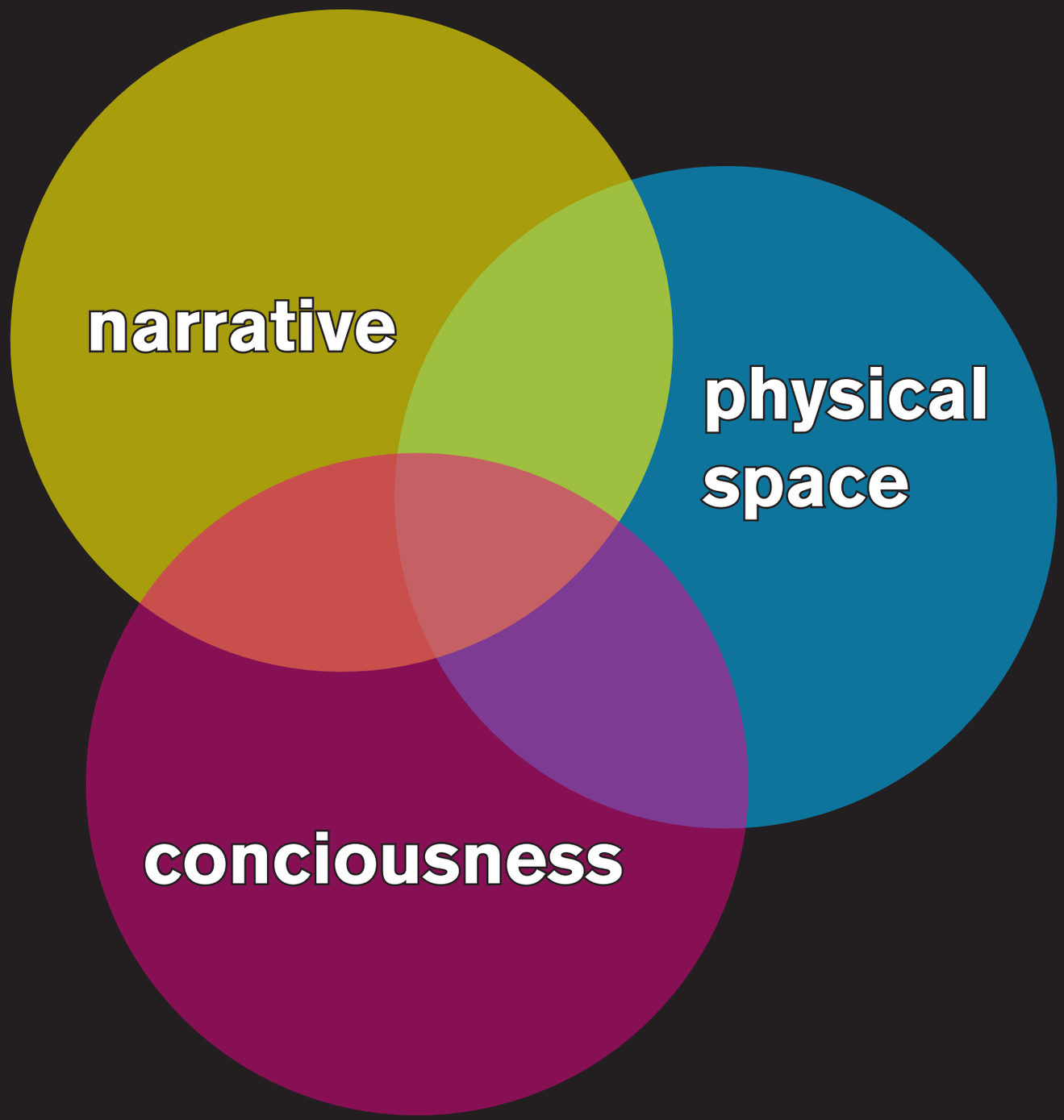
City as Platform, Play and Narrative in the Physical World: *A Peek Behind the Curtain at the Jejune Institute*


narrative
physical
space
conciousness

what is situational design?

