# SONGS FOR NPCS

ANTI-FUTURIST XR CONCERT

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# ARE YOU A USER OR ARE YOU BEING USED IN THIS GAME? CAN AN NPC TURN INTO A USER?

How to scape this binary that implies a power dynamic is the topic of the multimedia performance.

Songs for NPCs is an anti-futurist XR concert. It uses videogame culture of "users" and "NPCs" (Non-Playable character) to talk about power dynamics between post-colonial nations around the globe.



"You know that we are living in a in-material world, and I am an in-material gxrl"

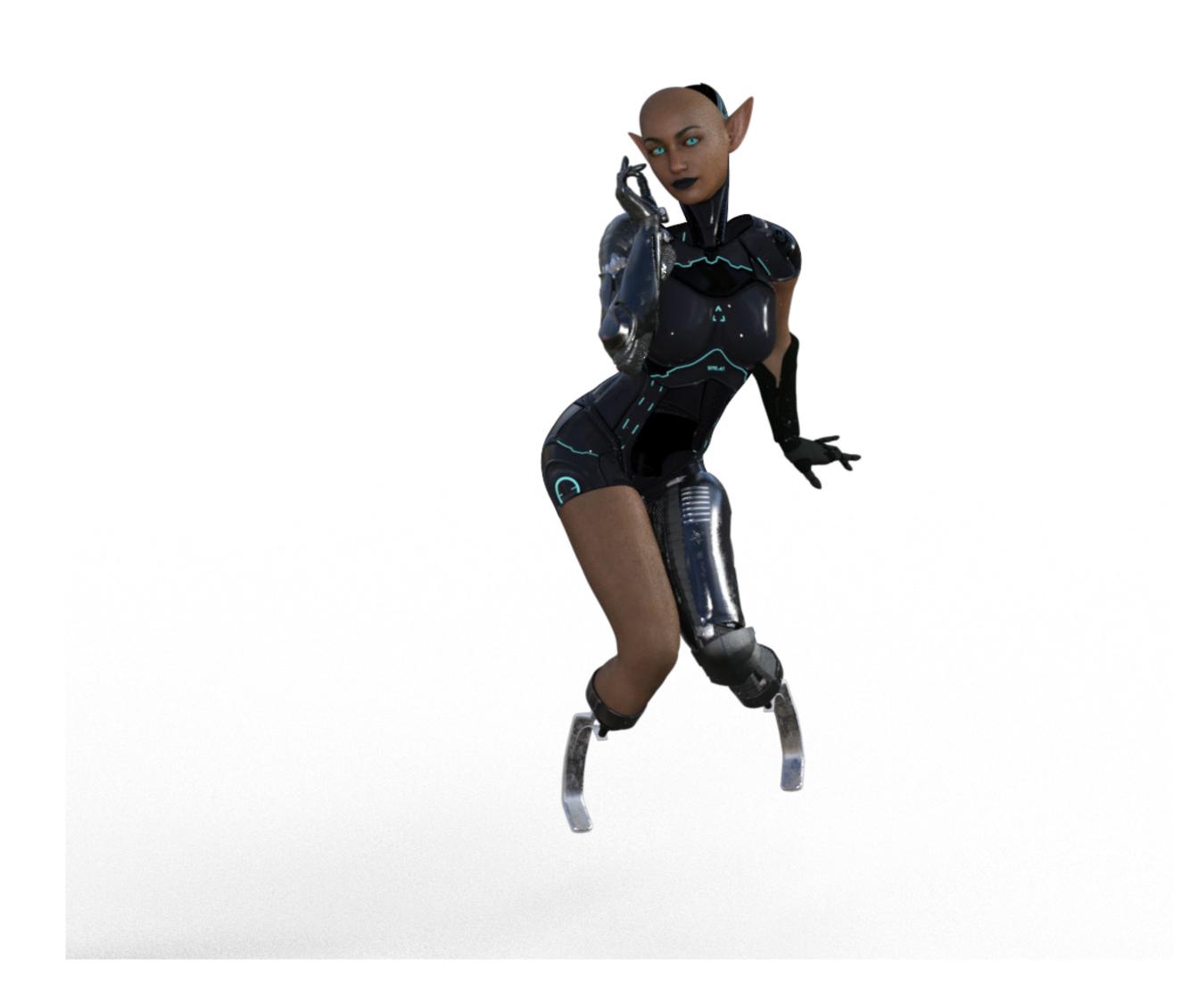
#### **100% HUMAN PRODUCTION**

Which methodologies did you apply in the process?

I used artistic practice experimentation as my research methodology.

#### What is the novel aspect?

Semiotically reinventing the performers body in terms of voice, gender, ethnicity, personality, height, weight, colors, textures, and more. This allows the fictional narrative to go beyond what is physically possible for a performer in terms of what can be described as an "actor's versatility". Extended Reality elements like Augmented Reality and voice filters create a post-digital acting code where the audience accepts the elements that will be used, so that the "suspension of disbelief" can be achieved.



### What questions did you ask in relation to society/ art/technology?

The art and technology that a society is able to create are a political statement. During my research I intended to point out the social gaps in terms of working rights and access to a quality life around the globe. While doing so I learnt the difference between two very relevant human projects: Posthumanisms and Trans-humanisms. What is even to be a "human"? And I find again and again in history and in real-time war that to be human is a social category that not every human is given.

De-humanization is a word that comes to mind when I demand that the massacre that Palestinians are currently resisting is soon finished. My Project is feed with the rage of watching a genocide in front of my screens in real time. I am constantly reminded that the nations with power can take decisions that terminate the lives of thousands when it is convenient for their interest.

In my project I use the term "NPC" from videogames, to address a real-life emergency: some humans are being treated as less/other than humans. NPCs (simulated non-humans) exist for the (real life humans) users just in form of a utilitarian relationship: for them to get a resource from, to finish a quest, to be confined in a forever repeating loop of service.

## I AM NOT AN NPC, MY RAGE IS VERY REAL WARNING: GAMIETCATION OF EVERYDAY LIFE CAN LEAD

WARNING: GAMIFICATION OF EVERYDAY LIFE CAN LEAD INTO EXISTENTIAL CRISIS.

Do you ever feel like the world might be a simulation? It might be... And if it is, are you a player or an NPC?

We better not find out.

Can you imagine what the f\*\*\* could happen if NPCs decided to challenge the users' authority?

We are not NPCs, but we are not users.

Universal Basic Income is coming. We don't know when, we don't know how. With or without massive protests, but it will come.

Who gets to receive UBI first and who will receive it later? Who will never receive it? Which de-humanizing jobs will be the last to be automated?

XR, ANTI-FUTURISM







