main

on
2026-05-27
12:15:47+02:00
eleni
said
Update 'students/
eleni.md'
making
-0 +1
changes to
◦ main

on
2026-05-29
11:17:35+02:00
eleni
said
fanonradio de-
scription hehe
making
-1 +1
changes to
◦ main

on
2026-06-03
10:31:09+02:00

eleni
said
added server <3
and references
making
-0 +2
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
◦ main

A Slip of the Tongue

Feline Artz

How is it that we evaluate the same behavior differently depending on who is speaking? What began as a series of **workshops** addressing internalized misogyny in vernacular **language**, evolved into an investigation of the communicative space itself. The methods used within the workshops were continuously refined in response to the conversations they generated. Lastly I materialized them into cards, to help bring awareness to the hierarchy in the room, and facilitate an overall reflective discussion. The aim is to reveal the often invisible power dynamics that influence conversations and encourage a more conscious way of speaking.

on
2026-05-21
15:49:38+02:00
feline
said
made my student
file
making
-0 +16
changes to
◦ main

on
2026-05-21
15:52:09+02:00
feline
said
formatting and
title?
making
-10 +10
changes to
◦ main

on
2026-05-26
09:12:34+02:00
feline
said
changed the title
of my project and
added a project
description that
I'm actually
kinda happy with
making
-1 +3
changes to
◦ main

on
2026-05-29
15:37:54+02:00
feline
said
"linked" words? I
think...
making

-1 +1
changes to
 ◦ main

on
2026-06-02
08:45:15+02:00
feline
said
updated descrip-
tion
making
-1 +1
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

on
2026-06-09
17:49:15+02:00
kim
said
sorry 'mein'
fehler ~ feline
making
-1 +1
changes to
 ◦ main

FRED.MD

fred contributed to

Repair, Workshops, Language, Practices for
Resistance, Alternative, Information Delivery,
References

Luddites Anon

Fred Wordie

Luddites Anon is an experiment in rose tinted speculation. It invites you to give up your technological defaults and become a tourist in our technological society, and to come back with something from your travels; Whether that be an insight, about the demands of our technological world, or, a value that you may feel is missing from your daily life.

on
2026-05-21
17:51:54+02:00
wordfa
said
this summary
probs needs work
making
-0 +19
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making

-51 +60
changes to
◦ main

IMRE.MD

imre contributed to

Border, Bureaucracy, Counter-Tools, Game,
Migration, Time, Perception

Running Stuck In Time

imre ismen

Running Stuck in Time is a browser game on how to attain residency/refuge/asylum in the Netherlands.

The game aims to focus specifically on the countless bureaucratic obstacles, time-constraints and everlasting decision-making periods of emigration processes. Through different levels that players need to pass in order to stay in this country, it will offer a glimpse of how migration feels for nonimmigrants (or NonEU) while providing a witness for those who have been/going through migration.

on
2026-04-30
15:46:18+02:00
Kim Kleinert
said
guidelines and
templates
making
-0 +73
changes to
◦ main

on
2026-05-11
14:06:18+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

on
2026-05-20
15:36:17+02:00
ismimimre
said
Add 'imre'
making
-0 +11
changes to
◦ main

on
2026-05-20
15:39:14+02:00
ismimimre
said
Add 'students/
imre.md'
making
-0 +11
changes to
◦ main

on
2026-05-23
06:07:06+02:00
ismimimre
said
Update 'students/
imre.md'
making
-7 +12
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

KIARA.MD

kiara contributed to
Border, Capitalism, Intention, Language,
Magic, Memes, References, Resistance,
Revival Web, Title, Toy, Webcraft

The Web is <y>ours

Kiara Jouhanneau

The Web is <y>ours is an interactive, narrative expansion of J.R. Carpenter’s text The Handmade Web, that invites you on a journey through webcraft.

Being a metaphor for itself, the experience here aims to embrace the Web’s ground principles: (hyper)linking, branching, wandering, discovery, connection. In order to achieve that, this web-based piece borrows from practices such as “choose your own adventure” stories and games or webrings.

Ultimately, The Web is <y>ours is what I call a webmaze: an intrication of hyperlinks, web pages, experiments and reflections about the web and its enchanted corners.

