

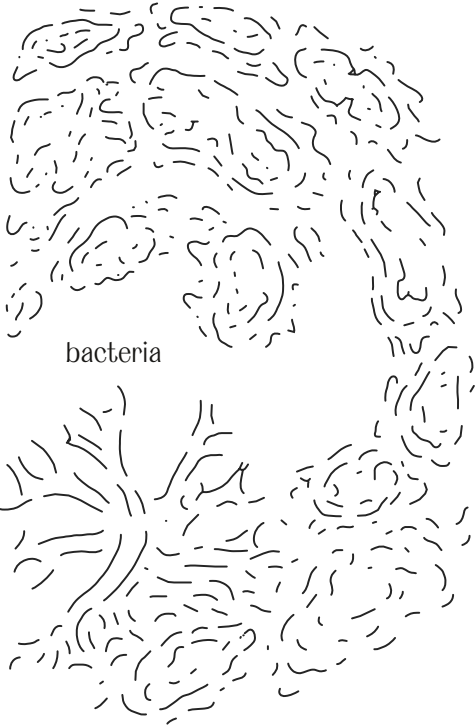
SPLINT cards

Constant
Version 1.1
June 2022

Contextualisation and Orientations

The SPLINT Cards is a card deck game designed to help collective imagination for speculative, intersectionally feminist and libre technologies from/for the future. This game was inspired by The Oracle for Transfeminist Technologies [<https://transfeministech.codingrights.org>] which incited Constant to make-up its own version of the game.

an associate, hopefully



bacteria

an associate, hopefully



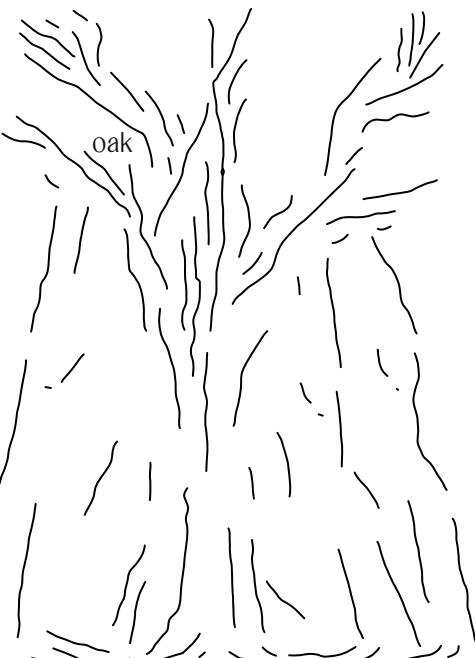
your 86 year old neighbour

an associate, hopefully



someone who had to flee their country

an associate, hopefully



oak

an associate, hopefully

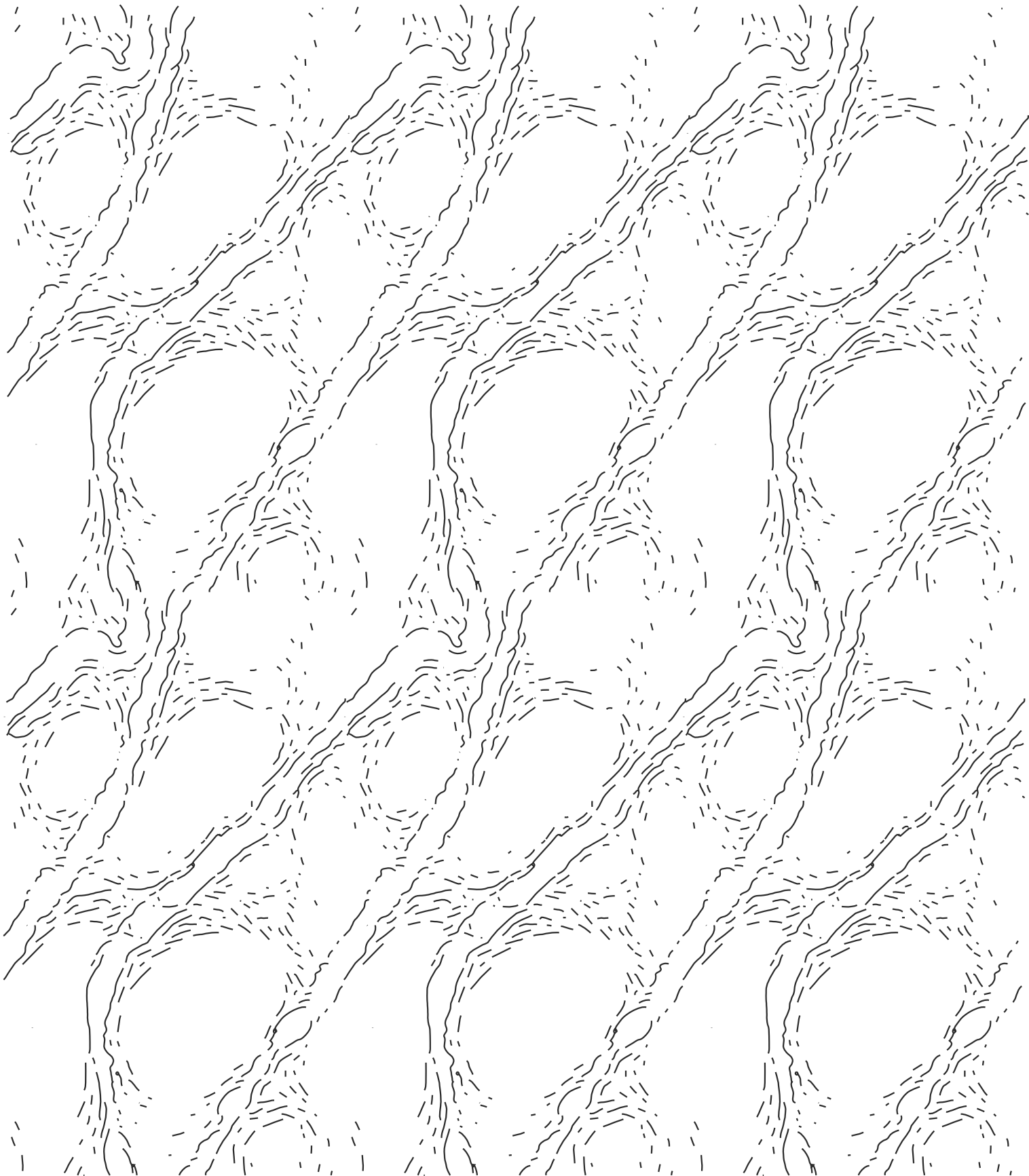


spirit

an associate, hopefully



squirrel



SPLINT

[Speculative Libre Intersectional Technologies]

is a term invented to signal Constant's commitment to answer the question: What could/should free and intersectional technologies do?

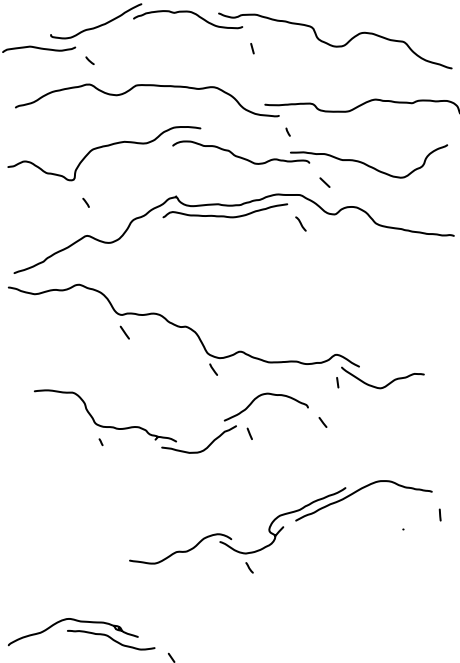
More specifically, what kinds of devices and practices could address and counteract the systemic discriminations, oppressions and exclusions at play in today's technologies?

SPLINT explores the potential of technology for artistic practice and vice versa, at the intersection of intersectional feminism and open source software.

SPLINT investigates the discriminations and structural problems inherent in technology, and nurtures the imagination and imaginative capacity of techno-realities that can contribute to an open, experimental and equitable digital art field.

