

Complexity Rules Everything Around Me



Eleanor Saitta



Everything in the world is
made up of systems, stories,
and bodies

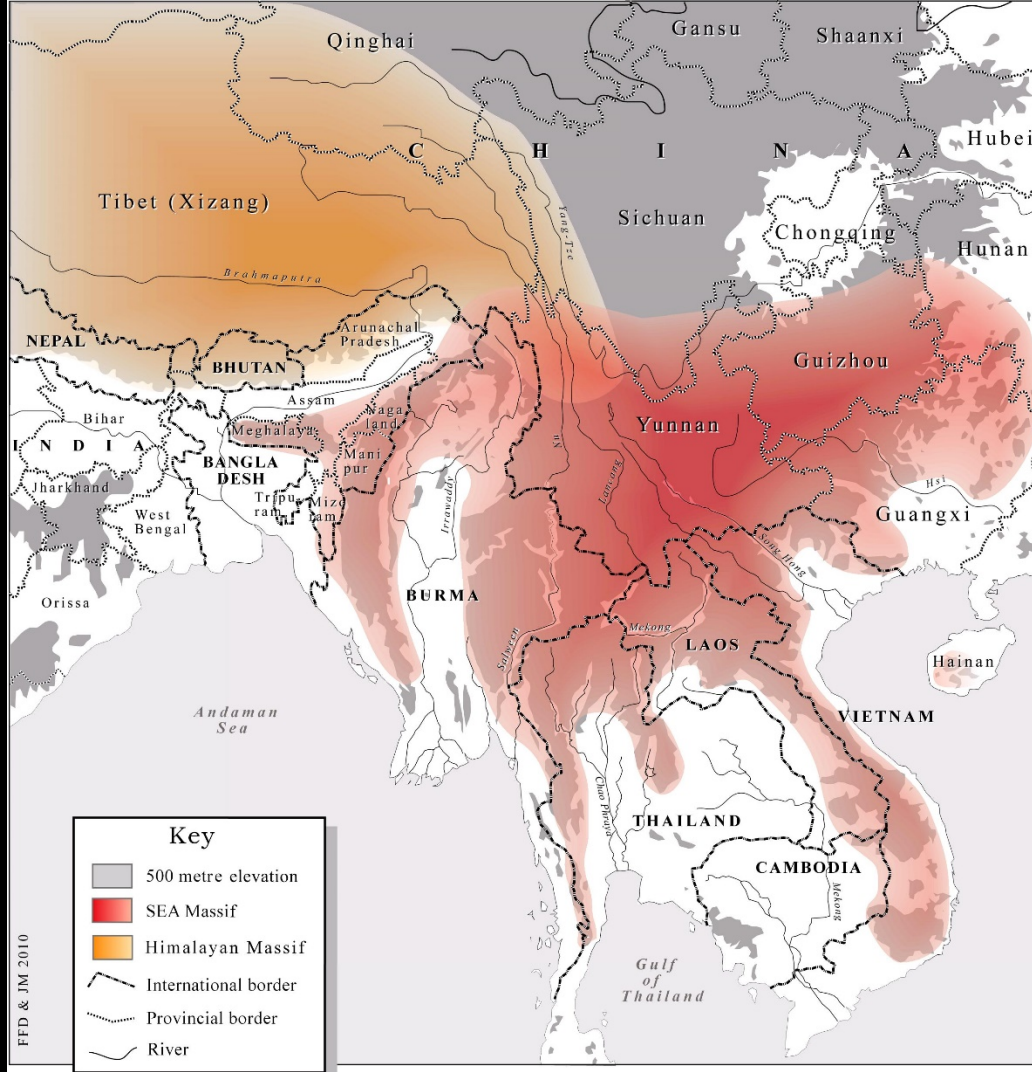


We live in the age of
emergent systems

If we learn to coexist
with them, we get to
keep civilization











WAT.



Complex Systems
display emergent
behavior and are
constructed by
structured, hierarchical
composition of simpler
systems.

Sociotechnical Systems

involve both human behavior and interactions and technical systems. All security problems are sociotechnical systems.





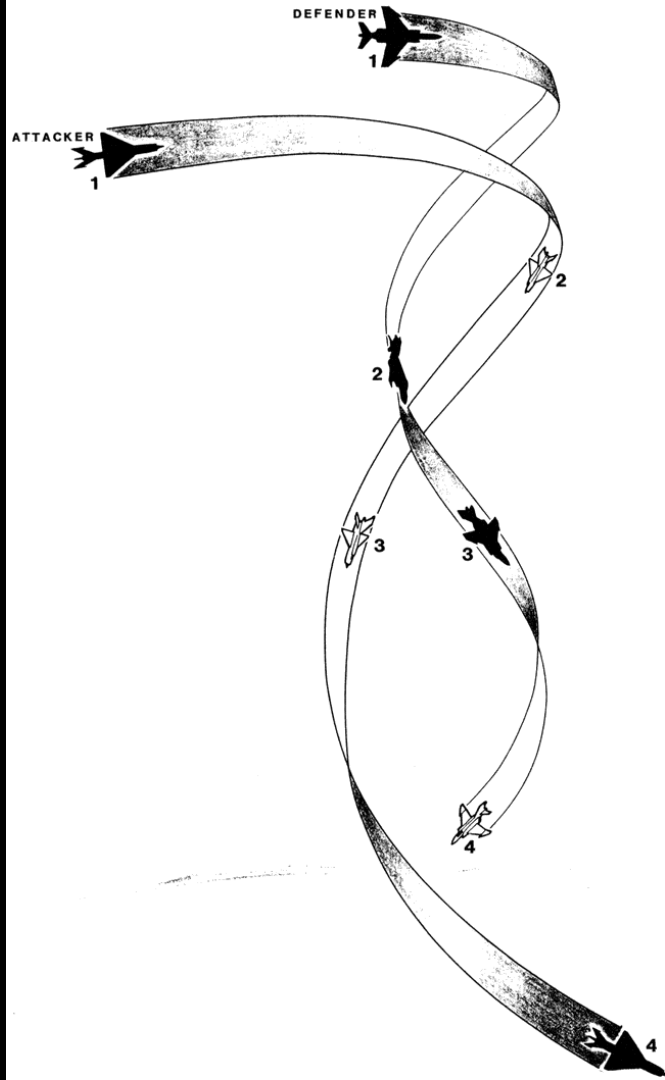
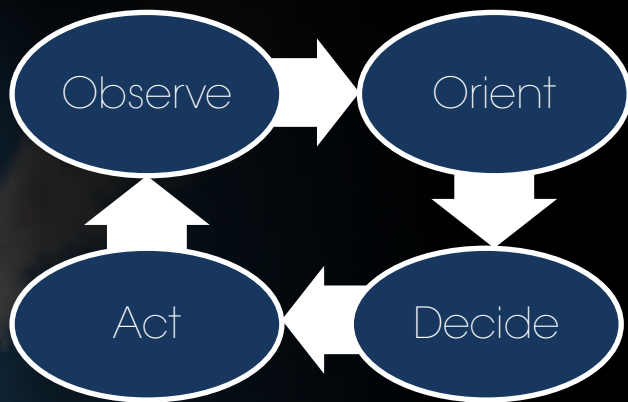