The Web is <y>ours’ second aim is directed towards highlighting the craft, the slowness, the in/at/tention in order to counter automation, efficiency and brainless doomscrolling. For that, I encourage you to experience it your own way, whether it be diving

on
2026-05-18
11:18:57+02:00
kirayana
said
moved capital-
ism.md to the
right place +
edited some words
+ created student
page for kiara
making
-12 +33
changes to
◦ main

on
2026-05-23
00:18:57+02:00
kirayana
said
sooo late sor-
ryyyy
making
-39 +47
changes to
◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round

```
2
making
-198 +194
changes to
  ◦ main
```

into it, getting lost, leaving and coming back, or anything, really — for the Web is yours, it is mine, it is ours.

```
on
2026-06-03
15:50:20+02:00
kirayana
said
fixed      typos      +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
  ◦ main
```

```
on
2026-06-06
22:38:05+02:00
kirayana
said
this      the      very
last      final    con-
tent update LET'S
PRINTgit add .!
making
-2 +3
changes to
  ◦ main
```

KIM.MD

kim contributed to

References, Articulation Work, Title,
Infrastructure, Counter-Tools, Scripts,
Encoding/Decoding, Labour

GitPub

Kim Kleinert

GitPub is a collaborative web to print tool. It is based on the git version control software, commonly used by programmers to collectively work on and publish code files. GitPub taps into the social dynamics of git: asynchronous, diverging, yet structured workflows where conflict and merging require shared responsibility and decision making. Git captures and coordinates these processes through metadata. Using GitPub allows to modify and version shared text files, which, together with the files metadata, can be previewed and printed as a pdf, that renders not only content but collective dynamics visible. GitPub creates a collaborative publication making environment that bridges between git culture and artistic practices.

on
2026-05-11
15:43:25+02:00
kim
said
init me
making
-0 +11
changes to
◦ main

on
2026-05-19
07:58:08+02:00
kim
said
words edited
making
-0 +2
changes to
◦ main

on
2026-05-19
08:32:14+02:00
kim
said
words edited
making
-0 +1
changes to
◦ main

on
2026-05-19
15:30:43+02:00
kim
said
words edited
making
-0 +1
changes to
◦ main

on
2026-05-20
18:01:05+02:00
kim

said
edited scripts
file too
making
-1 +2
changes to
◦ main

on
2026-05-21
08:29:54+02:00
kim
said
edited more words
making
-1 +3
changes to
◦ main

on
2026-05-24
09:58:39+02:00
kim
said
project descrip-
tion
i dont like it.
should be simpler
making
-2 +2
changes to
◦ main

on
2026-05-24
10:11:28+02:00
kim
said
added alterna-
tive, undecided
which one is bet-
ter
making
-1 +5
changes to
◦ main

on

2026-05-26
13:04:47+02:00
kim
said
update project
description after
talking to
manetta
not fully there
yet but getting
closer, i think
making
-6 +1
changes to
◦ main

on
2026-05-31
10:27:46+02:00
kim
said
description text
final
this is still a
little more com-
plicated and
technical than i
would like it to
be, but at least
now everything i
want to include
is in there.
making
-1 +2
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to

◦ main

on

2026-06-03

15:50:20+02:00

kirayana

said

fixed typos +

added some extra

content coz im on

a rooooooll

making

-51 +60

changes to

◦ main

MARTINA.MD

martina contributed to
Invitation, Repair, DIY Radio Making, Practice,
Labour, Craft

A Familiar Materiality

Martina Farrugia

A Familiar Materiality is a project that explores the merging of the material worlds of traditional craft and communication technology, specifically DIY radio wave receivers. By applying familiar handicraft techniques to the making of radio receivers, the project investigates how the function and perception of these objects alter through the materials used in their construction.