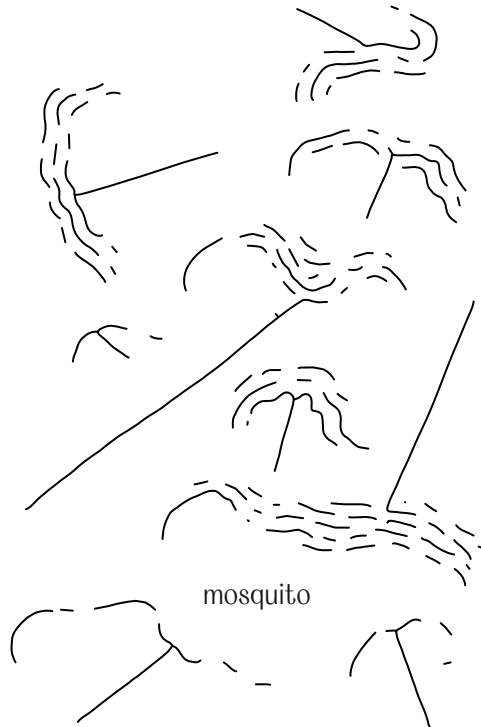
an associate, hopefully

a mountain



an associate, hopefully

an associate, hopefully

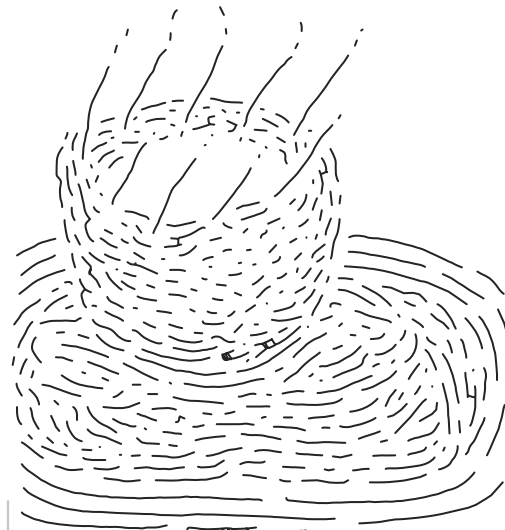


mosquito

an associate, hopefully

an associate, hopefully

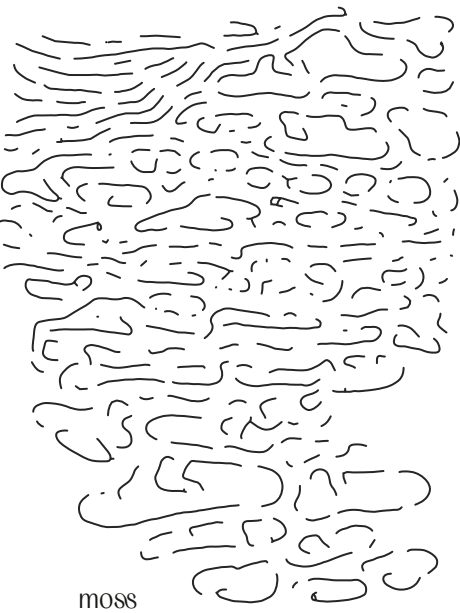
virus



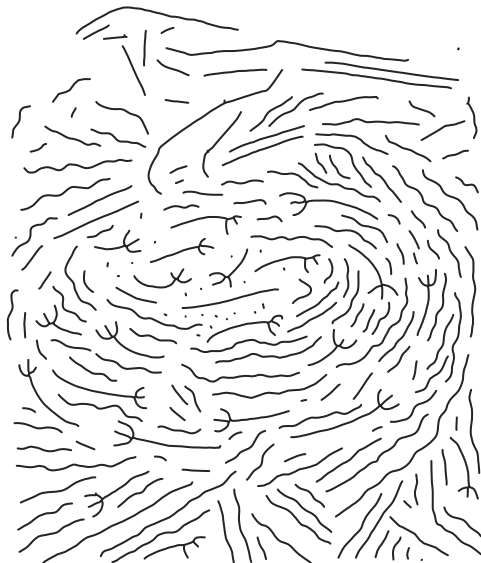
an associate, hopefully

an associate, hopefully

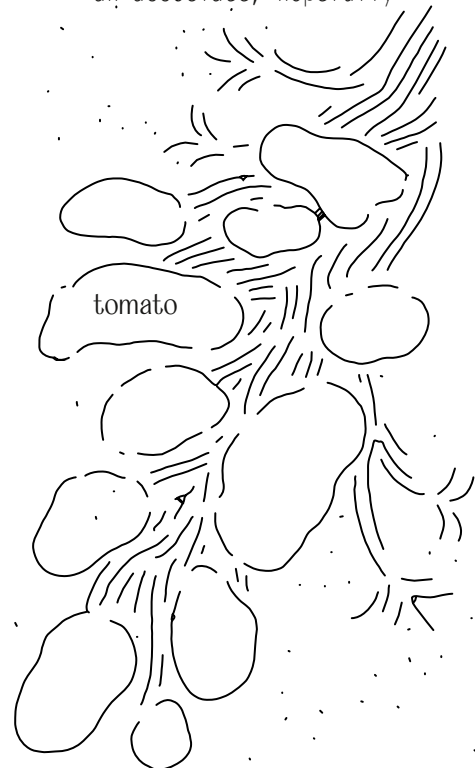
moss

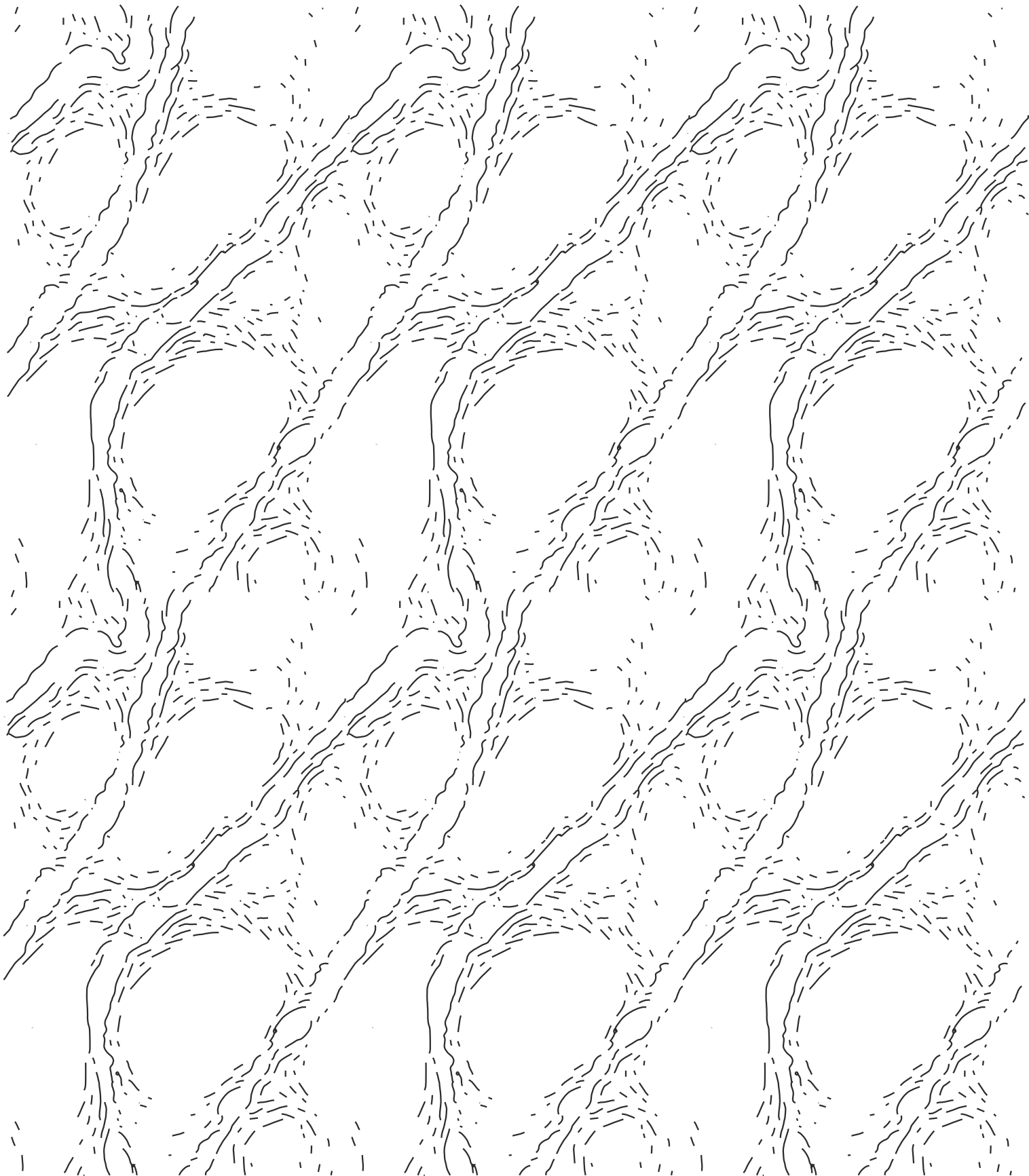


magpie



tomato





There are 4 types of cards; these 4 types were thought of to stimulate collective and multifaceted thinking.

Contents:

20 'An associate, hopefully' cards

These cards show your potential collaborator or associate, however you should take care of this relation and that the wish to work together is mutual.

20 'Situation' cards

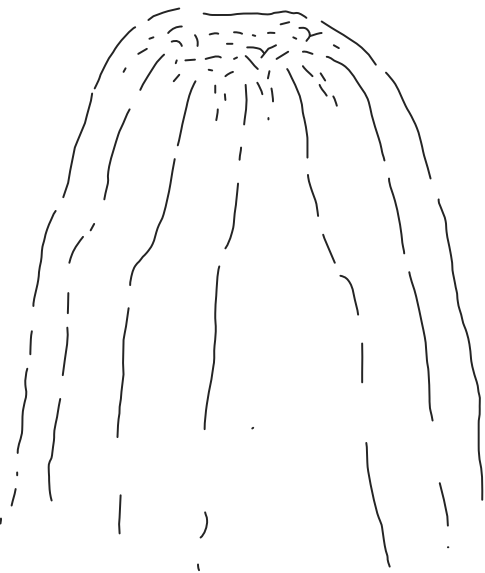
The Situation cards give an insight into the future situation you find yourself within, and that you need to be thinking from.