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CHANNELS USERS OWN HYDRODYNAMIC ACTIVITIES TO PROJECT A SPHERICAL CHARGE ARMAMENT AGAINST ALL MATERIAL BODIES AND ORGANIC COMPOUNDS. UNINTENDED MATTER UNDERGOES TOTAL MAGNETIC REVERSAL (NEGATIVISM). PREVENTS CONFLICT. PROTECTS LIFE. PERSONAL ACTUALIZATION. ULTIMATE PRIVACY.
RECENT ADVANCEMENTS ALLOW FOR THE DEVELOPMENT OF THIS WORLD ALTERING DEVICE.
DR. GENE DONALE- PHYSICIST AND PATENT HOLDER OF VITAL ORBIT® HAS UNDERSTOOD THE POTENTIAL OF HYDRO-MAGNETICS FOR DECADES, WHILE MILITARY SCIENCE AND CONVENTIONAL SCHOLARSHIP / MEDIA CONTINUE TO SUPRESS REVOLUTIONARY DATA.
THERE ARE MANY UNPUBLISHED PHYSICISTS ACKNOWLEDGING THE TRUTH OF THIS MATTER, AND OFFERING TESTIMONY IN DR. GENE DONALE'S FREE INFORMATIONAL BOOKLET.
PRODUCT IS COMPOSED OF A HIP / WAIST APPARTUS WITH 4 INCH INJECTORS UNDER SELF-CONDUCIVE IRON BARBELLS PLACED IN THE UPPER GROIN WRAPPING AROUND TO THE LOWER-BACK (SMALL) WITH SIMPLE INTERFACE/CONTROLS.
DEVELOPEMENT MADE POSSIBLE THROUGH THE GENEROUS SUPPORT OF THE JEJUNE INSTITUTE
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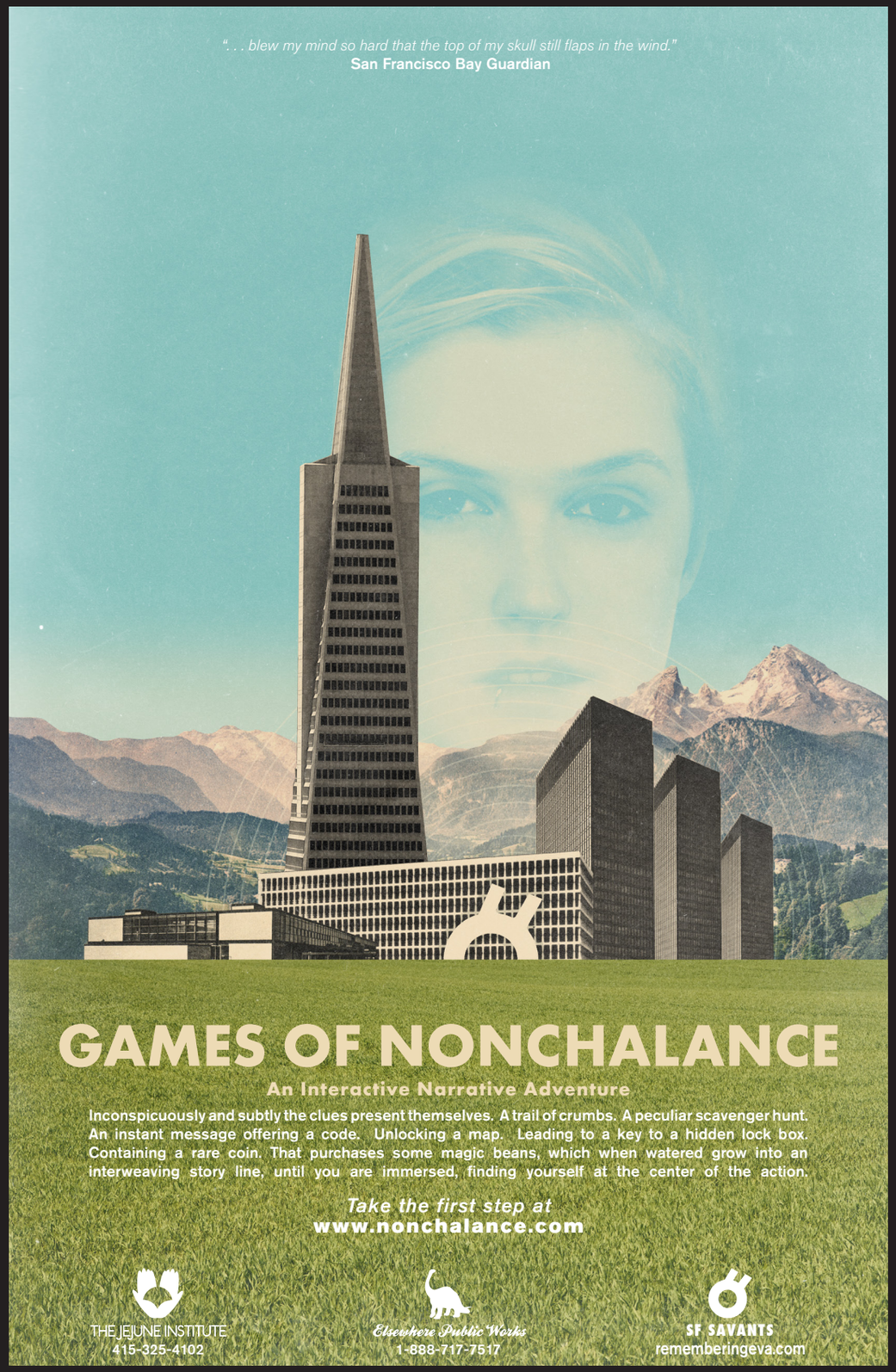