Growing up alongside my family's contrasting hobbies of textile work and radio-making, I developed a familiarity with both practices. Through a series of prototype receivers, the project brings these worlds together, with each object intertwining its own narrative through the materials and techniques it draws upon.

on
2026-05-20
23:06:52+02:00
martina
said
Add 'students/
martina.md'
making
-0 +1
changes to
◦ main

on
2026-05-20
23:07:25+02:00
martina
said
Update 'students/
martina.md'
making
-1 +11
changes to
◦ main

on
2026-05-21
19:29:48+02:00
martina
said
updating project page my
making
-3 +3
changes to
◦ main

on
2026-05-21
20:08:25+02:00
martina
said
Update 'students/
martina.md'
making
-2 +5
changes to
◦ main

on
2026-05-21
20:11:52+02:00
martina
said
Update 'students/
martina.md'
making
-0 +1
changes to
 ◦ main

on
2026-05-21
20:25:26+02:00
martina
said
adding project
bio
making
-1 +3
changes to
 ◦ main

on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to

on
2026-05-04
22:25:29+02:00
sevgi
said
add me
making
-0 +10
changes to
◦ main

on
2026-05-04
22:34:25+02:00
sevgi
said
adding diy radio
making
making
-1 +1
changes to
◦ main

on
2026-05-07
16:24:18+02:00
sevgi
said
added project de-
scription
tried to be as
vague as possible
;)
making
-1 +2
changes to
◦ main

on
2026-05-07
16:36:45+02:00
sevgi
said
adding title to
my word list
making
-0 +1
changes to

SEVGI.MD

sevgi contributed to

Invitation, DIY Radio Making, Title, License,
Dead media

Resurrection

Sevgi Tan

Resurrection is a method of maintenance and care. The idea for resurrection comes from Mary Shelley's *Frankenstein* as a method of maintenance and care based in media archeology. I believe that these dead bordering the living share a collective past and common destiny in the veil, and hence also a simultaneity in time. As we remember the past, we connect futures of technologies and see what are the differences, genealogies that we would like to keep, what did we keep, what can come after? Taking space and time with them, dead tech could help us become more aware of the contemporary history of deprecation and cultural/digital waste and inspire us to dig deeper with every peck peck of the keyboard.

◦ main

on
2026-05-07
17:01:20+02:00
sevgi
said
added license to
my word list
almost doneee B-)
making
-0 +1
changes to
◦ main

on
2026-05-07
17:12:03+02:00
sevgi
said
added dead media
to my word list
making
-0 +1
changes to
◦ main

on
2026-05-11
14:06:38+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

on
2026-05-21
17:40:03+02:00
wordfa
said
fred and a lil
bit of sevgi

making
-3 +1
changes to
 ◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
accross files,
clean up - round
2
making
-198 +194
changes to
 ◦ main

TESSA.MD

tessa contributed to
Capitalism, Community, Craft, Efficiency,
Knitting, Labour, Language, Maintenance,
Resistance, Script

The Commuknit Manifesto

Tessa Roy

The Commuknit Manifesto started with a serie of workshops during which people from the AGNES neighbourhood came together to share a moment of knitting in the perspective of radical community building. Leaving behind all expectations of performance and efficiency, we chose to refuse to consume, but instead to share our time, knowledge, personal stories, resources, advices, ideas and opinions.

The tapestry that resulted from these weekly meetings is a testimony of community, acceptance, and support. The parallel website acted as both a project log and a resource for knitters, hoping to provide support and insight into the political aspect of the history of craft.

on
2026-05-08
18:59:34+02:00
aksellr
said
created my page!
it will change
more
making
-0 +13
changes to
◦ main

on
2026-05-11
14:07:42+02:00
kim
said
add type to meta-
data header for
final pub struc-
ture
making
-0 +1
changes to
◦ main

on
2026-05-19
11:26:10+02:00
aksellr
said
updated word list
I might forget
some..
making
-1 +1
changes to
◦ main

on
2026-05-20
15:42:02+02:00
aksellr
said
added words
..to my list of
contributions

making
-1 +2
changes to
 ◦ main

on
2026-05-20
15:59:18+02:00
aksellr
said
added 1 word
and reorganised
contributions
making
-3 +7
changes to
 ◦ main

on
2026-05-20
16:01:41+02:00
aksellr
said
added 1 word
same same
making
-0 +1
changes to
 ◦ main

on
2026-05-23
11:57:28+02:00
aksellr
said
Mise à jour de
'students/
tessa.md'
added project de-
scription
making
-1 +3
changes to
 ◦ main

on
2026-05-25
13:09:41+02:00

```
aksellr
said
Mise à jour de
'students/
tessa.md'
making
-0 +2
changes to
  ◦ main
```

```
on
2026-05-29
15:57:41+02:00
aksellr
said
Actualiser stu-
dents/tessa.md
making
-0 +1
changes to
  ◦ main
```

```
on
2026-06-03
02:20:38+02:00
kirayana
said
clean up - round
one
making
-248 +202
changes to
  ◦ main
```

```
on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
  ◦ main
```

on
2026-06-03
15:50:20+02:00
kirayana
said
fixed typos +
added some extra
content coz im on
a rooooooll
making
-51 +60
changes to
◦ main