20 'Quotes' cards

These cards are meant as a guiding fragment in case you have doubts along the way. The quotes are there to orient and inspire the players to incite particular socio-political thinking. They have no authoritative quality.

an associate, hopefully

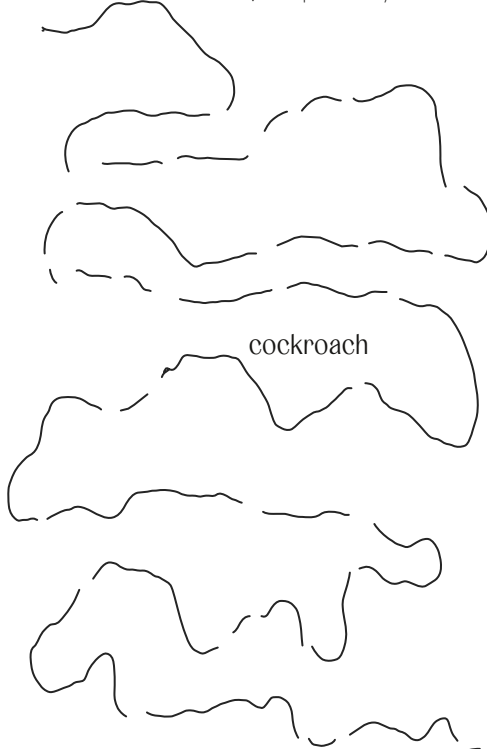
elephant



an associate, hopefully

an associate, hopefully

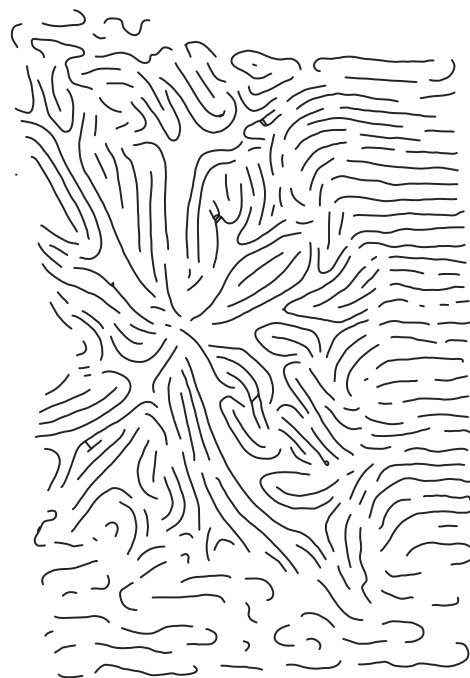
cockroach



an associate, hopefully

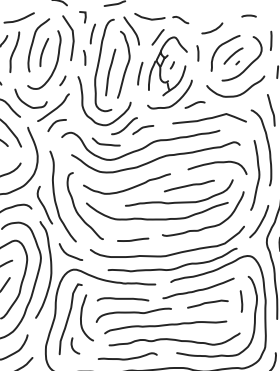
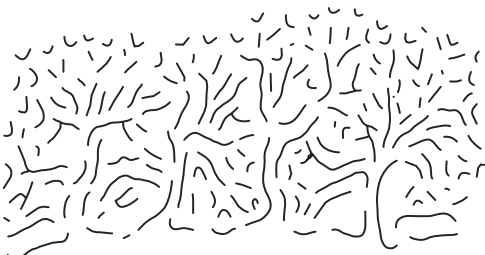
an associate, hopefully

octopus

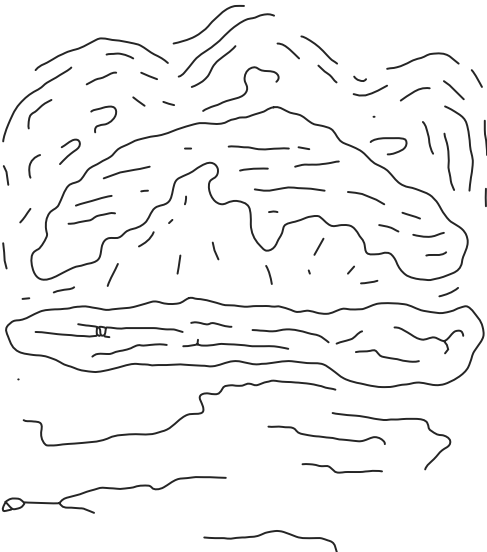


an associate, hopefully

algae

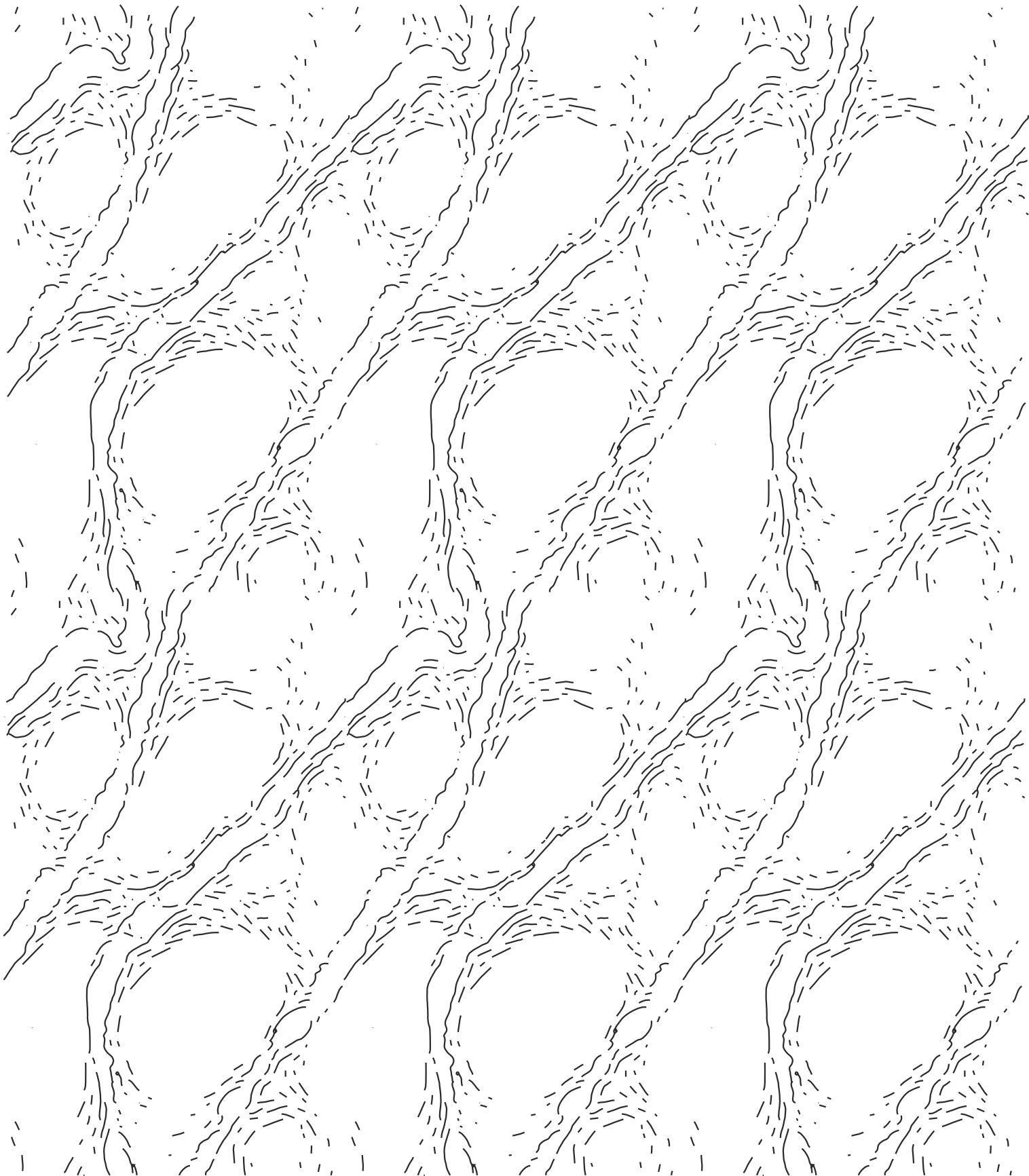


rock



the baker close to you





20 'Knowledge learnt from' cards

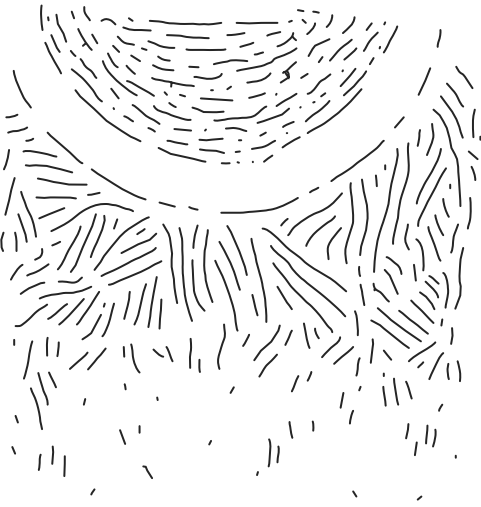
These cards point out an aspect of yourself and your own experiences to situate yourself within. A place from which you can draw personal knowledge and think from. To help understand this card, you can say "I'm using something that I've learned from [the description on the card]."

Goal:

The purpose of the SPLINT Cards is to help you generate and share ideas of technologies that are imbued with speculative, intersectionally feminist and libre values.

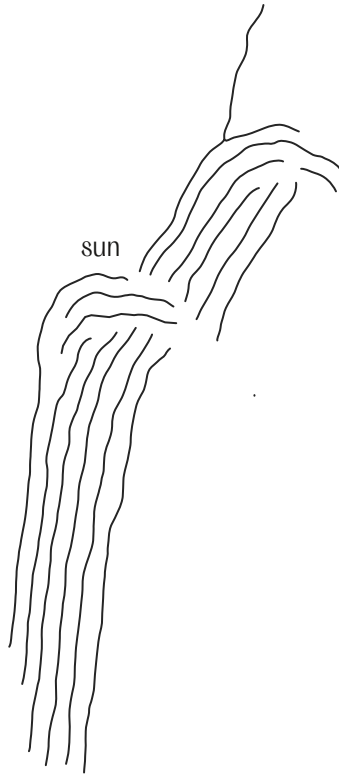
10 empty cards: the players are invited to contribute to the game by adding to the existing type of cards and/or invent their own type of cards.

