





tuesday, february 28, 2006

Turbulence.org blog.

I looked through this site for a few hours and the works that impressed me most were "stand by your guns" by Jillian McDonald in 2004, "45 Seconds" by Harris Skibell with Shaque also in 2004 and "Rootings" by Mary Flanagan in 2001

<http://turbulence.org/Works/mcdonald/index.html>

<http://turbulence.org/Works/Skibell/45seconds/index.html>

<http://turbulence.org/Works/rootings/>

In 'Stand by your guns' there are two options - you can play the games that are included or watch 30 different clips from movies promoting or involving guns. The entire idea is to show, through an absurdist view, how guns are themselves absurd. Showing a child walking through the country loading a rifle - the words "don't exaggerate about how many children die a year in gun accidents..... it isn't 12" - is meant to open the eyes of people to gun safety and control. There are three or four suicides shown and two different clips with Clint Eastwood blowing someone away with a .44 magnum (his favourite weapon).

The games that are included in 'stand by your guns' are standard flash games - all of which involve shooting at targets at varied speeds and shapes and sizes - you might start with regular bullseye targets and by the fifth level be shooting sheep or bears or anything in between. With the games and film clips I think that Jillian McDonald is trying to make people think about guns more so they can make an informed decision about their validity in the world.

In '45 Seconds' by Harris Skibell with Shaque there is a number of short clips chosen by you after a clip of walking out the door is played upon entry. There is a distinct beep at the end of each of these to signal the end - where you simply drag the next clip you would like to see into the play box and it plays for you. The clips represent everyday life - walking through the bustling streets of the high-rise clad city of New York or sitting on the train listening to an indistinguishable voice on the speaker. the length and simplicity of these videos is I think used to show that no matter who you are, what you do for a living, what your sexual persuasion or any other factors in your life - everyone in the city starts

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and ends the day the same - a walk out the door, a ride on the subway moving through the very busy times square. People are all the same. The slow beat kept at all times there isn't a clip playing says that every day is the same too. The entire work is a little defeatist I think but never the less quite powerful in its simplicity.

In 'Rootings' by Mary Flannigan there are several memory and interactive games that are a little strange and hard to work out with no instructions given. Mostly they seem to be testing how your memory works - both short and long term. There are repeats and times when you play the same game again or have to organise a word which you already know what the letters spell so you are much quicker at it than the first time. The entire work is littered with sayings from famous people - although no one is quoted - and little snippets about memory and time. Most of the work is based on string theory and Einstein's theorems.

The work was interesting to start with but ultimately it did not pique my interest as much as the other two works. I decided to include it due to the large amount of work involved - especially compared to the other two works. Sometimes simpler is better. It is also possible that I simply did not understand the works goals and misinterpreted it's intent.

AB '06'

posted by genghis at 2:51 pm | 0 comments