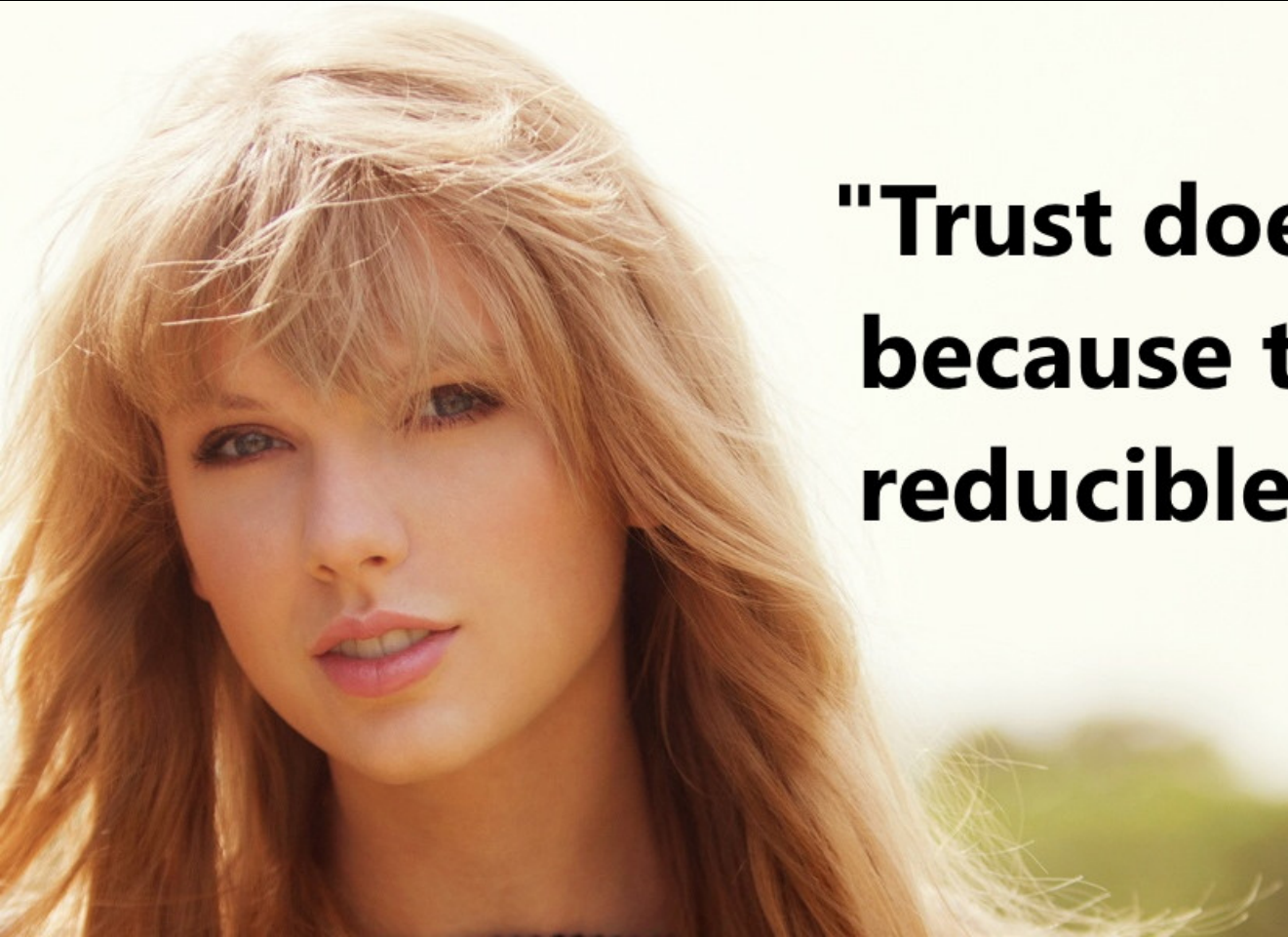
Adversarial Systems are complex systems where human actors have conflicting goals, often including active harm.



All
competitive
situations
have similar
structures:
war, business,
security, &c.