an associate, hopefully



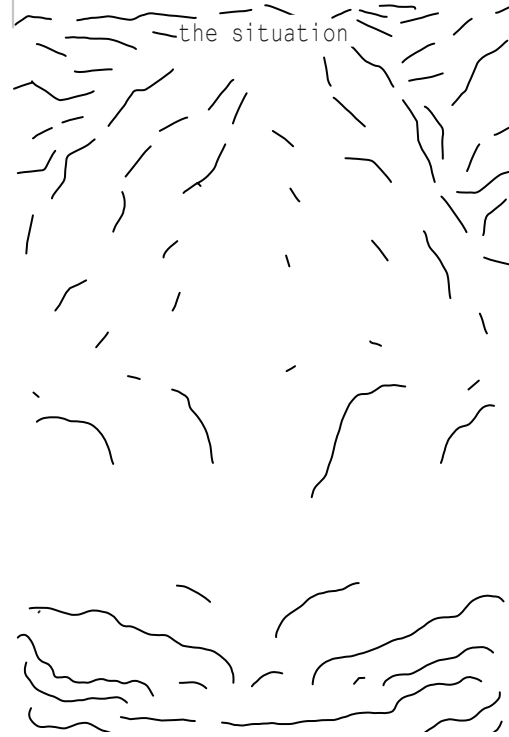
river

an associate, hopefully



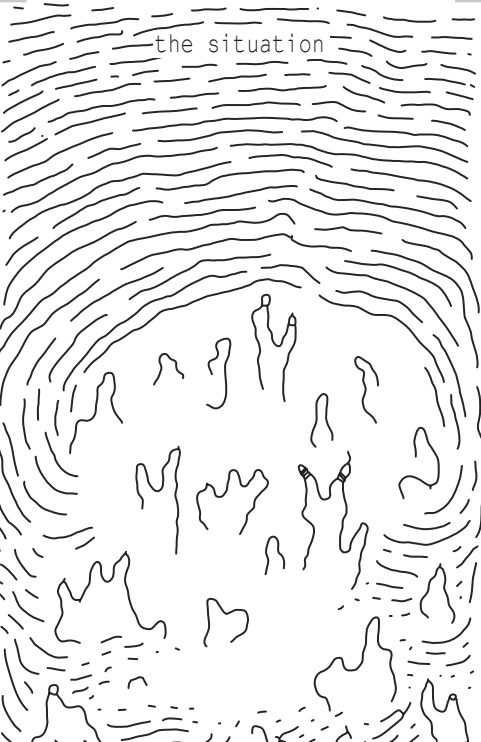
sun

the situation



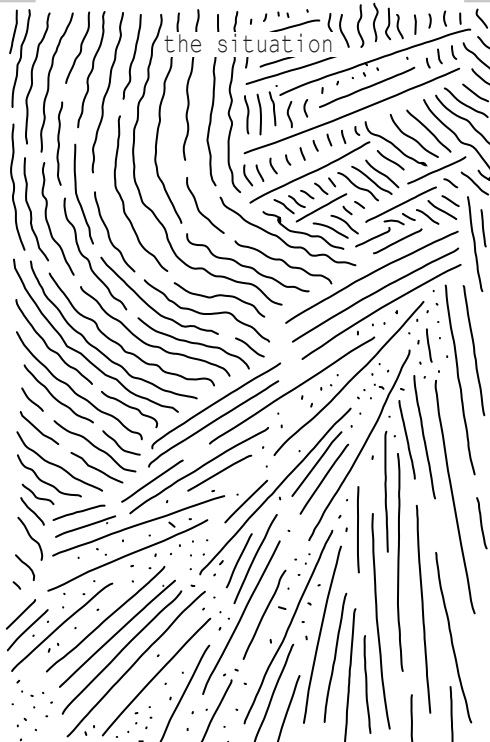
you have no access to water

the situation



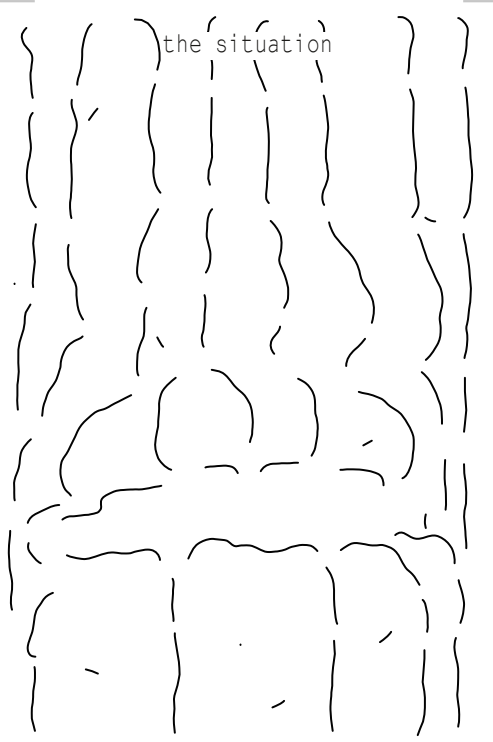
you have access to electricity
15 minutes per day

the situation

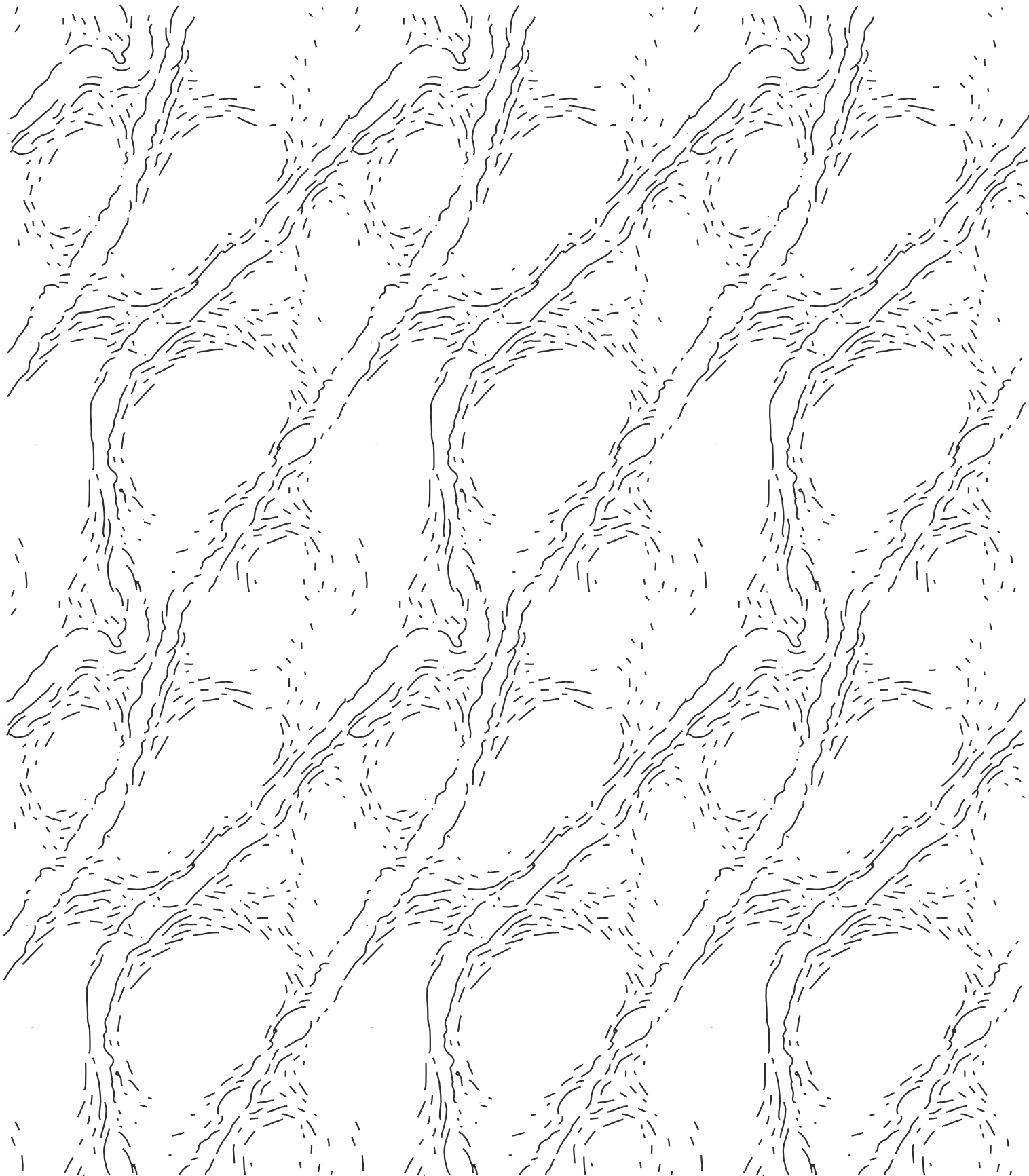


you cannot convince the authorities
that you're not a bot

the situation



you can rely on your body
two hours per day only



Number of People:

The group chooses whether the game is played in groups or individually.

_When playing in pairs or trios: up to 40

_When playing as single players: up to 13

_In larger groups, we suggest that one or two people act as the Reader (facilitator) to guide people through the game.

Time:

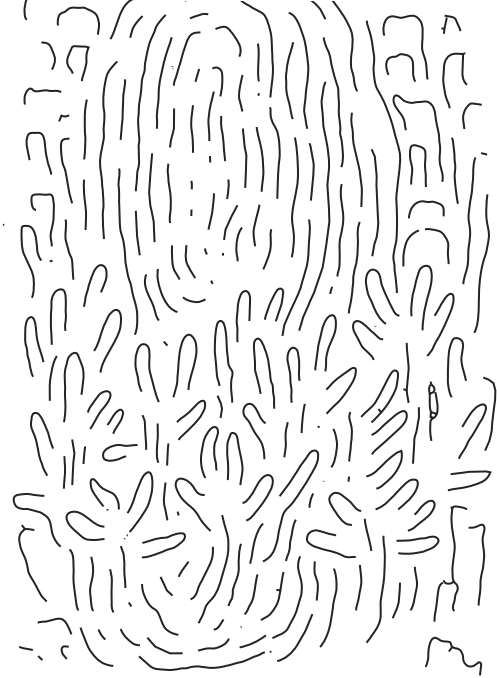
Shortest reading takes about 10 min;

more involved readings can be 45 min to an hour.