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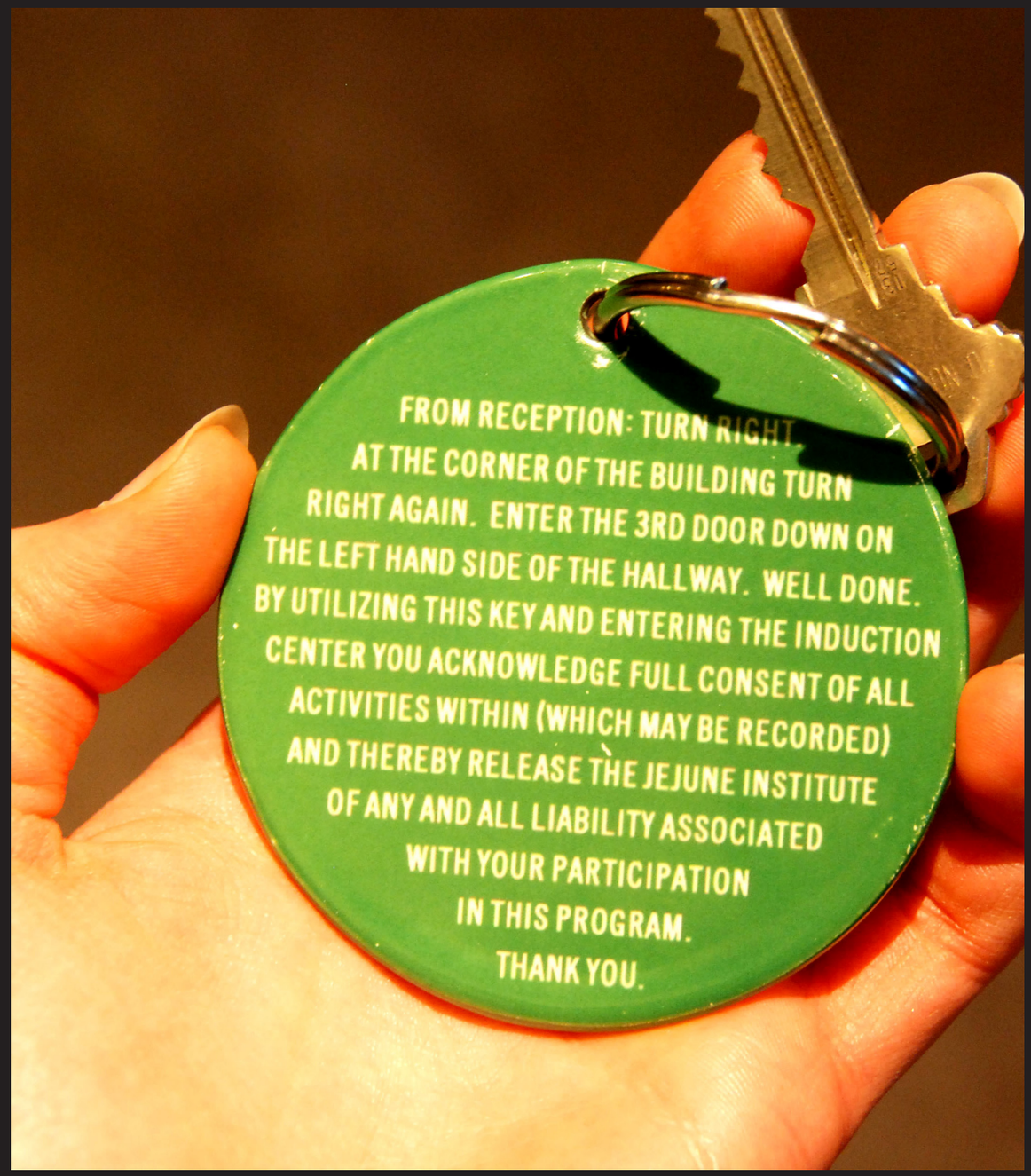
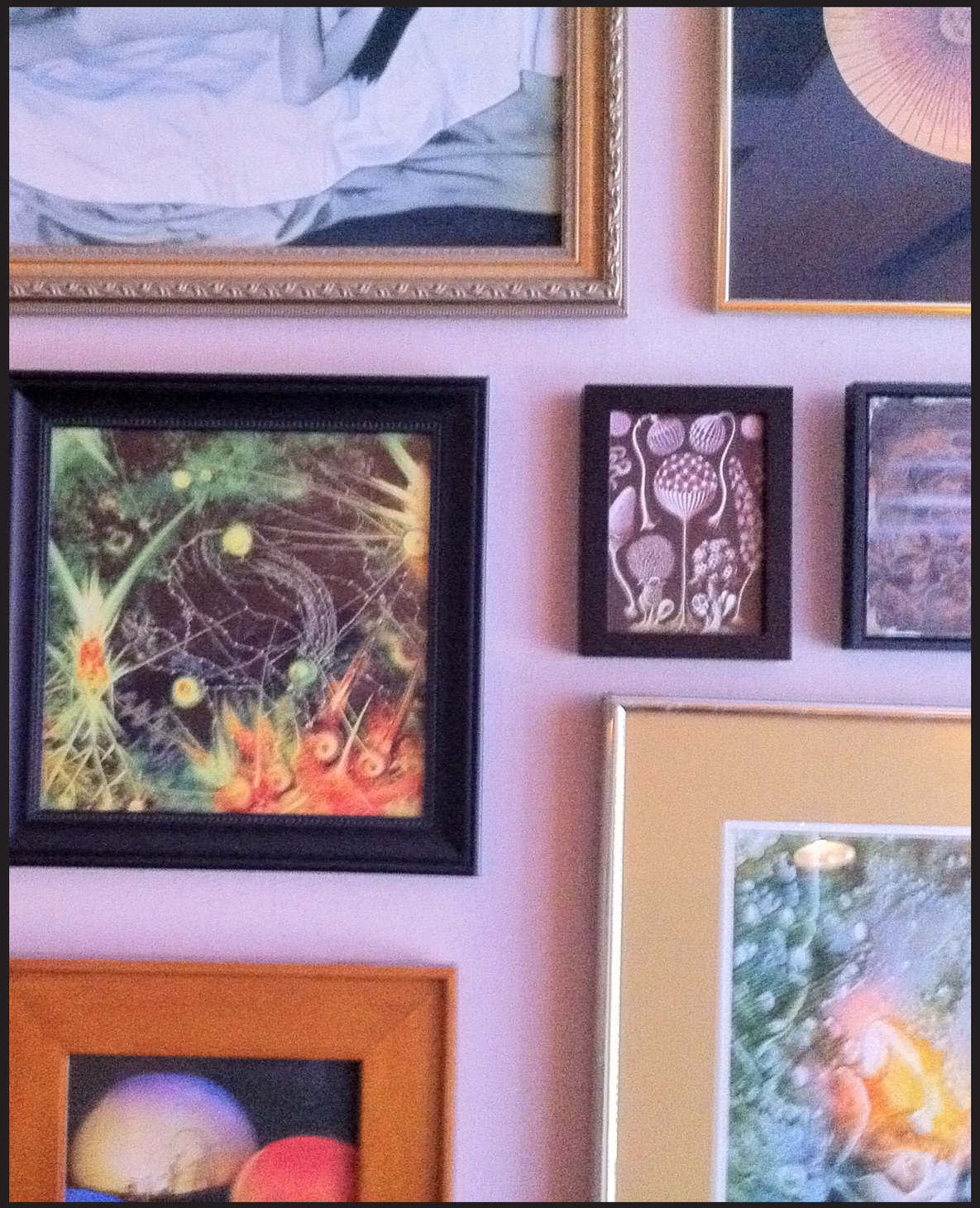
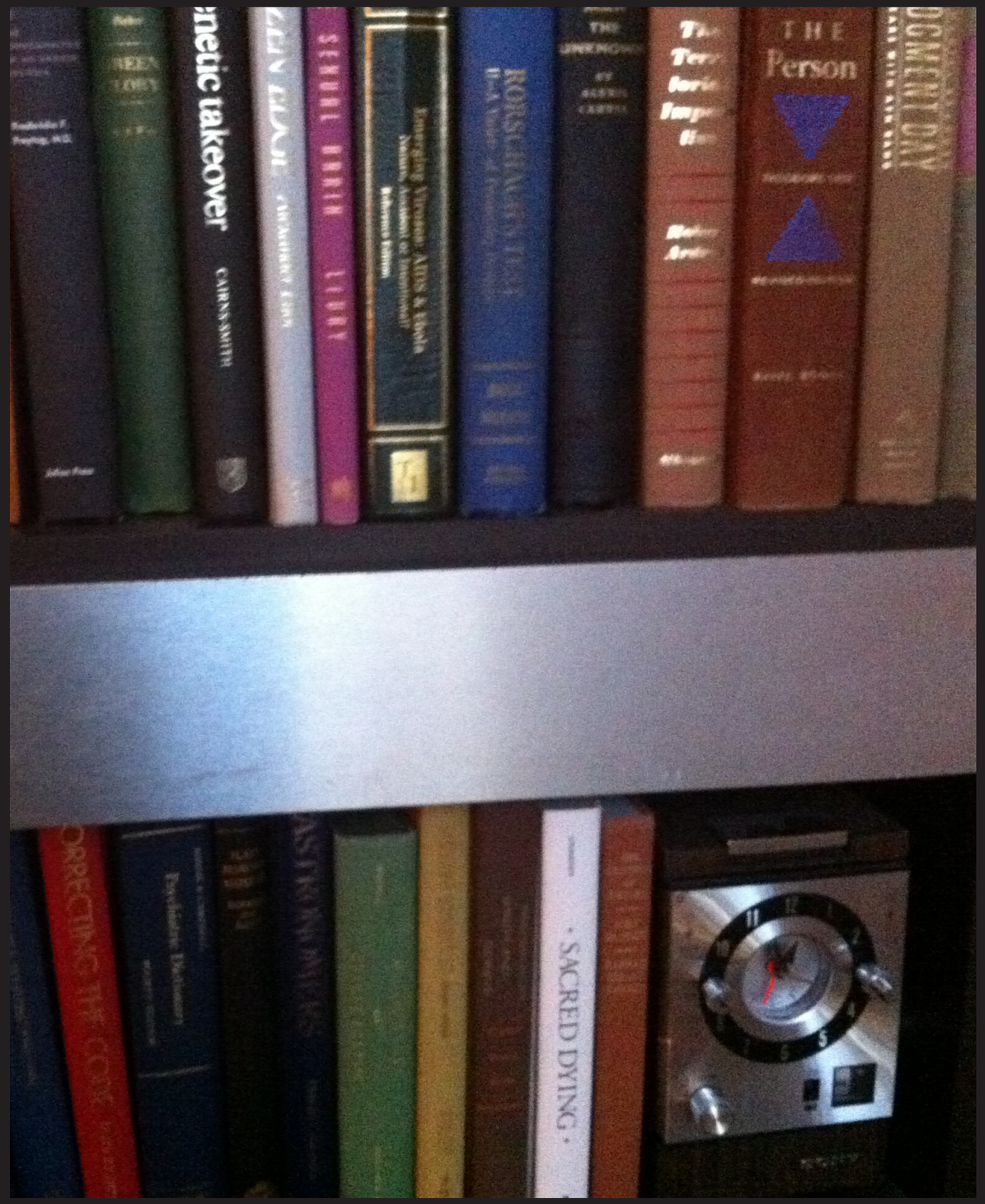
EXIT