Planning in the Presence of an Adversary





**"Trust does not scale
because trust is not
reducible to math."**

- Taylor Swift



Infrastructure, Structure, and Superstructure





Complex [Adversarial] Sociotechnical
Infrastructural Systems

We live in the
long tail of
unintended
consequences
and externalities







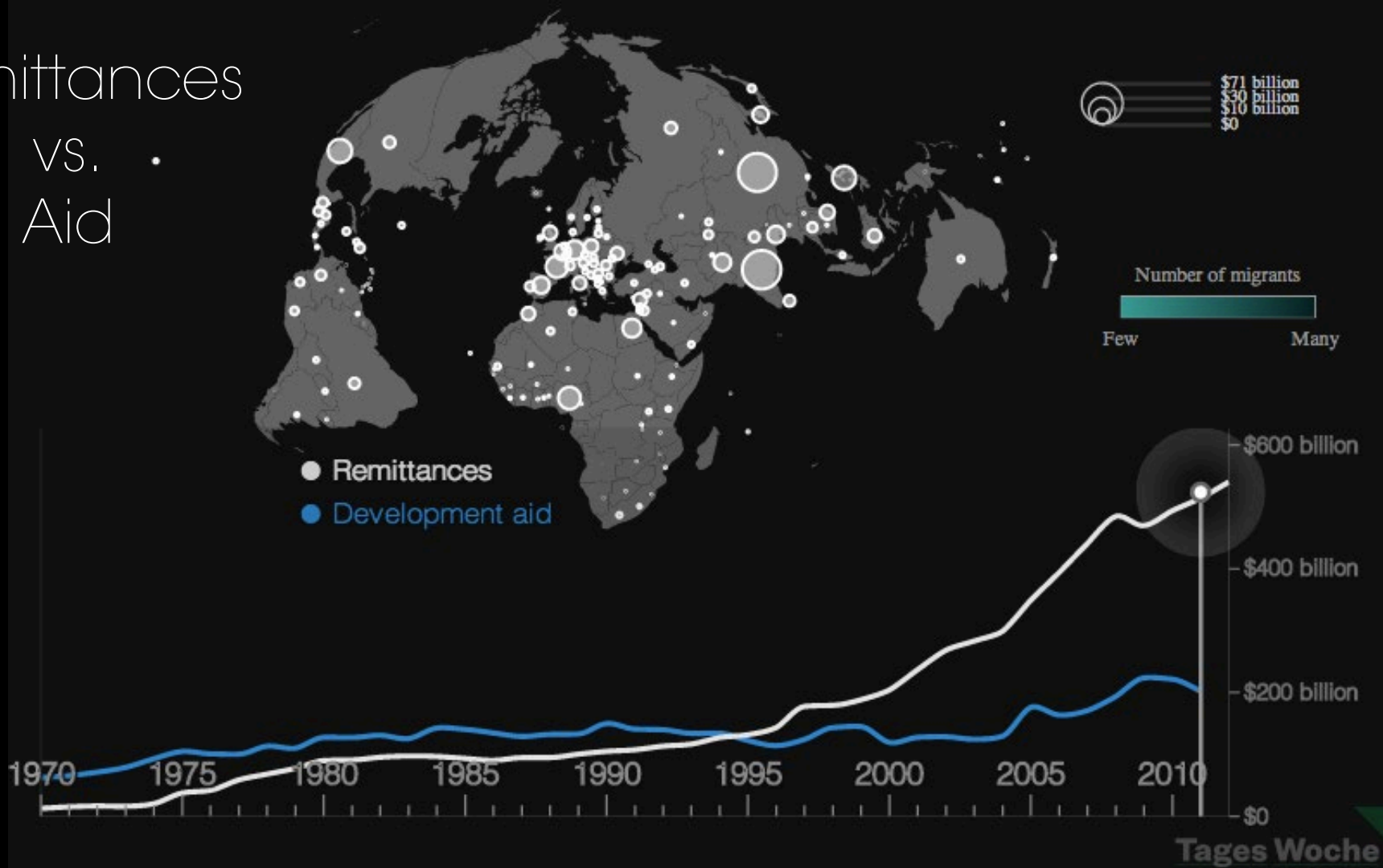
Kranzberg's First Law

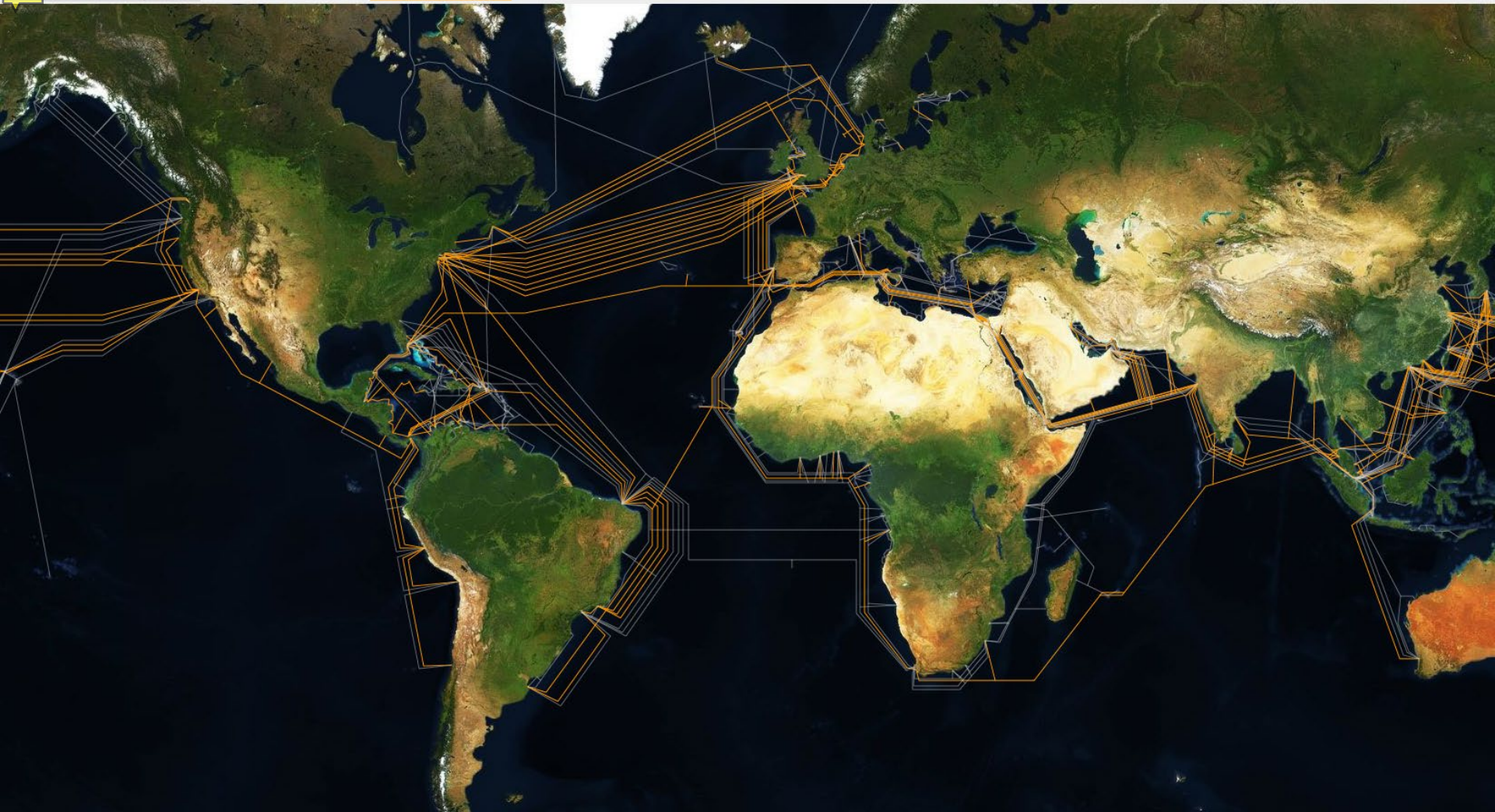
Technology is neither good nor bad; nor is it neutral.



