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School of Perpetual Training (2009)

By Stephanie Rothenberg



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School of Perpetual Training, an ironic edutainment website, exposes the underbelly and not so glamorous side of the computer video game industry. An animated personal trainer leads eager job seekers through a series of webcam game training exercises for outsourced jobs in digital game manufacturing and global distribution. Classic arcade games such as Dig Dug and Space Invaders are redesigned to train job seekers for positions in mineral mining and printed circuit board assembly. Pushing joystick and mouse aside, the webcam interface utilizes motion detection requiring full range of body motion to play. Through the relationship

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FULL DESCRIPTION

School of Perpetual Training, an ironic edutainment website, exposes the underbelly and not so glamorous side of the computer video game industry. An animated personal trainer leads eager job seekers through a series of webcam game training exercises for outsourced jobs in digital game manufacturing and global distribution. Classic arcade games such as Dig Dug and Space Invaders are redesigned to train job seekers for positions in mineral mining and printed circuit board assembly. Pushing joystick and mouse aside, the webcam interface utilizes motion detection requiring full range of body motion to play. Through the relationship of physical labor for virtual gain, the reality of the actual physical, labor critical to running virtual worlds is made visible. School of Perpetual Training was created through an Eyebeam Residency and is a 2009 commission of New Radio and Performing Arts, Inc., (aka Ether-Ore) for its Turbulence web site.

WORK METADATA

Created Date: Wednesday Apr 1st, 2009

Submitted to ArtBase: Saturday May 16th, 2009

Permalink: <http://www.perpetualtraining.com>

Work Credits: Stephanie Rothenberg, *creator*

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