FROM RECEPTION: TURN RIGHT.
AT THE CORNER OF THE BUILDING TURN
RIGHT AGAIN. ENTER THE 3RD DOOR DOWN ON
THE LEFT HAND SIDE OF THE HALLWAY. WELL DONE.
BY UTILIZING THIS KEY AND ENTERING THE INDUCTION
CENTER YOU ACKNOWLEDGE FULL CONSENT OF ALL
ACTIVITIES WITHIN (WHICH MAY BE RECORDED)
AND THEREBY RELEASE THE JEJUNE INSTITUTE
OF ANY AND ALL LIABILITY ASSOCIATED
WITH YOUR PARTICIPATION
IN THIS PROGRAM.
THANK YOU.




THE
Person
SACRED DYING

SHARP

NAME:
ALIAS:
CURRENT DATE & TIME:
DATE OF REBIRTH:
E-MAIL:
CELL PHONE:
THE JEUNE INSTITUTE
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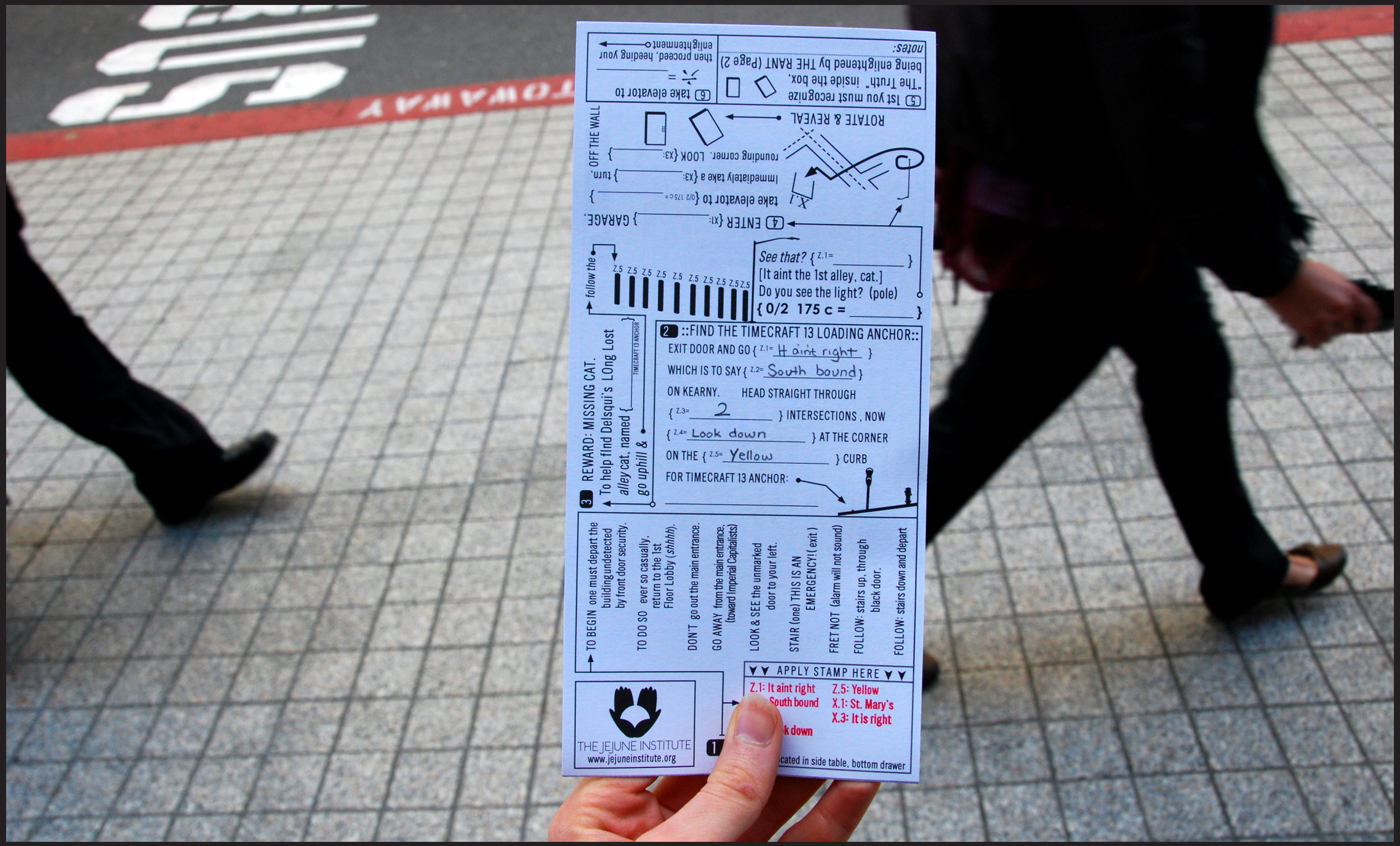
TO BEGIN return the key
ONE MUST depart the building
undetected by front
door security.
TO DO SO ever so casually,
return to the 1st
Floor Lobby (shhhh).
DON'T go out the main entrance.
GO AWAY from the main entrance.
LOOK & SEE the unmarked
door to your left.
3
To help find
alley cat, named
go uphill &
FOR TIMECRAFT 13 ANCHO
ON THE
ON KEARNY.