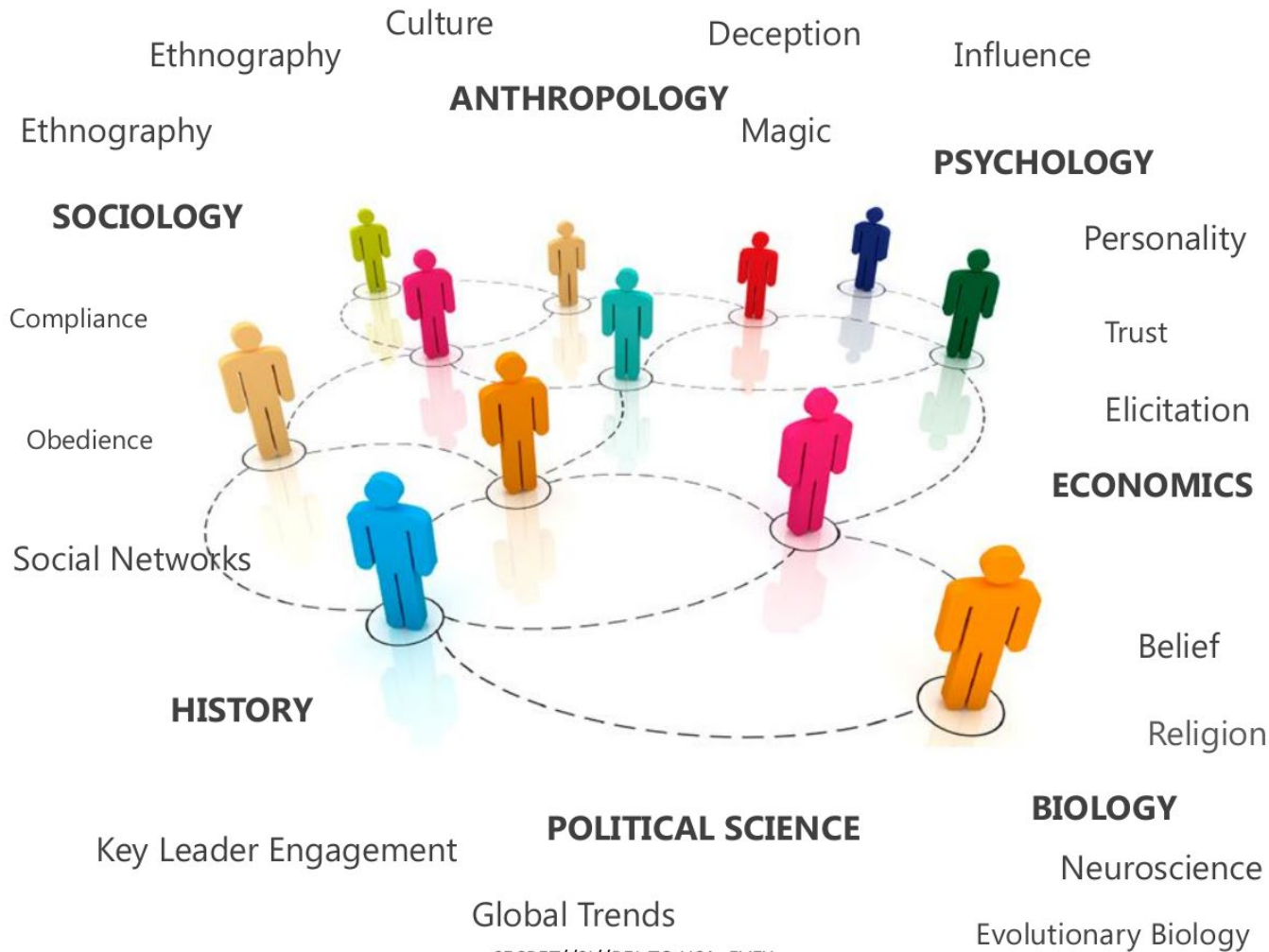


Remittances vs. Aid













But how do we
understand
them?



Disposition

“The architectural theorist Keller Easterling uses the term **disposition** in other contexts, to refer to the propensity or temperament of forms which produce actions. Disposition is found not in activity itself, but in the relationships or relative positions of the objects that produce action.” — Google



Systemic aesthetics is a
human perception from the
point of view of the system



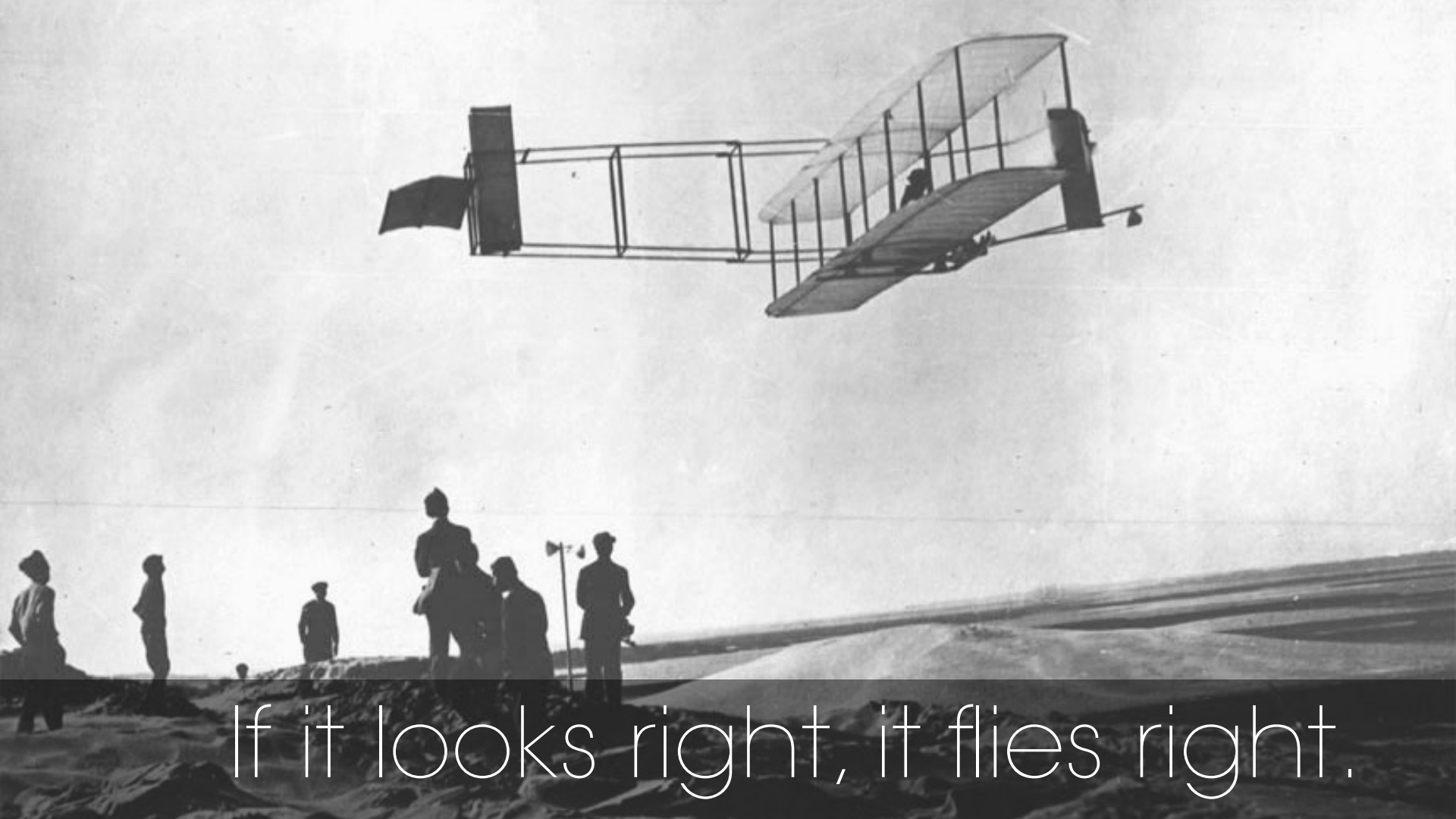
Aesthetics is not the image of the system

Aesthetics is emergent from deep practice

Aesthetics is a fitness function

Aesthetics is can act as a
superset of evaluatory modes

Ethics can be operated as a
subset of aesthetics



If it looks right, it flies right.