Age Appropriateness:

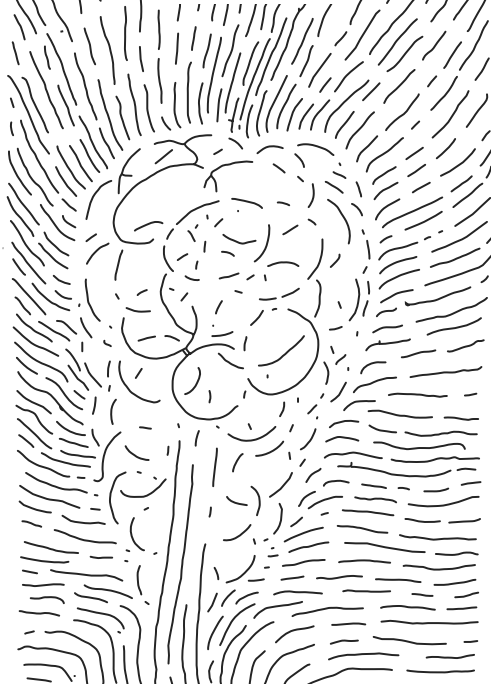
The SPLINT game is appropriate for players of 13 years old onwards. Some vocabulary might be a bit complex for young adults and necessitates assistance from the other players.

the situation



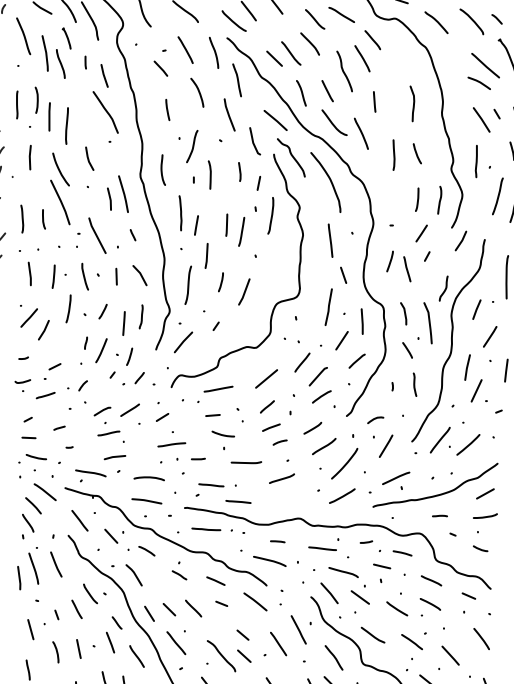
fingerprints recording is compulsory for entering public space

the situation



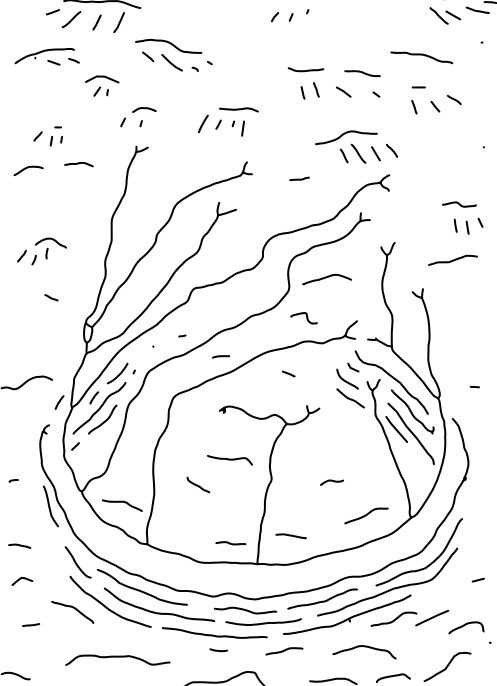
you are well surrounded

the situation



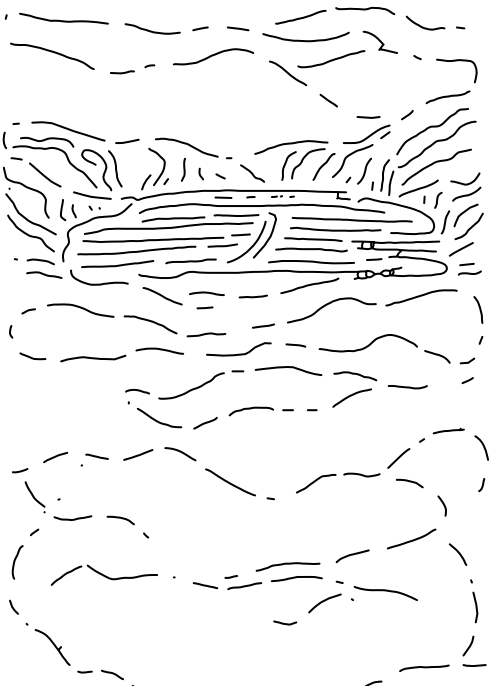
there are flowers everywhere

the situation



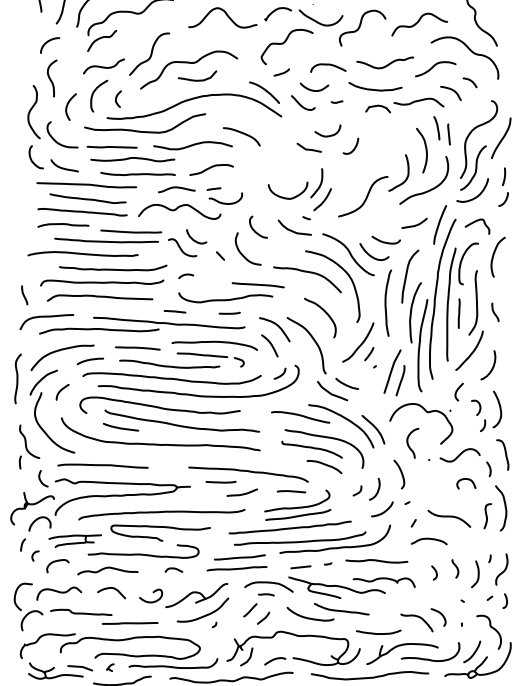
your livable space is shrinking

the situation

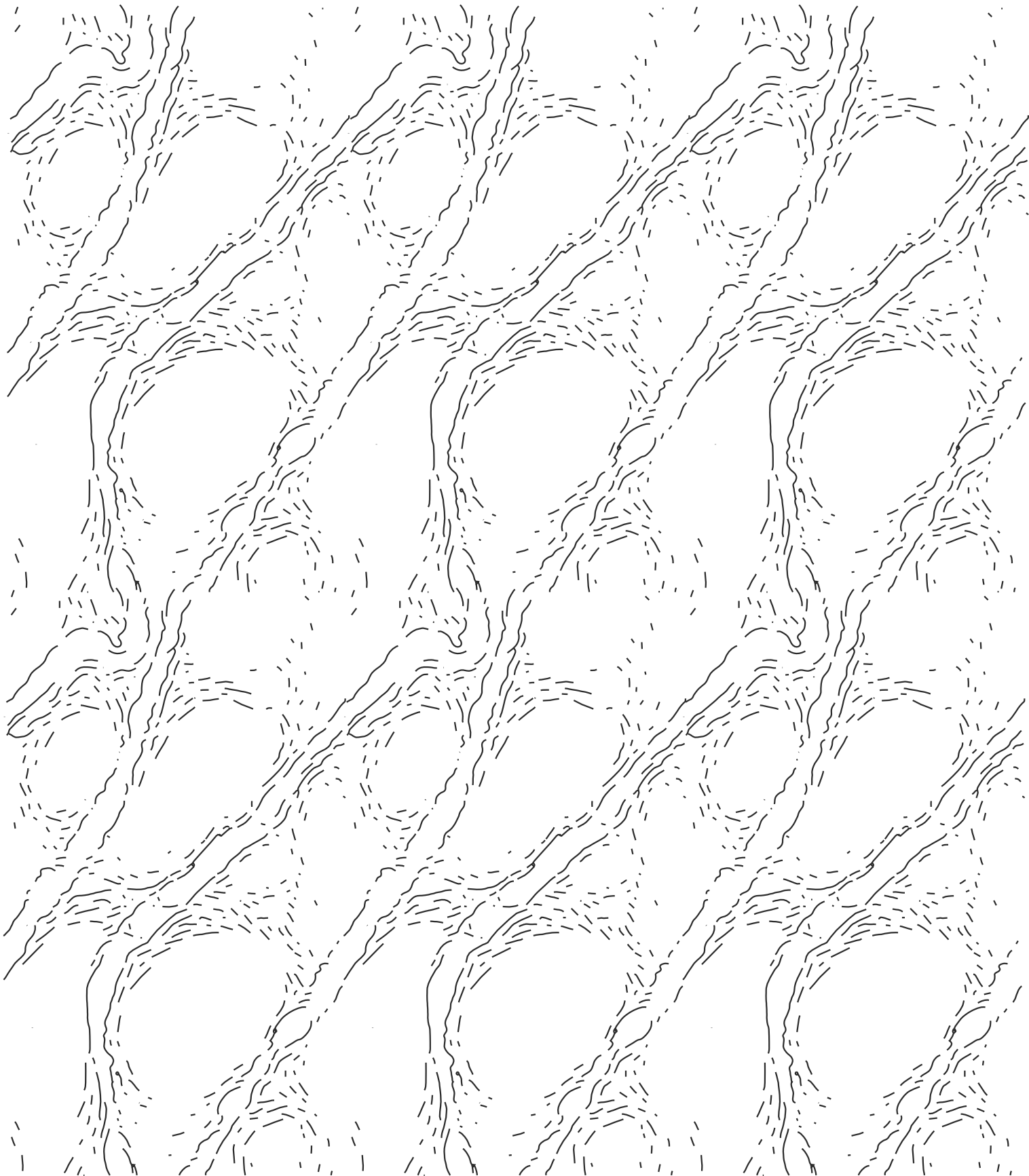


transport has become very difficult

the situation



the amount of waste exceeds the amount of public space

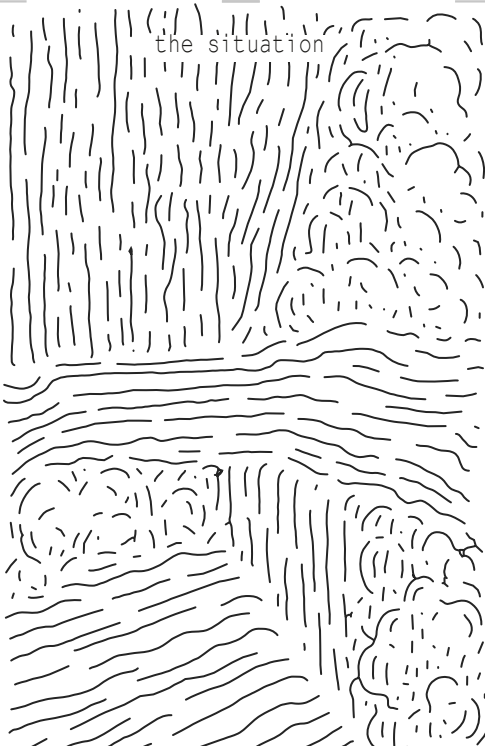


Orientations:

Separate the cards by type ('Situation' cards, 'Knowledge Learnt From', 'An Associate, Hopefully' cards and 'Quote' cards). Shuffle each group, and place them face down in the middle of the table in 4 decks.