3 REWARD: MISSING CAT.
To help find Delsqui's LOng Lost
alley cat, named { TIMECRAFT 13 ANCHOR }
go uphill &
follow the
Z.5 Z.5 Z.5 Z.5 Z.5 Z.5 Z.5 Z.5 Z.5 Z.5
See that? { Z.1= _____ }
[It aint the 1st alley, cat.]
Do you see the light? (pole)
{ 0/2 175 c = _____ }
2 ::FIND THE TIMECRAFT 13 LOADING ANCHOR::
EXIT DOOR AND GO { Z.1= It aint right }
WHICH IS TO SAY { Z.2= South bound }
ON KEARNY. HEAD STRAIGHT THROUGH
{ Z.3= 2 } INTERSECTIONS . NOW
{ Z.4= Look down } AT THE CORNER
ON THE { Z.5= Yellow } CURB
FOR TIMECRAFT 13 ANCHOR:
4 ENTER {X1: _____ } GARAGE.
take elevator to {0/2 175 c= _____ }
Immediately take a {X3: _____ } turn.
rounding corner. LOOK {X3: _____ }
OFF THE WALL
ROTATE & REVEAL
6 take elevator to
= _____
then proceed. heeding your
enlightenment
5 1st you must recognize
"The Truth" inside the box.
being enlightened by THE RANT (Page 2)
notes:
TO BEGIN one must depart the
building undetected
by front door security.
TO DO SO ever so casually,
return to the 1st
Floor Lobby (shhhh).
DON'T go out the main entrance.
GO AWAY from the main entrance.
(toward Imperial Capitalists)
LOOK & SEE the unmarked
door to your left.
STAIR (one) THIS IS AN
EMERGENCY! (exit)
FRET NOT (alarm will not sound)
FOLLOW: stairs up, through
black door.
FOLLOW: stairs down and depart
APPLY STAMP HERE
Z.1: It aint right
South bound
k down
Z.5: Yellow
X.1: St. Mary's
X.3: It is right
cated in side table, bottom drawer
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1

why would you want to play in real space?

nonchalance

WHERE YOU LIVE

WHERE YOU WORK

nonchalance

WHERE YOU LIVE

WHERE YOU WORK

WHERE YOU SOCIALIZE

WHERE YOU LIVE

WHERE YOU WORK

WHERE YOU SOCIALIZE

WHERE YOU SOCIALIZE

WHERE YOU SOCIALIZE

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WHERE YOU LIVE

WHERE YOU WORK

WHERE YOU SOCIALIZE

WHERE YOU SOCIALIZE

WHERE YOU SOCIALIZE

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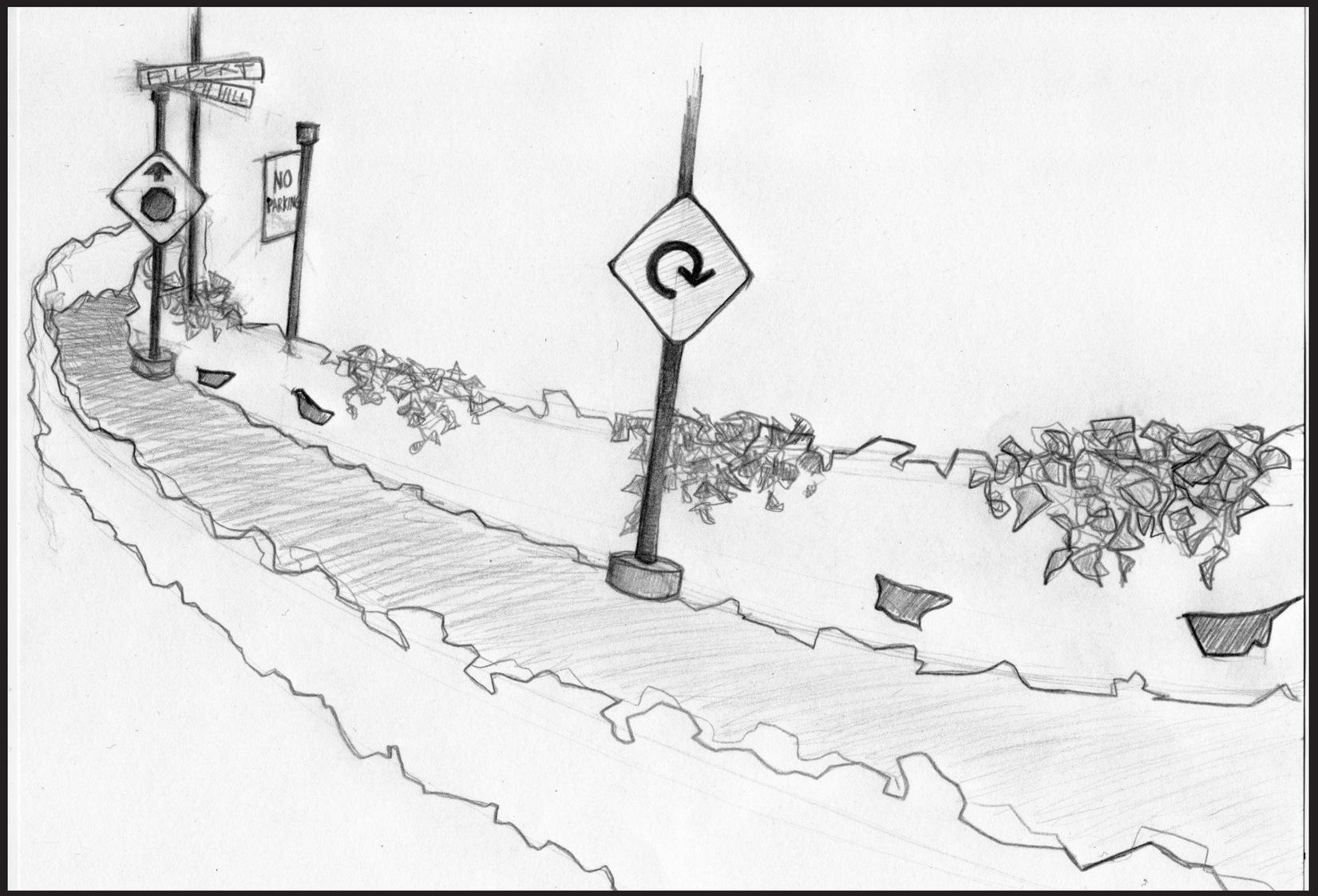
worthwhile challenges