If it looks right, it flies right.



If it looks right, it flies right.



Systemic aesthetics are still
a learned, styled, cultural
object

Strategic Weird



Play and the tentative
mode of knowledge

Nordic Larp



LIVE ACTION ROLEPLAY.



SERIOUS BUSINESS.

LIVE ACTION ROLEPLAY.



None of this nonsense.*

SERIOUS BUSINESS.

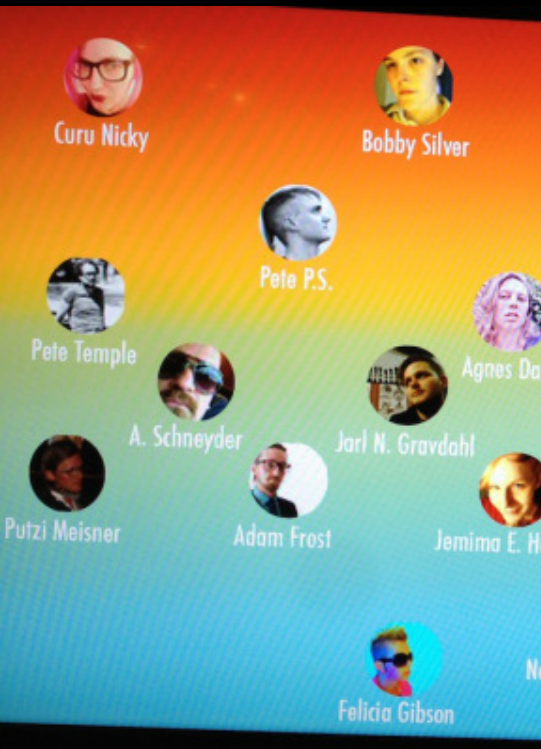




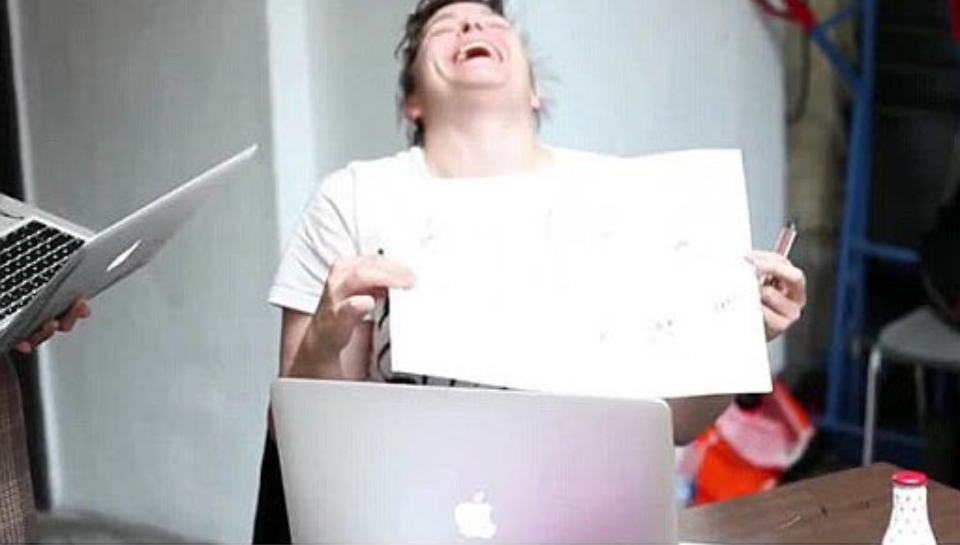




PanoptiCorp







Halat Hisar









Interaction

vs.

Immersion

vs.

Participation

An anatomical illustration of a human torso, viewed from the side and slightly from behind. The skin is removed, revealing the underlying musculature and rib cage. The muscles are rendered in various shades of red and brown, with some areas highlighted in white. The rib cage is visible, showing the ribs and intercostal spaces. The overall style is that of a classical anatomical engraving or painting.

Meat



Forget about storytelling

Attempting to own
the narrative is
boring





Who am I?



What
affordances
does my world
have?

But what
do you do
at the larp
^W^W^W
in the
future?

IN TROUBLE

WE GOT





Scripts, Rituals, and Relationships





What do you want to
achieve?

Have you designed
the whole experience
with this in mind?