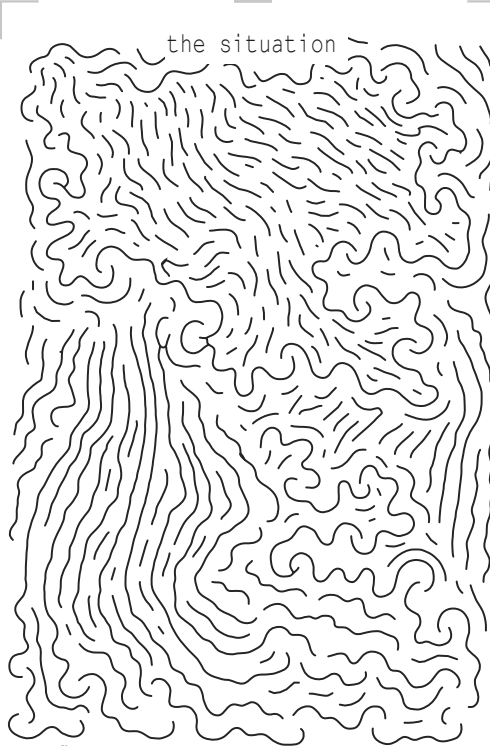
Consult the SPLINT!

The players are invited to play the game in different ways across rounds. Players are also invited to create their own orientations and bend the existing ones.



