# danm open studios

what the hell have i been doing this quarter?

dani wright • 11.12.2020
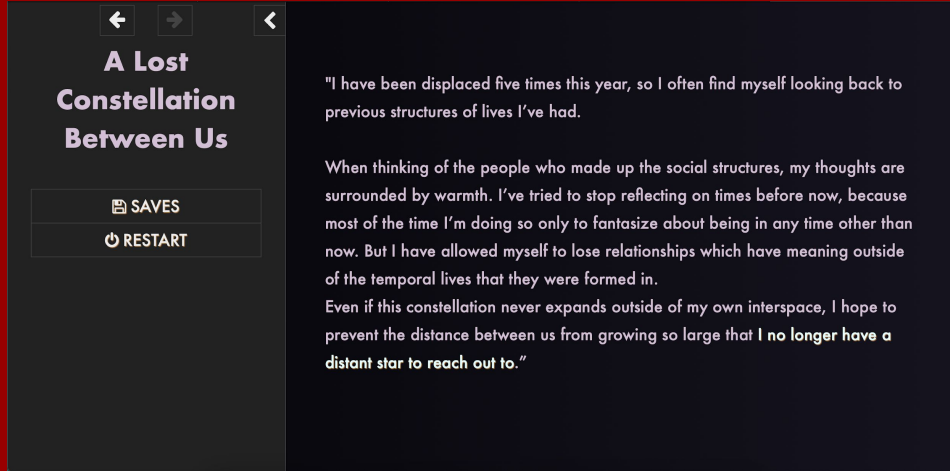
# work for classes

1. a lost constellation between us
2. danis desktop
3. grim home
4. home

# a lost constellation between us

collaboration with forest, mohamadreza, and waverly

twine /journaling game



**A Lost Constellation Between Us**

💾 SAVES

⏻ RESTART

"I have been displaced five times this year, so I often find myself looking back to previous structures of lives I've had.

When thinking of the people who made up the social structures, my thoughts are surrounded by warmth. I've tried to stop reflecting on times before now, because most of the time I'm doing so only to fantasize about being in any time other than now. But I have allowed myself to lose relationships which have meaning outside of the temporal lives that they were formed in.
Even if this constellation never expands outside of my own interspace, I hope to prevent the distance between us from growing so large that **I no longer have a distant star to reach out to**."

# danis desktop

solo project

twine exploration of my computer file system

# grim home

solo project

twine narrative game

you look around the small living space.

there's a pot of assam tea brewing.

there's a cardboard box by a folding table. it doesn't look comfy but it does look worn in.

the walls are concrete and bare. it feels austere and spartan.

in the corner of the room is a single mattress without a frame. you'd ask if G. Reaper lives like this but 1) does it count as "living"? and 2) regardless, they do.

how is G. Reaper supposed to get any work done at a folding table? also, what kind of work do they even have to do?

it's kind of cold in here. you draw your cloak tight around yourself.

the air is stale.

the floor is bare and cold.

**add or change some items** | **welcome them home**

# home

solo response to Mohamadreza's prototype

**A response to Mohamadreza's** One-Week Prototype

▶ Mohamadreza's original rules

## Materials

▼ Physical

- Pens
- Post-its
- Printer paper (8.5"x11")
- Timer

▼ Digital

- Shared digital drawing spaces (one for each participant)
- Computers for all participants
- Internet access
- Timer

## Rules

1. Each participant draws a representation of the concept "home". They have five minutes to do this.
2. After the five minutes are up, make all the drawings accessible to all participants.
   1. Physical: Place your pages on a table/surface where everyone can reach them.
   2. Digital: Share links to the individual drawings (make sure participants have edit access).
3. For another five minutes, participants can move around to everyone else's drawings. Use Post-its to cover up elements of the original drawings and draw over. Try to keep your drawing to the Post-it. Leave your signature/initials/name on each Post-it you place.
4. After the five minutes are up, return the drawing to their original owners. In whichever order you all choose, explain why you made the edits to each other's drawings.
5. Delete, throw away, or recycle your drawings when you have finished.

# (close) readings

*[title] means close reading has been completed

*Gaming at the Edge

*The Queer Games Avant-Garde

Video Games Have Always Been Queer

Queer Game Studies

Gothic Queer Culture

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*Interview with the Vampire

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# The Queer Games Avant-Garde

**concepts important to my practice**

queerness beyond representation

structural queerness

# Interview With the Vampire

## concepts important to my practice

monstrosity and identity

absolute morality, no gradations of evil

# Gaming at the Edge

**concepts important to my practice**

identification *with* a character vs identification *as* a character

neoliberal view of representation as marketing logic, exploitation of customers' identities

# keywords

what keywords are relevant to the work that i've done this quarter?

Class

Gender

Identity

Queer

Trans

Trauma

———————

Gothic

——  Vampire

# identity and trauma

queer and trans people are often exposed to (and traumatized by) bigotry (and the violence that it inspires)

debates about the rights of queer and trans people are often traumatizing

# identity and vampires

the idea that one's nature is monstrous, that they are damned for that monstrosity, and that there is no way to for them to escape that damnation because they cannot stop being a vampire (no matter how hard they try)

# transformation and transness

vampires and werewolves go through a transformation, one that is viewed as monstrous

this monstrousness is often based on religious (especially Catholic) morals

with vampires this transformation often includes the death of the body, which can be tied to trans identity

# vampires and class

vampires as nobles (Dracula, Lestat, Carmilla, etc.)

wealthy vampires (Cullens, Louis & Lestat, Dracula, etc.)

non-queer readings of vampires as parasites; capitalists and nobles leeching life and wealth

cool, what am i doing with this?

# next steps

establish queer design pillars

establish gothic design pillars

email Michael Chemers

## further reading

Tanya Krzywinska, *Twilight*, *Dracula*, *Carmilla*, etc.