Thinking about Systems in Practice



Sensing  Changing

Structure



Affect

Reading

Writing

Immersing

Embodying

Sensing  Changing

Structure



Affect

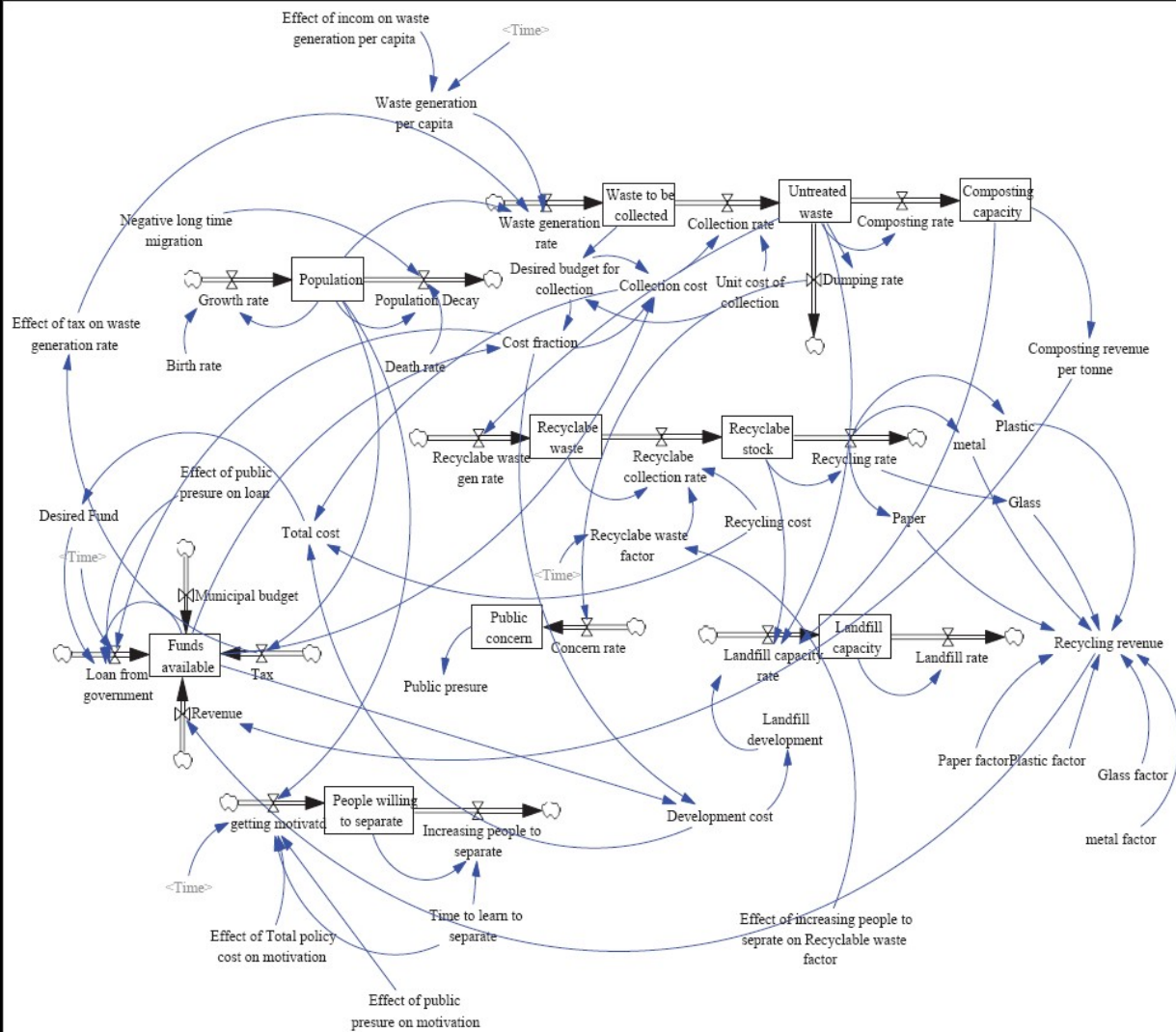
Reading

Writing

Immersing

Embodying

Systems Modeling



Sensing  Changing

Structure



Affect

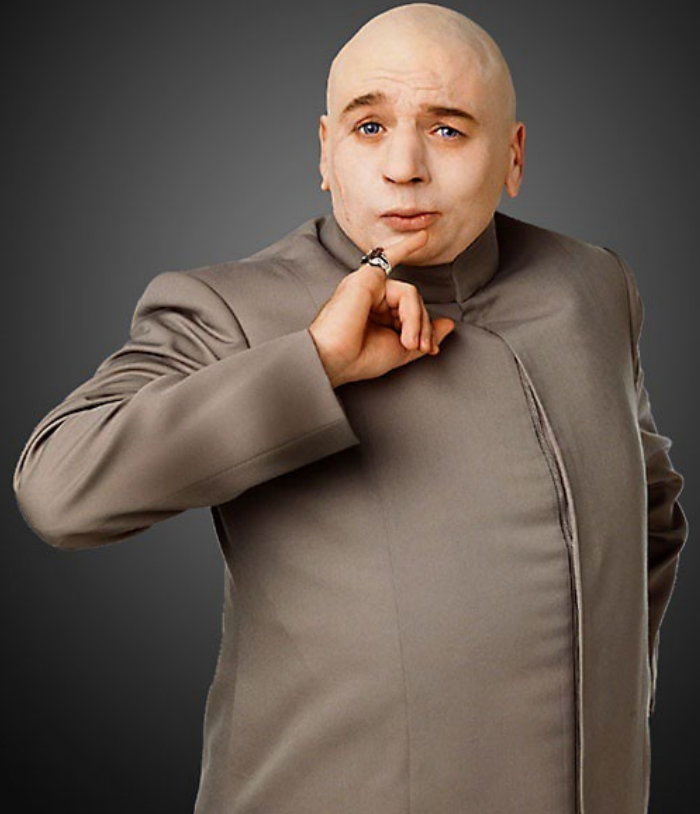
Reading

Writing

Immersing

Embodying

Structural politics,
regulatory domains,
soft infrastructure,
nudges,
cultural manipulation,
propaganda,
bribery,
grant programs,
censorship,
&c.



Sensing  Changing

Structure



Affect

Reading

Writing

Immersing

Embodying

Refreshing the
long memory of
radical history



Developing
transnational
solidarity



Understanding oppressions



Sensing  Changing

Structure



Affect

Reading

Writing

Immersing

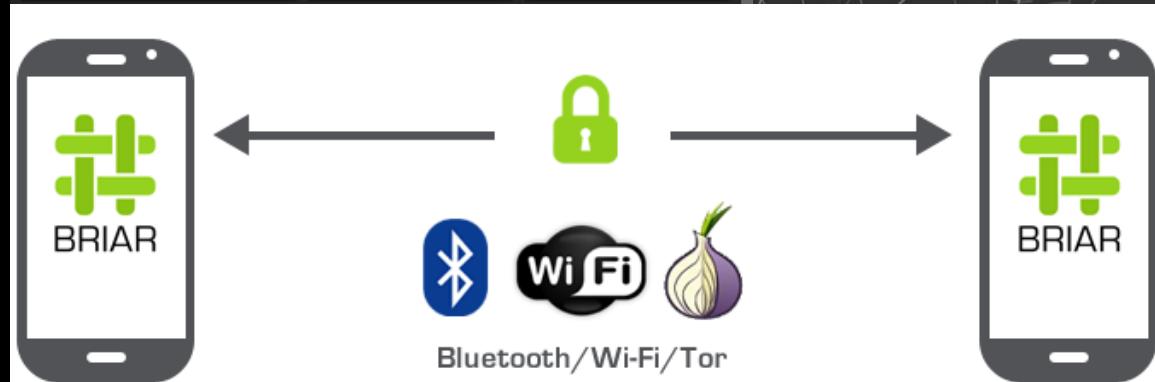
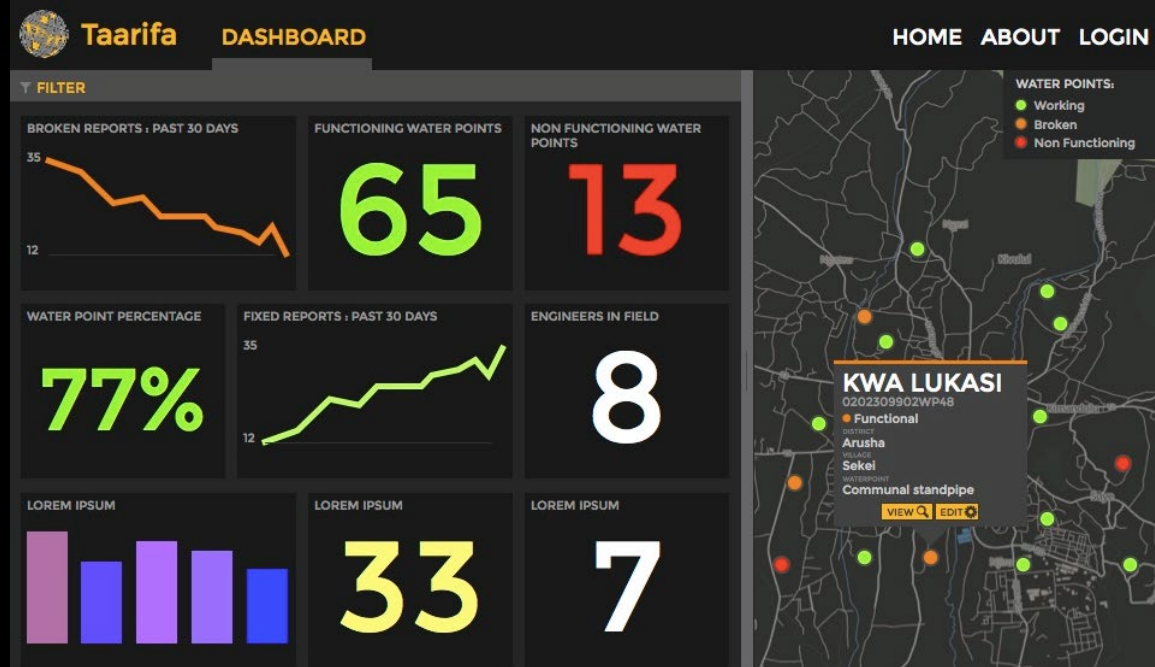
Embodying