Enter: 4.23

DO YOU KNOW THE TRUTH ABOUT DR. SUN YAT-SEN ... THE SO CALLED FATHER OF MODERN CHINA
IGNORANCE REIGNS...
KNOW YOUR HISTORY, FOOLS!
V+A
DR. SUN ABOLISHED FOOT BINDING
六=6
RA RA MEOW!
UH...
CAN YOU SM
THE PARAN
PRIORITY MAIL
Hello Nick

where do you NOT look?



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LOST
CAMP

just reframe what's already there

but this is dorkbot,
what about the tech?

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Video Input

Motion Detection Progress

Motion detected, capturing video...

14:25 captured,
in 35 segments

Preview video during motion detection

Stop

#JeJuneInstallation_LAUNCH_2.9 (presentation)

Capture Controls

Capture frame

Capture movie

Floorplate

X = Something's on floorpad.
Blank = Floorpad is clear.

Door

X = Door is open.
Blank = Door is closed.

System Status:

Green = Triggers are ready.
Red = Triggers are inactive.

Green = Audio system is active.
Red = Audio system is inactive.

Note: BOTH lights must be green for system to be ready for start! (although during use, the top light may become red during certain parts of the presentation.)

Activity Indicators:

Audio cue voice.

Audio to O-Scope.

Video Playback.

Green = Playing
Red = Not playing

PanicReset

Stops all audio anc video and resets room to "ready" status within about a second.

Manual System Start

Manually starts the routine and sets to "ready" status. Also assumes someone HAS entered the room, (and is currently in)