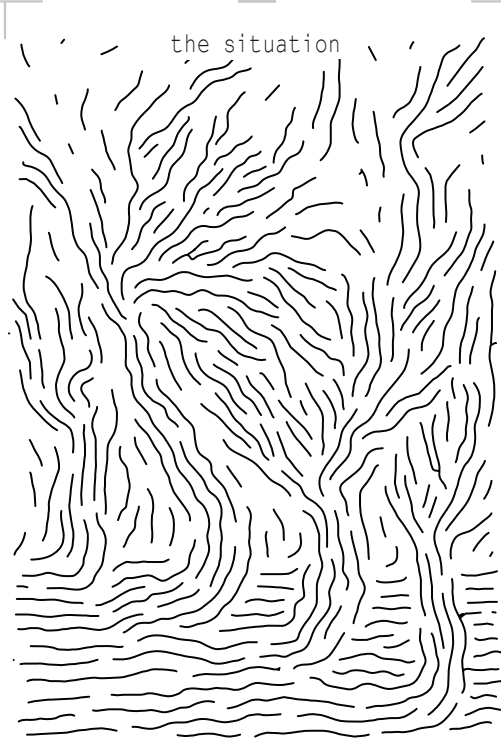
the situation

you have lost your house



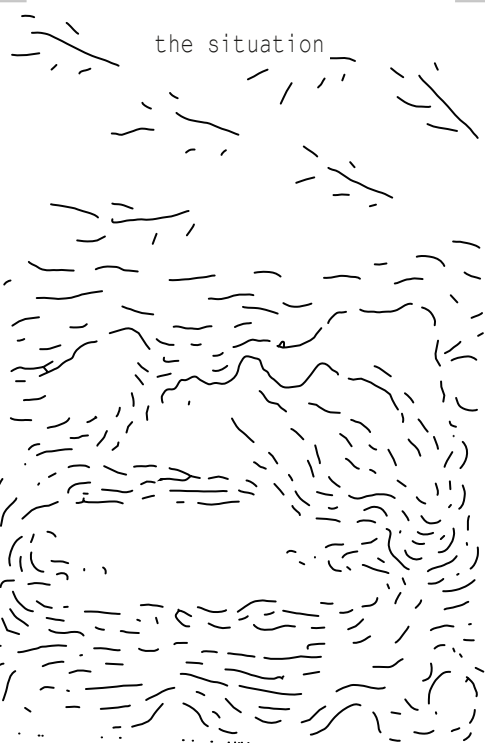
the situation

flooding is regular where you live



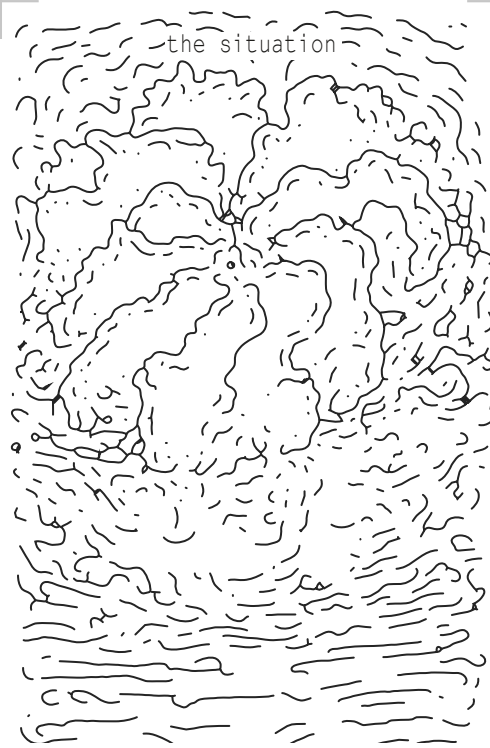
the situation

all trees in the nearby forests are gone



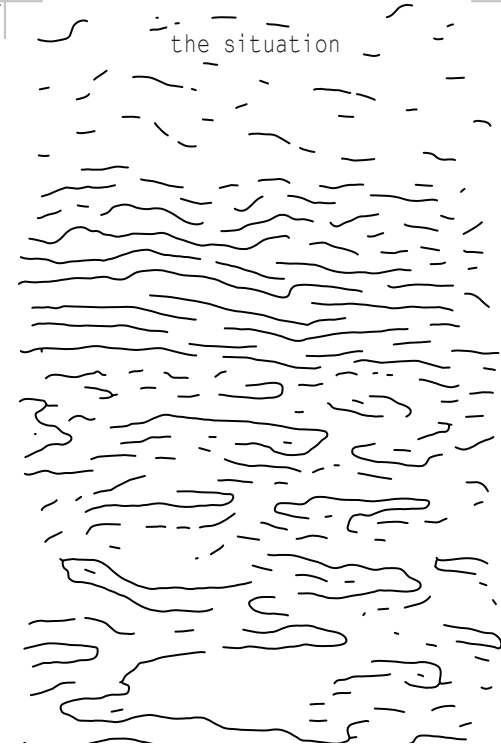
the situation

you can't shake the feeling that you're being watched



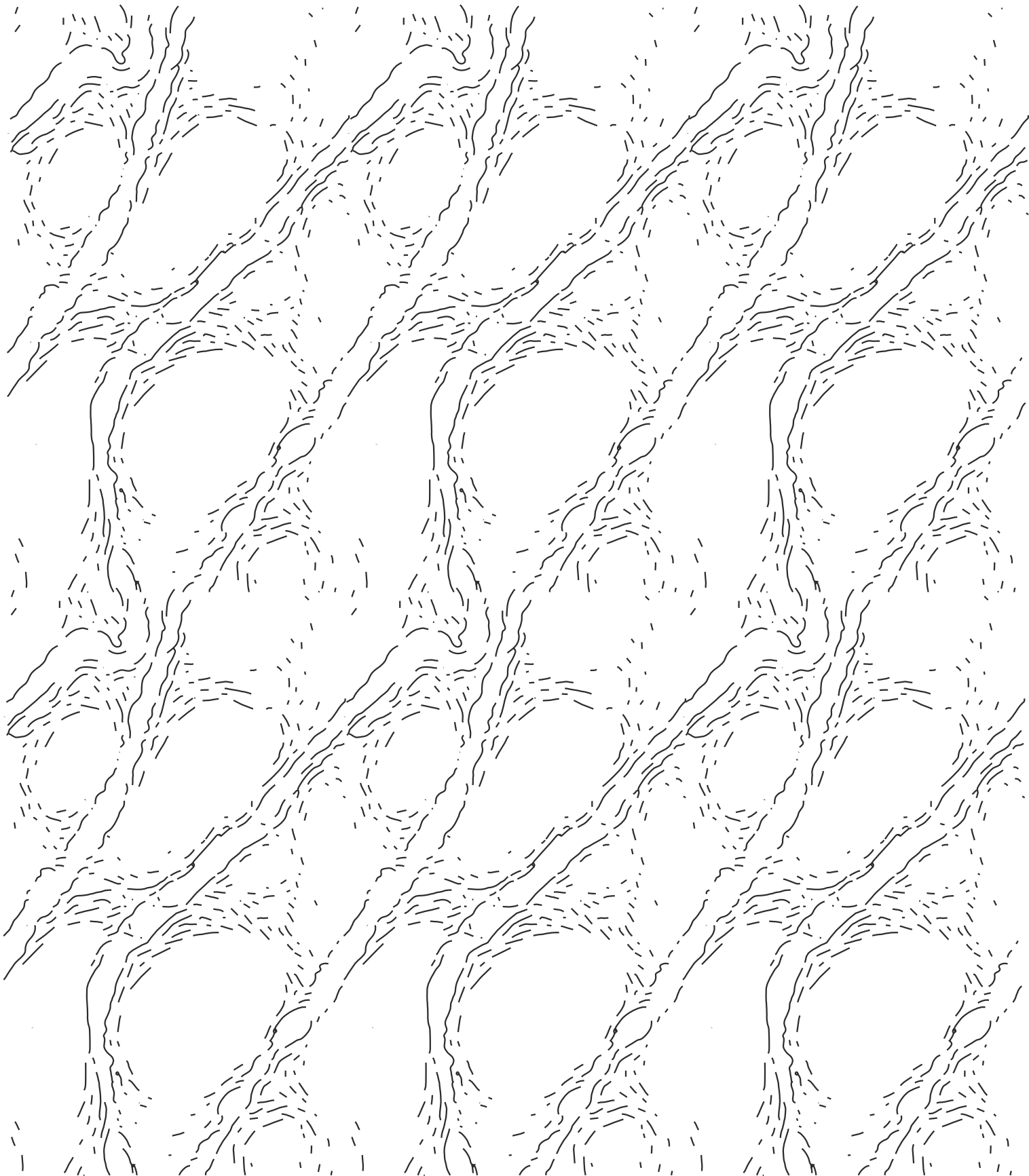
the situation

all the greens of your garden have become toxic



the situation

internet is not accessible



Version I

Each person/group takes:

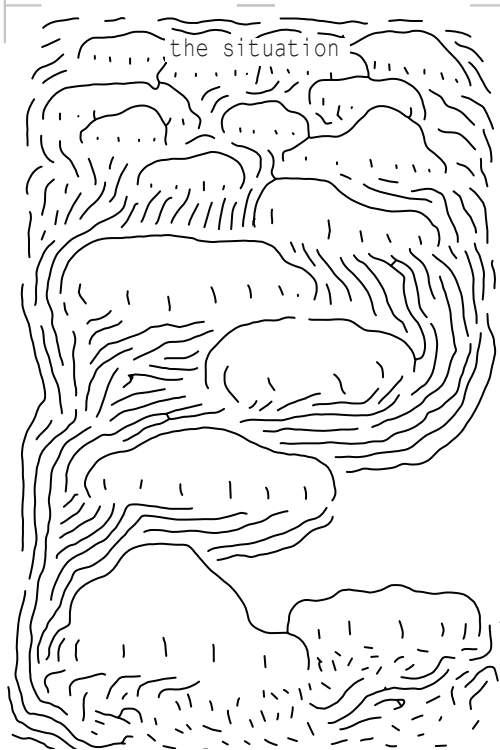
- 1 'Situation' card
- 1 'Life Context' card
- 1 'Knowledge learnt from' card
- 1 'Quotes' card

Version II

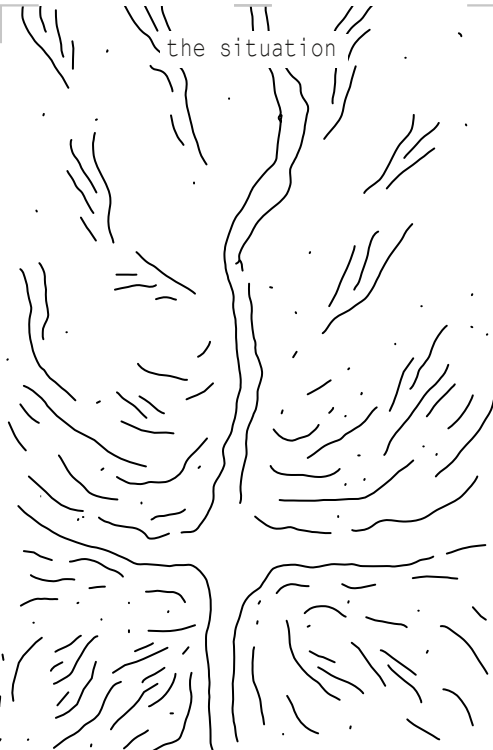
There is only one 'Quotes' card per round for all of the players

Each person group takes:

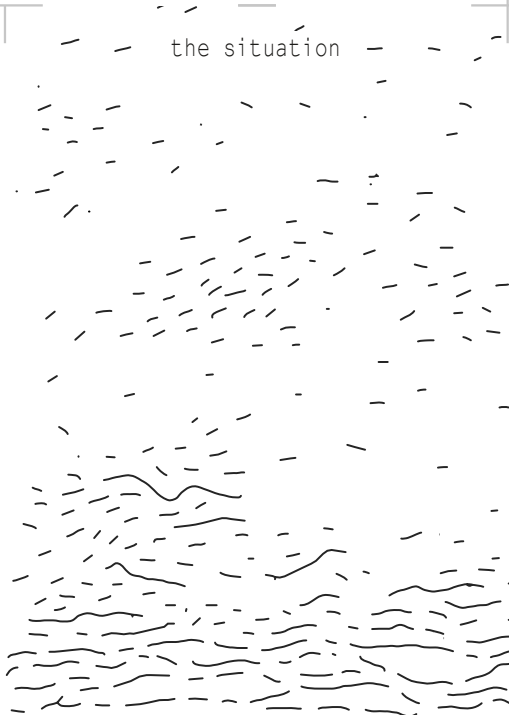
- 1 'Situation' card
- 1 'Knowledge learnt from' card
- 1 'An associate, hopefully' card



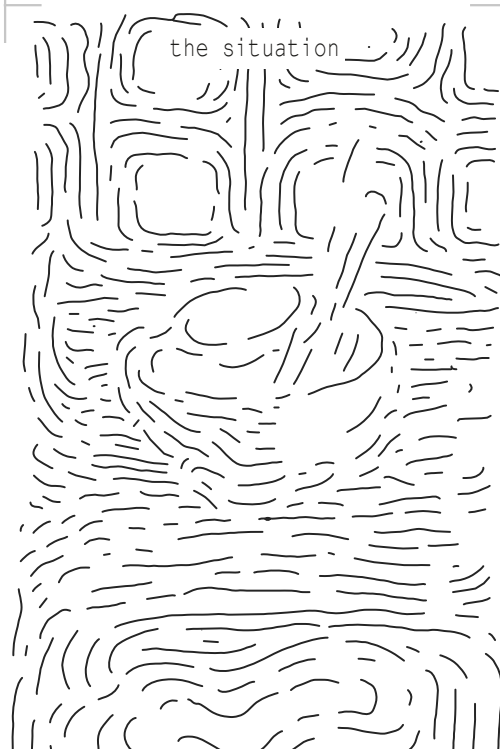
the world is governed by collectives appointed randomly



