

## YES #3

Andreas Dzialocha

**Cybernetic Gamelan Future Automaton** for laptop performers and projections

*"... soft thought is not there to be understood as a new cognitive function or as a transcendent form of rationality, but to reveal that programming culture is infected by incomputable thoughts that are yet to be accounted for." (Luciana Parisi)*

The Cybernetic Gamelan Future Automaton is a network-based browser game for human laptop performers, developed by Andreas Dzialocha. Each performer controls its own future-gamelan instrument using text symbols while travelling inside a 3D universe of parametric architectures, visualizing how algorithms generate and represent knowledge. Based on a network which is prone to latency, and noisy gamelan- inspired synthesizer textures, the Automaton reflects the culture of computing which appears both alien in its clean and infinite shapes and rich of error, latency and noise of human input at the same time.

Instructions and game: <https://cgfa.andreasdzialocha.com>

Sourcecode: <https://github.com/adzialocha/cybernetic-gamelan-future-automaton>

*Please note: The game is relatively heavy on your computer! Make sure you have a modern machine with the latest browser version installed - otherwise some glitches might occur. Tested with Google Chrome 64, Firefox 57 (recommended), Safari 11 on a MacBook Pro 13" 2015.*

**Duration:** 20-60+ minutes

**Setup:** 1-4 laptops with Firefox installed, 1 speaker, 1 projector per laptop

**Previous performances:**

Art Colony, Nida LT - 22.03.18

Fylkingen, Stockholm SE - 12.12.17

Exhibition: Cybernetic Choreographies, Spektrum, Berlin DE - 24.11.17

Premiere, Sonic Festival, Copenhagen DK - 09.09.17 w. Copenhagen Laptop Orchestra