JeJune Computer System v.2.9 / 10-28-08

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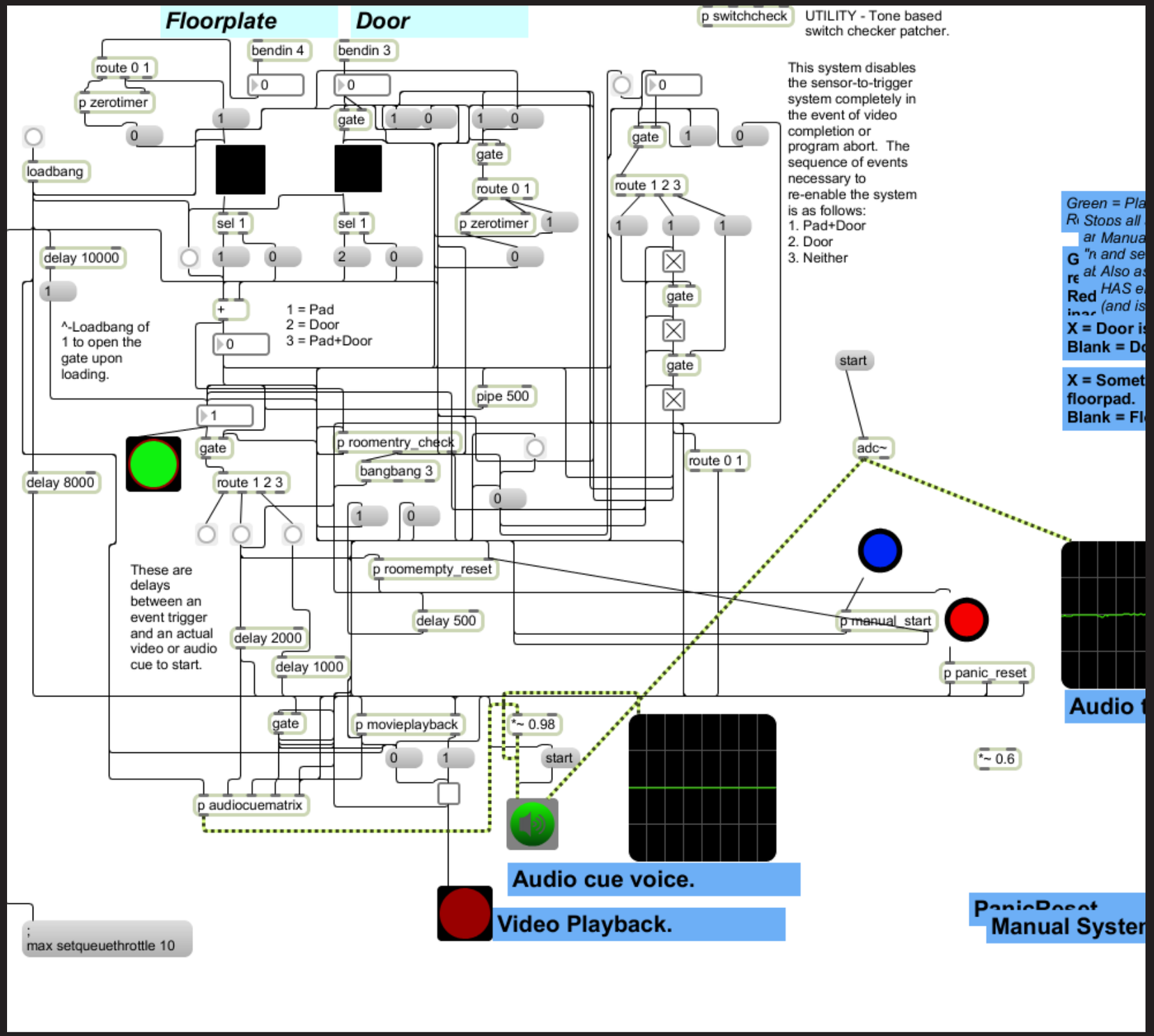
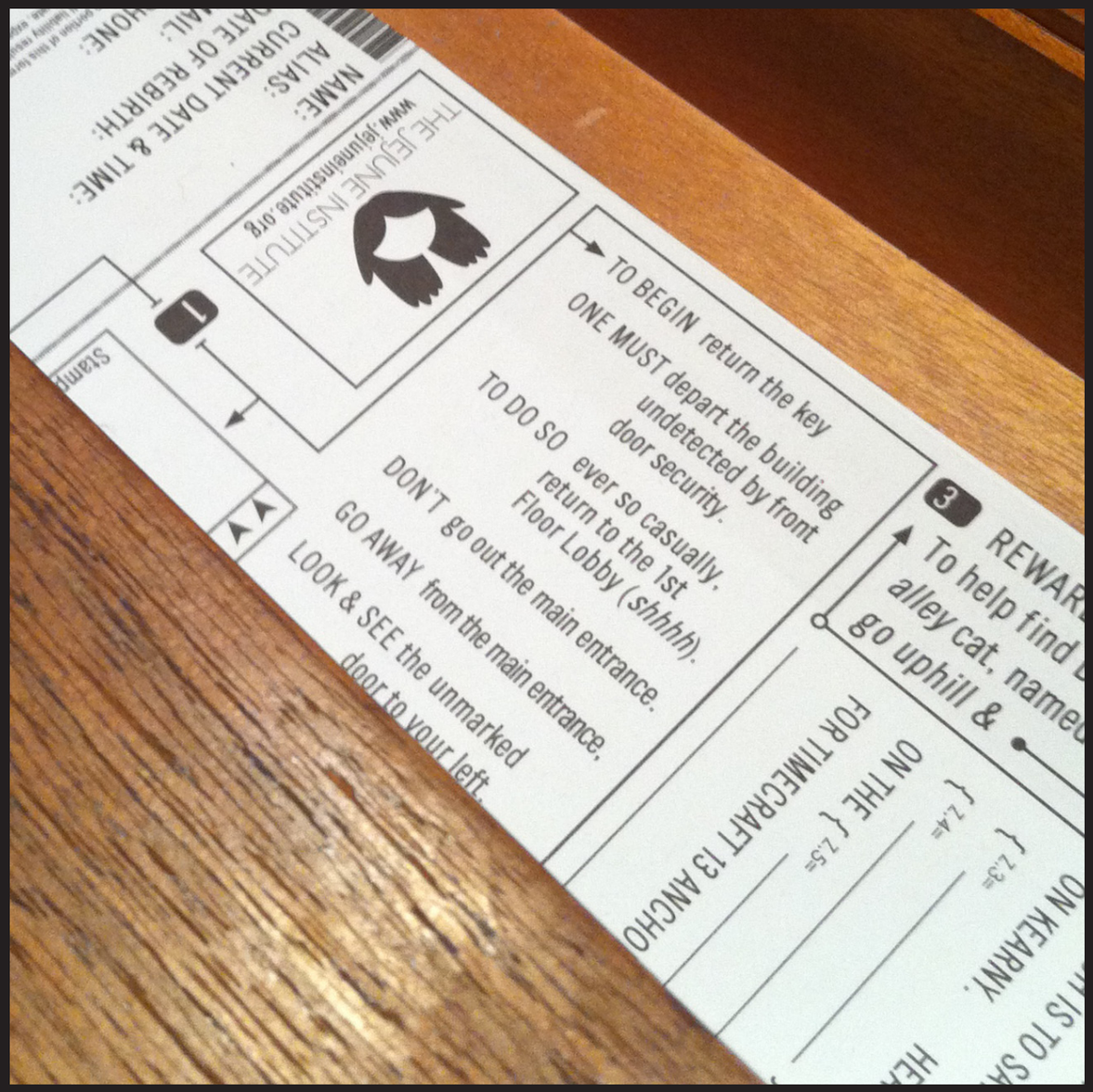
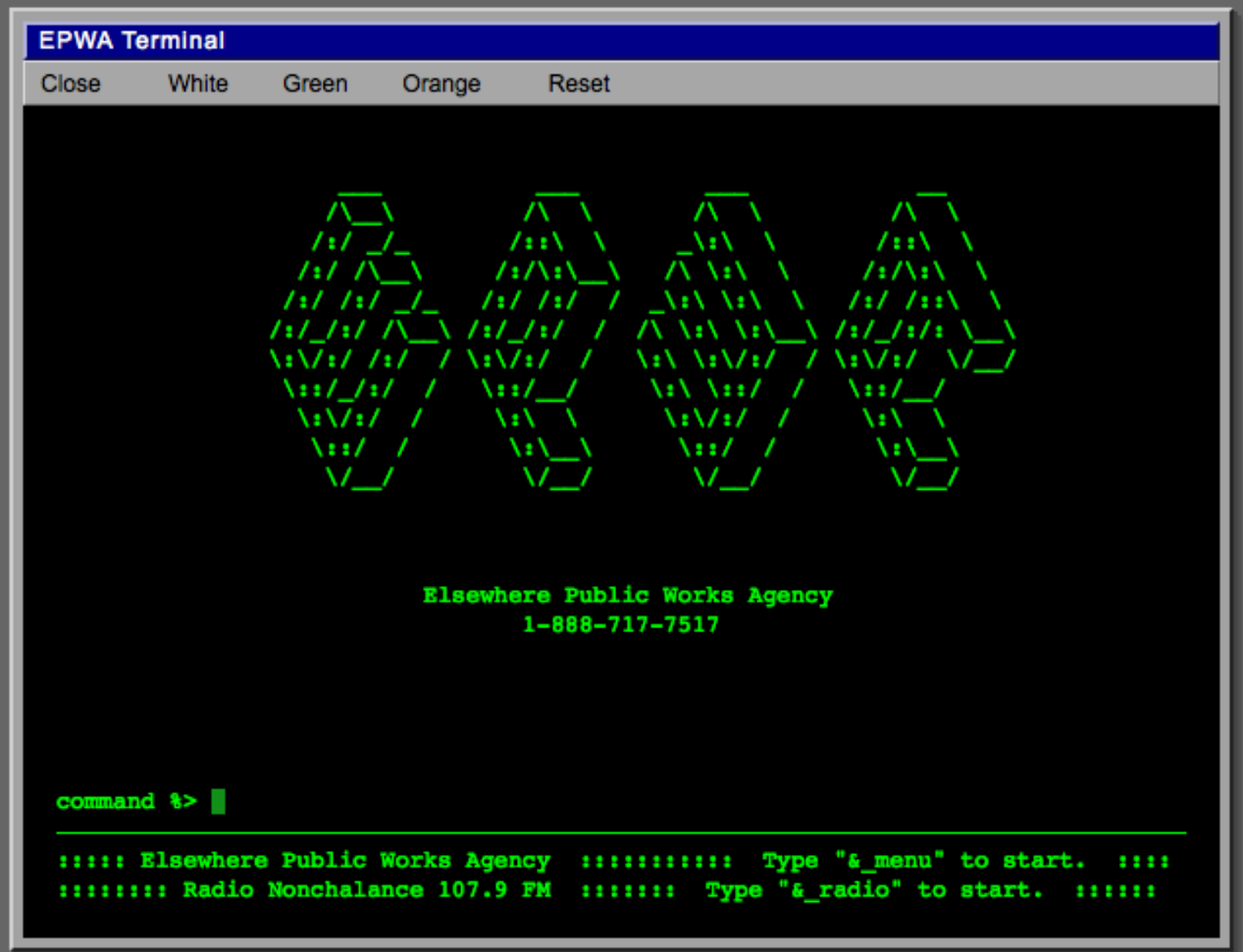