WYN.MD
wyn contributed to
Encoding/Decoding, Circulation, Labour, Title,
Infrastructure, Game

The Chanting Machine

Yu Yin

The Chanting Machine, also called the nianfoji, is a small player that loops Buddhist chant for blessing. Designed to help the practitioner’s bodily practice, it allows devotion to continue without precense. As a media object embedded in strong cultural context, it changes meaning as it circulates. This project traces the nianfoji’s life across disconnected frameworks. Drawing on Stuart Hall’s encoding/decoding model as a starting point, it asks what happens when meaning is not simply remade at the point of reception, but renamed before it can arrive. In each framework, the labour of the women who held the device was absorbed and relabelled on terms that did not belong to them. To understand these phenomena from cultural and social perspectives is to ask about agency: not only what was lost in each translation, but what impulse persisted through it.

on
2026-05-20
15:52:38+02:00
wyn
said
上传文件至 ‘stu-
dents’
making
-0 +14
changes to
◦ main

on
2026-05-20
15:53:55+02:00
wyn
said
更新 ‘students/
wyn.md’
making
-1 +1
changes to
◦ main

on
2026-05-20
16:10:03+02:00
wyn
said
更新 ‘students/
wyn.md’
making
-1 +1
changes to
◦ main

on
2026-05-20
16:41:00+02:00
wyn
said
更新 ‘students/
wyn.md’
making
-1 +1
changes to
◦ main

on
2026-05-20
17:22:49+02:00
wyn
said
更新 'students/
wyn.md'
making
-0 +1
changes to
◦ main

on
2026-05-20
17:54:23+02:00
wyn
said
更新 'students/
wyn.md'
making
-1 +1
changes to
◦ main

on
2026-05-21
13:27:44+02:00
wyn
said
更新 'students/
wyn.md'
making
-1 +1
changes to
◦ main

on
2026-05-21
13:43:47+02:00
wyn
said
更新 'students/
wyn.md'
making
-1 +1
changes to
◦ main

on
2026-05-25
20:47:30+02:00
wyn
said
更新 'students/
wyn.md'
making
-1 +1
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2
making
-198 +194
changes to
◦ main

on
2026-06-06
22:15:35+02:00
kim
said
type index was
missing from the
metadata which
excluded your
page from the
book wyn!
making
-0 +1
changes to
◦ main

on
2026-05-16
19:03:29+02:00
zuhui
said
Add 'students/
zuhui.md'
making
-0 +12
changes to
 ◦ main

on
2026-05-16
19:03:45+02:00
zuhui
said
Update 'students/
zuhui.md'
making
-1 +1
changes to
 ◦ main

on
2026-05-20
21:22:44+02:00
zuhui
said
Update 'students/
zuhui.md'
making
-0 +1
changes to
 ◦ main

on
2026-05-20
23:27:16+02:00
zuhui
said
Update 'students/
zuhui.md'
making
-1 +1
changes to
 ◦ main

ZUHUI.MD

zuhui contributed to

Title, Information Delivery, Perception, Toy,
Magic, Memes

Good News

Zuhui Kang

Good News is a project about the process of a news story becoming data. A story gets written about an event, and the judgments contained within that story are categorized and converted into numerical values, which are then commodified as data points. Good News takes that process as its material.

on
2026-05-21
00:01:25+02:00
zuhui
said
Update 'students/
zuhui.md'
making
-0 +1
changes to
◦ main

on
2026-05-22
16:17:34+02:00
zuhui
said
Update 'students/
zuhui.md'
making
-0 +1
changes to
◦ main

on
2026-05-22
21:00:13+02:00
zuhui
said
i need more time
making
-0 +1
changes to
◦ main

on
2026-05-29
01:51:46+02:00
zuhui
said

making
-2 +1
changes to
◦ main

on
2026-05-29

01:52:11+02:00

zuhui

said



making

-1 +1

changes to

- main

on

2026-06-03

12:44:30+02:00

kirayana

said

unify characters

accross files,

clean up - round

2

making

-198 +194

changes to

- main

on

2026-06-06

17:15:07+02:00

zuhui

said

i am so sorry for

the late editing

i had to make a

change since the

last one didn't

make any sense

typos checked.