Rewriting the rules of infrastructural maintenance



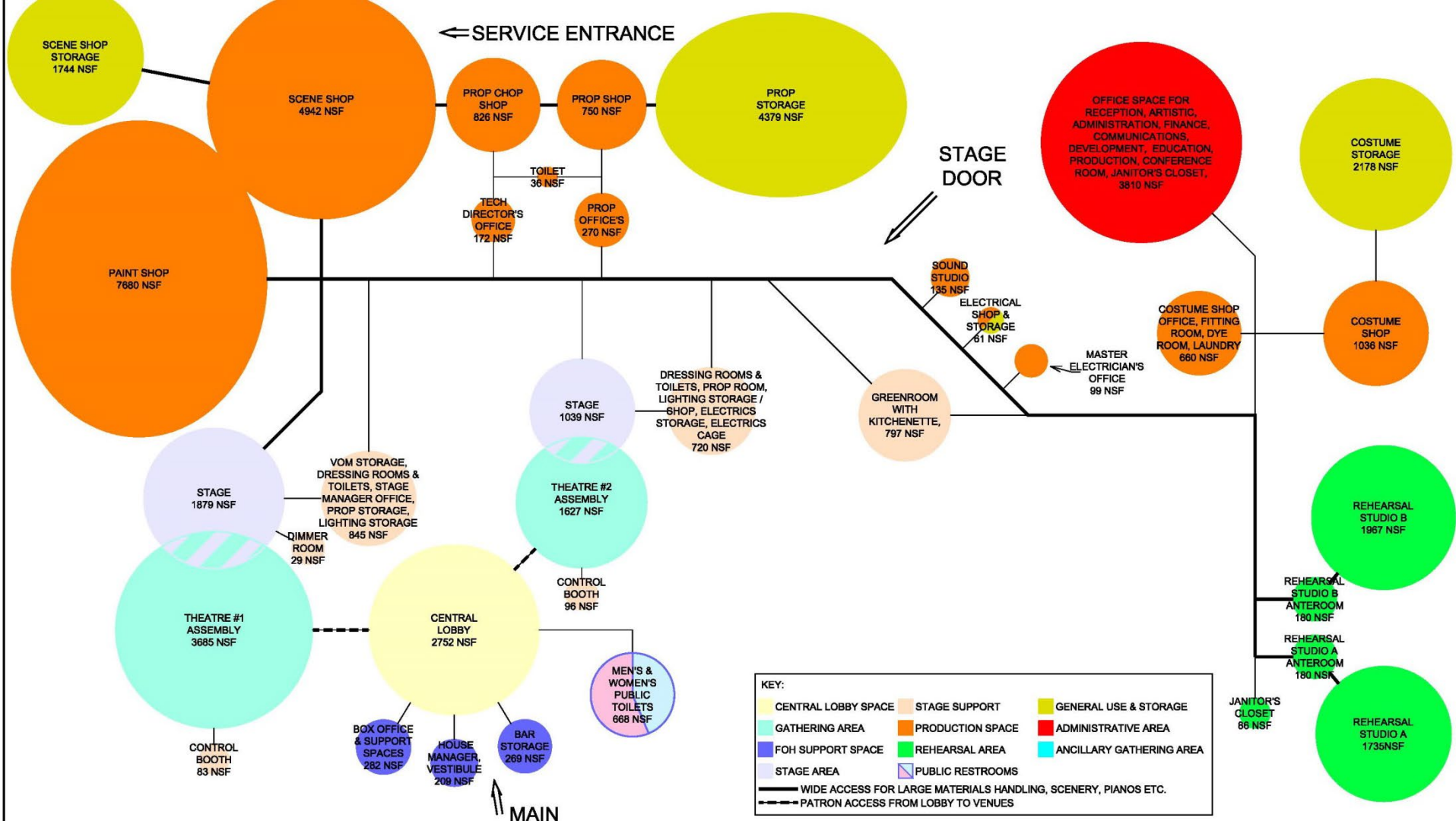


Taarifa and Briar



Architecture and Emotion





Being a good
stranger



The Toolkit



Diagnosing



Diagnosing power



Diagnosing affect



Diagnosing viability



Building



Building belief



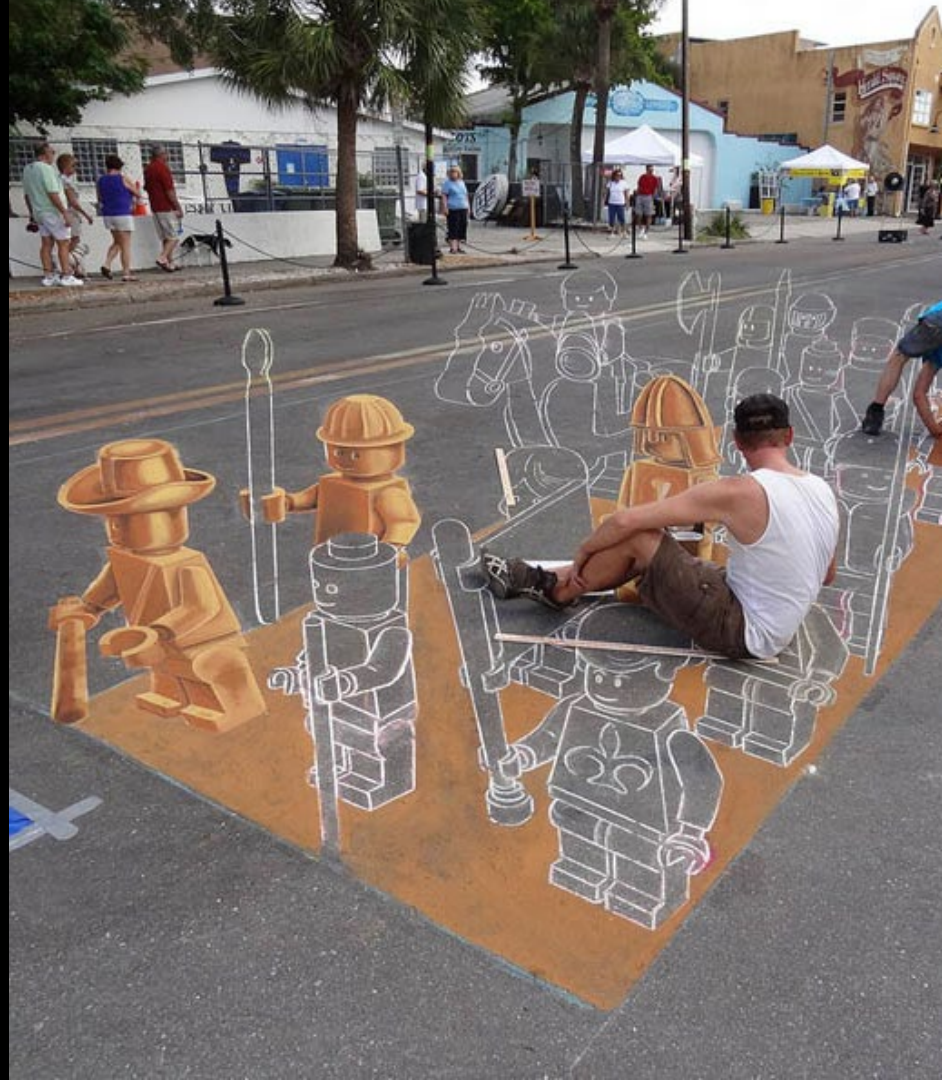
Building rituals

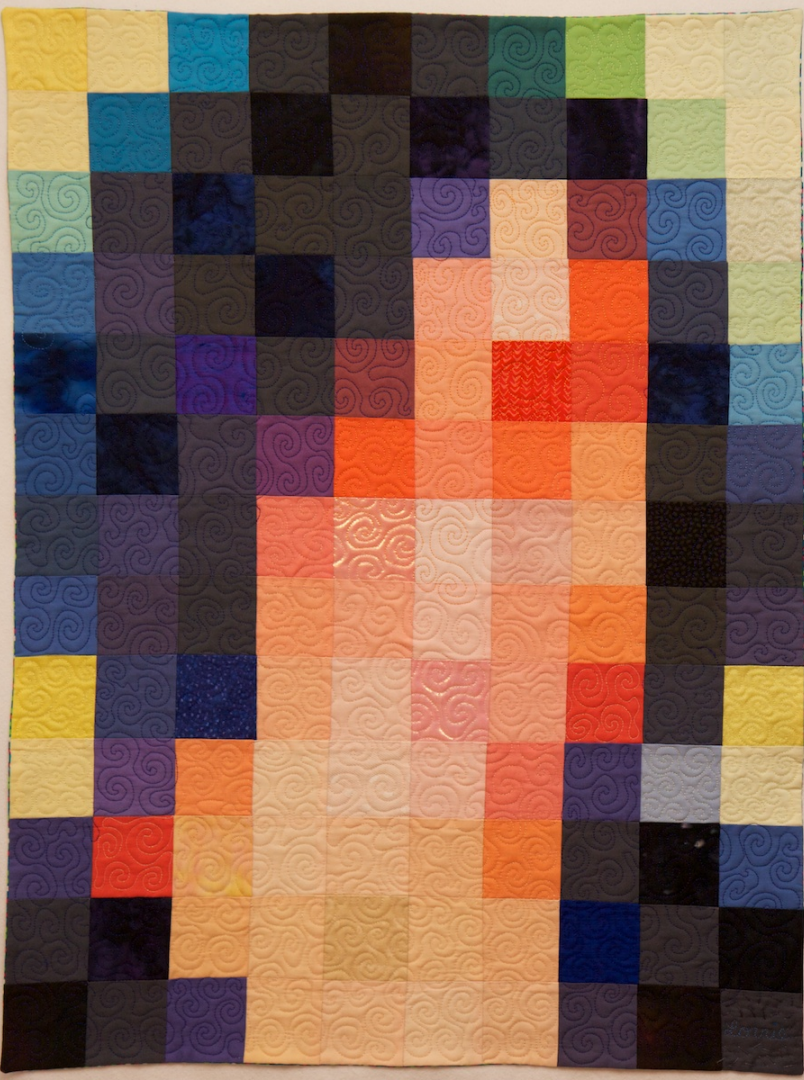


Building pastness



Representational Fluidity





Lossy Abstractions

Pattern matching





Always Be
Shipping

Live as though
you walk in the
first days of a
healing world



[http
ella@dymaxion.org](http://ella@dymaxion.org)
twitter

A Reading List

1. The Foundation Stone of Nordic Larp
ed. Eleanor Saitta
2. The Nordic Larp Book
Jaakko Stenros and Markus Montolla
3. Thinking in Systems
Donella H. Meadows & Diana Wright
4. On the Grid
Scott Huler
5. The Real World of Technology
Ursula M. Franklin
6. Extrastatecraft
Keller Easterling
7. Critical Path
R. Buckminster Fuller
8. Super-Cannes
J. G. Ballard
9. Hot Earth Dreams
Frank Landis
10. The Sheep Look Up
John Brunner
11. Seeing Like a State
James C. Scott
12. From A to X
John Berger
13. Moral Mazes
Robert Jackall
14. Gravity's Rainbow
Thomas Pynchon
15. Designing Freedom
Stafford Beer
16. The History Manifesto
Jo Guldi & David Armitage
17. How Forests Think
Eduardo Kohn
18. Simulacra and Simulation
Jean Baudrillard
19. Dhalgren
Samuel R. Delany
20. The Politics of Large Numbers
Alain Desrosières
21. Debt
David Graeber
22. Hold Everything Dear
John Berger
23. The Player of Games
Iain M. Banks
24. The Coming Insurrection
The Invisible Committee
25. A Paradise Built in Hell
Rebecca Solnit
26. Governing the Commons
Elinor Ostrom
27. Protocol
Alexander R. Galloway
28. New Model Army
Adam Roberts
29. Secret Manoeuvres in the Dark
Eveline Lubbers
30. The Art of Not Being Governed
James C. Scott
31. The Field Guide to Understanding Human Error
Sidney Dekker
32. Always Coming Home
Ursula K. Le Guin