Floorplate
Door
p switchcheck
UTILITY - Tone based switch checker patcher.
This system disables the sensor-to-trigger system completely in the event of video completion or program abort. The sequence of events necessary to re-enable the system is as follows:
1. Pad+Door
2. Door
3. Neither
bendin 4
bendin 3
route 0 1
p zerotimer
loadbang
gate
route 1 2 3
route 0 1
sel 1
sel 1
p zerotimer
delay 10000
^-Loadbang of 1 to open the gate upon loading.
1 = Pad
2 = Door
3 = Pad+Door
pipe 500
p roomentry_check
bangbang 3
route 0 1
delay 8000
route 1 2 3
These are delays between an event trigger and an actual video or audio cue to start.
p roomempty_reset
delay 500
delay 2000
delay 1000
start
adc~
p manual_start
p panic_reset
gate
p movieplayback
*~ 0.98
start
*~ 0.6
p audiocuematrix
Audio cue voice.
Video Playback.
max setqueuethrottle 10
Green = Pla
R Stops all
ar Manua
G "n and se
re at Also as
Red HAS e
(and is
X = Door is
Blank = Do
X = Somet
floorpad.
Blank = Fl
Audio f
PanicReset
Manual Syster

low tech / old tech



how do I play this?

how do I navigate this?



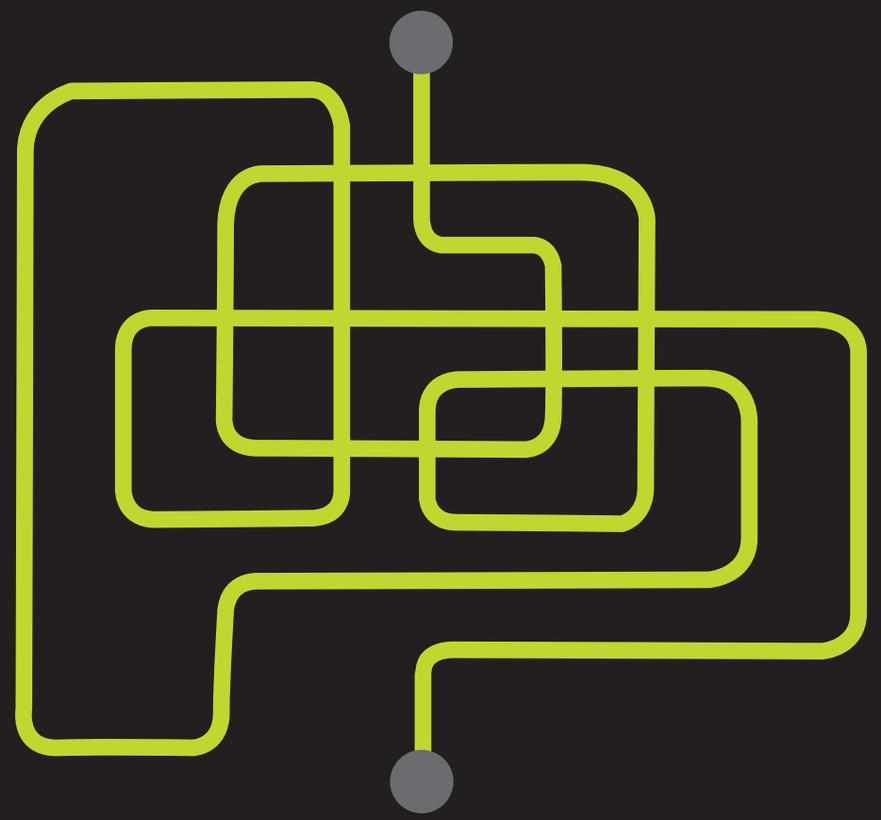
EPWA Terminal

Close White Green Orange Reset

```
You typed: &_where to go

NOT A COMMAND

For help , type: '&_help'.

If you are sure your command is correct,
try using the command token: '&_' in front of your command



command %>
```

[MISSION]::[PROGRAMS]::[DEPARTMENTS]::[SUPPORT]::[DOWNLOADS]::[CONTACT]::[HELP]

::

nonchalance

how do I listen to this?