proof read.

making

-1 +1

changes to

- main

Colophon

This work has been produced in the context of the graduation research of the students from the Experimental Publishing (XPUB) Master course at the Piet Zwart Institute, Willem de Kooning Academy, Rotterdam University of Applied Sciences.

XPUB is a two year Master of Arts in Fine Art and Design that focuses on the intents, means and consequences of making things public and creating publics in the age of post-digital networks.

<https://xpub.nl>

2024-2026 class: Alexandria van Eekelen, Charlotte Muniken, Christina Ströbele, Claudio Castro Chaponan, Eleni Fili, Feline Artz, Fred Wordie, İmre Işmen, Kiara Jouhanneau, Kim Kleinert, Martina Farrugia, Sevgi Tan, Tessa Roy, Yu Yin, Zuhui Kang.

Staff and tutors 2024-2026: Clara Balaguer, Manetta Berends, Cristina Cochior, Joseph Knierzinger, Francesco “Kamo” Luzzana, Michael Murtaugh, Lídia Pereira, Steve Rushton, Marloes de Valk.

Guests and partners 2024-2026: Ash

on
2026-06-03
10:25:46+02:00
kirayana
said
added files for
license, intro
and colophon
making
-0 +8
changes to
◦ main

on
2026-06-03
10:32:29+02:00
kirayana
said
added files for
license, intro
and colophon
making
-0 +5
changes to
◦ main

on
2026-06-03
10:40:17+02:00
kirayana
said
colophon is al-
most done, li-
cense is added
making
-0 +440
changes to
◦ main

on
2026-06-03
12:44:30+02:00
kirayana
said
unify characters
across files,
clean up - round
2

making
-198 +194
changes to
 ◦ main

on
2026-06-03
12:51:01+02:00
kim
said
add metadata
header to include
in templates
making
-0 +5
changes to
 ◦ main

on
2026-06-03
14:37:53+02:00
aksellr
said
Actualiser
colophon.md
making
-4 +55
changes to
 ◦ main

on
2026-06-03
16:06:05+02:00
Michael Murtaugh
said
suggestion for
(re)grouping
making
-19 +10
changes to
 ◦ main

on
2026-06-03
16:15:49+02:00
kirayana
said
polishing

Kilmartin, Radio WORM <radio.worm.org>
Doriane Timmermans <ungual.digital/>
Martino Morandi, Imane Benyecif <constantvzw.org>
Marie Verdeil <www.verdeil.net>
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More information on:
project.xpub.nl
issue.xpub.nl

colophon
making
-30 +27
changes to
◦ main

on
2026-06-04
18:10:40+02:00
Michael Murtaugh
said
alphabetical
making
-1 +1
changes to
◦ main

on
2026-06-05
11:23:28+02:00
aksellr
said
still need to add
cover paper asap
making
-9 +6
changes to
◦ main

on
2026-06-05
15:28:26+02:00
kim
said
editorial modifi-
cation
making
-1 +2
changes to
◦ main

on
2026-06-05
15:36:52+02:00
kim
said
added span please
dont remove

making
-5 +1
changes to
 ◦ main

on
2026-06-06
22:37:37+02:00
kirayana
said
this the very
last final con-
tent update LET'S
PRINTgit add .!
making
-20 +15
changes to
 ◦ main

on
2026-06-08
20:40:14+02:00
kim
said
adding gitpub and
involved projects
making
-0 +7
changes to
 ◦ main

on
2026-06-08
20:40:53+02:00
kim
said
line breaks
making
-4 +4
changes to
 ◦ main



Meme: I hate Adobe

Throughout my project, I have strived to not use my computer. I have used typewriters, photocopiers, dictionaries, slide film, and lots of binders and folders. This is all to say, it feels weird to be retyping sections of a previously typewritten essay into my code editor. I miss the noise, the weight and the mistakes.

Contributions by
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