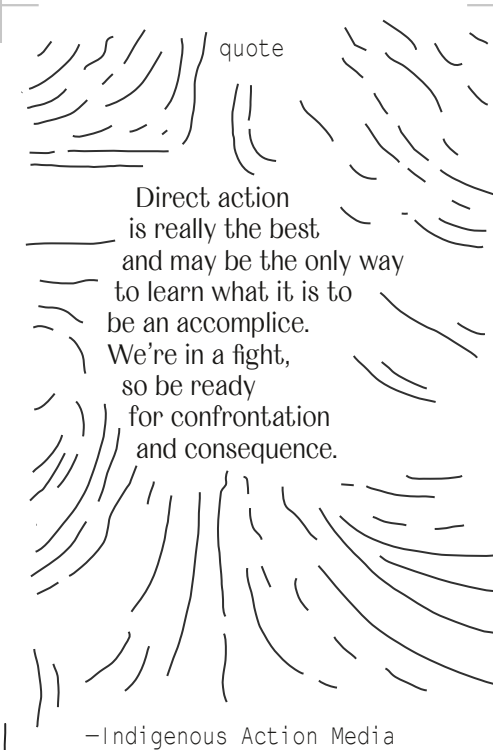
we are all cyborgs



you have to hand over the minerals that compose your computer & phone

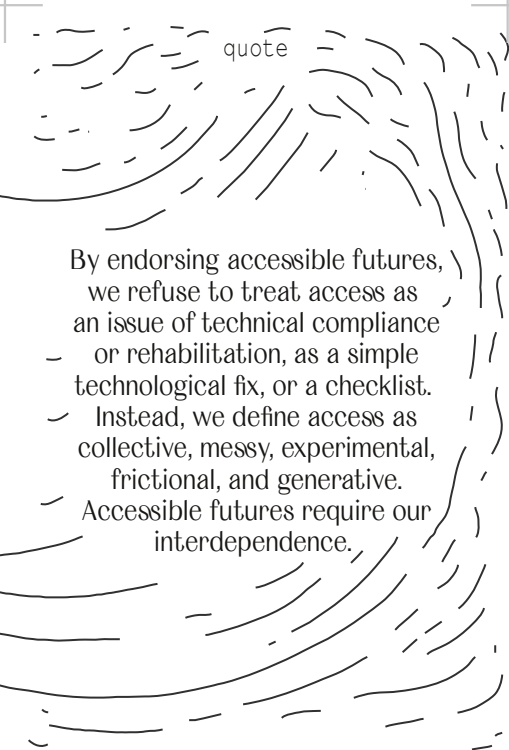


you're the lucky one amongst less privileged



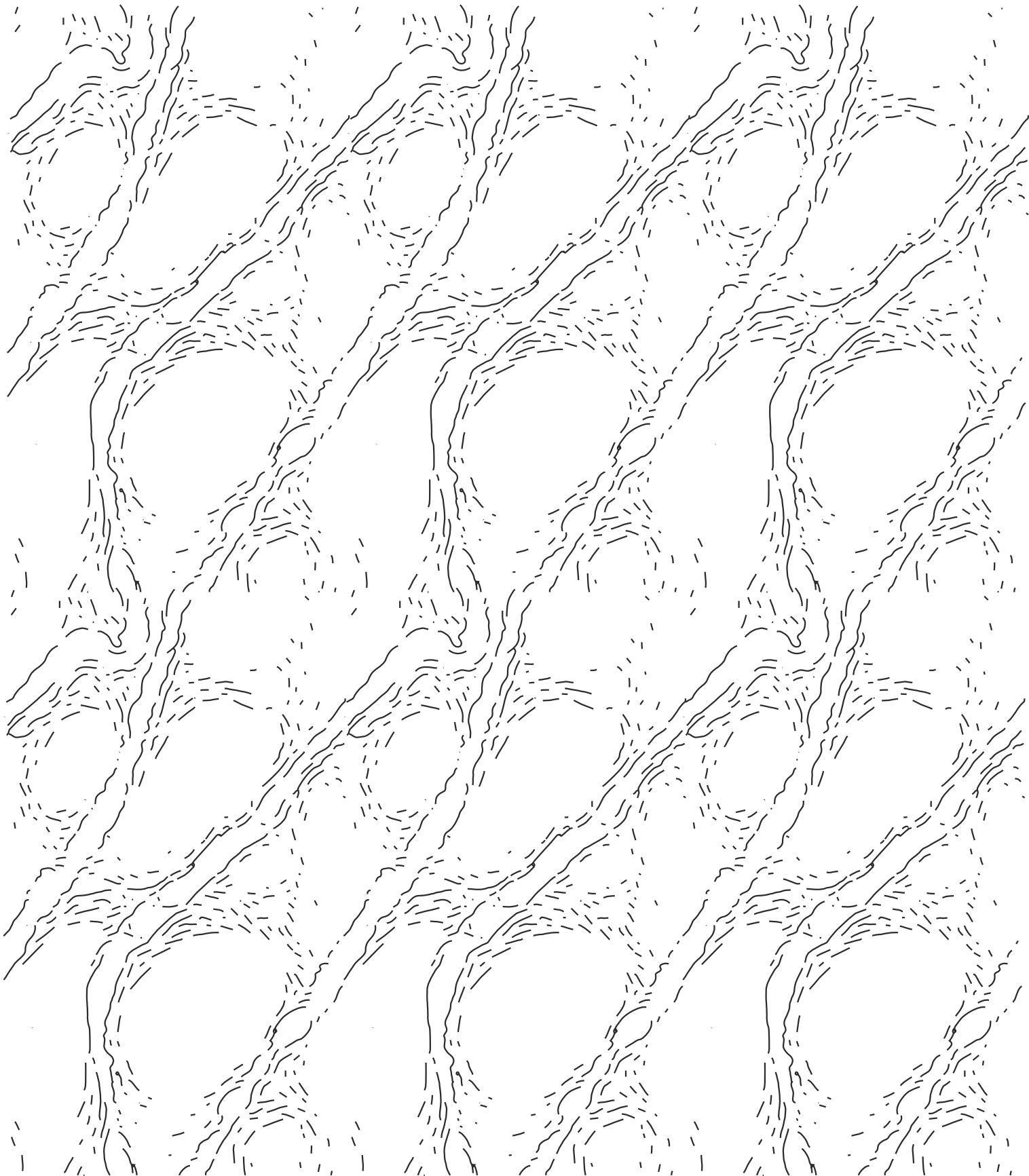
Direct action is really the best and may be the only way to learn what it is to be an accomplice. We're in a fight, so be ready for confrontation and consequence.

-Indigenous Action Media
 Accomplices Not Allies - Abolishing the Ally Industrial Complex, 2014



By endorsing accessible futures, we refuse to treat access as an issue of technical compliance or rehabilitation, as a simple technological fix, or a checklist. Instead, we define access as collective, messy, experimental, frictional, and generative. Accessible futures require our interdependence.

-Aimi Hamraie & Kelly Fritsch
 Crip Technoscience Manifesto, 2019



Version III

There is only one 'Situation' card per round for all of the players

- 1 'Quotes' card
- 1 'Knowledge learnt from' card
- 1 'An associate, hopefully' card

Version IV

Each person/group takes:

- 1 'Situation' card
- 1 'Knowledge learnt from' card
- 2 'An associate, hopefully' card
- 1 'Quotes' card

quote

Obfuscation methods render data more ambiguous, difficult to exploit and interpret, less useful. They rely on the addition of gibberish, meaningless data; they pollute, add noise, randomize.

Obfuscation invokes an intuitive form of protection: it distorts that which is visible to render it less (or in)visible. It hides the trees among the forest.

-Constant
Reclaiming Digital Infrastructures, 2021

quote

We understand the world better if we tremble with it because the world trembles in any possible way.

-Edouard Glissant in conversation with Manthia Diawara
One World in Relation(film), 2009

quote

Imagine that we could announce ourselves in public, with others, in a language that is not determined by opportunities to seize, progress, or profit in a way that our imperial mother tongues prevent us from saying.

Imagine worldly sovereignty not as a political project to be led by experts or a burden for which one should sacrifice, but rather the experience of bliss -the bliss of being with others, not against them.

-Ariella Aïsha Azoulay
Potential History:
Unlearning Imperialism, 2019

quote

Freedom as independence is the dominant mode in the west, you want to be sufficient, not have to depend on [...] But if you look at other traditions of freedom that value dependency it's a totally different story [...] Freedom as the freedom to make friends, to make promises, to be in a community. [...] The freedom to instead of the freedom from.

-Cara New Dagett
interviewed by Radio Web Macba, 2022

quote

Our revolution does not rely on sweeping reforms, on a comprehensive Year Zero reinvention of society, or on the seamless and perfectly uniform adoption of a new technology.

It is built on preexisting components that are available in everyday life, [...]

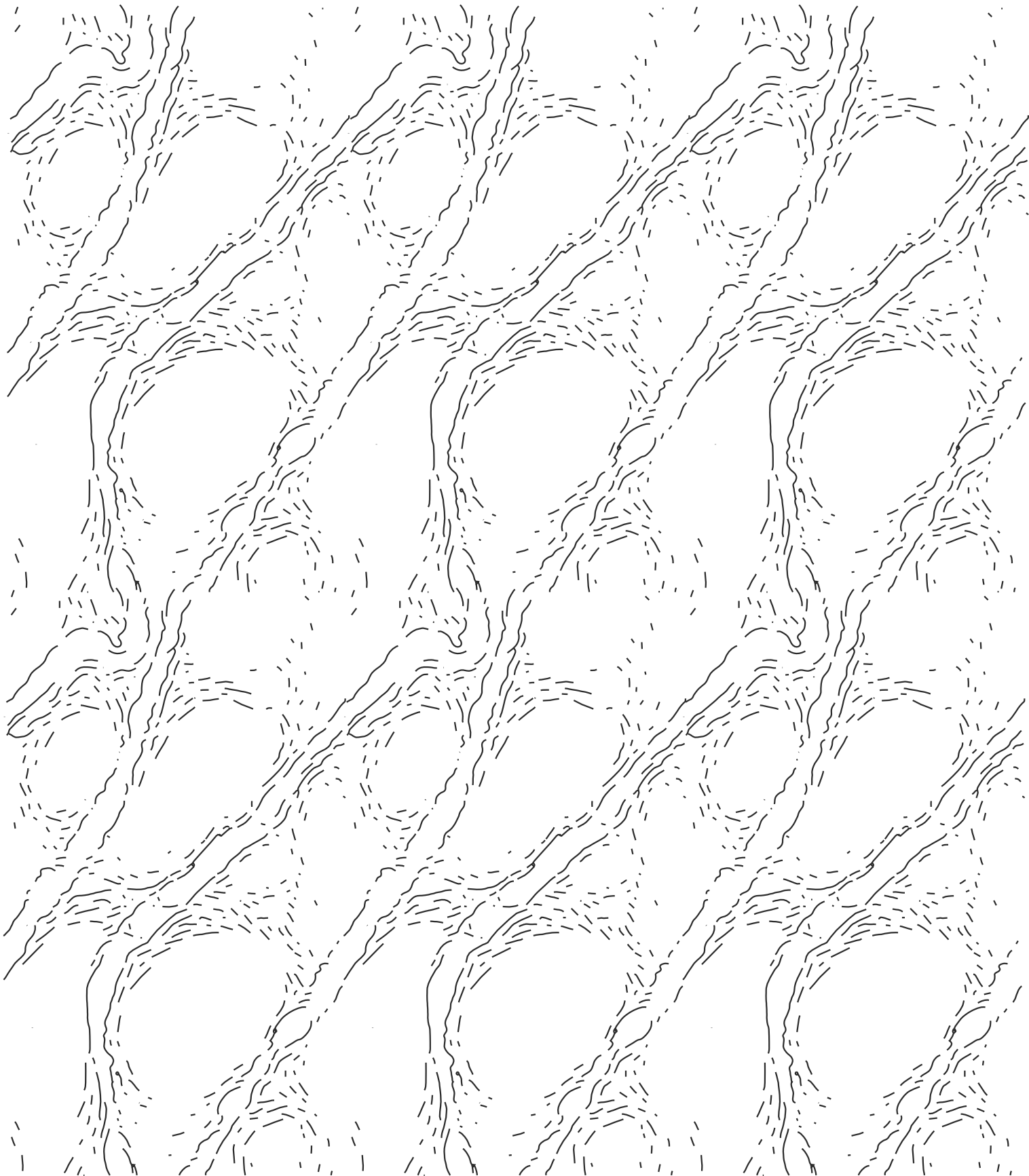
our revolution is especially suited for use by the small players, the humble, the stuck, those not in a position to decline or opt out or exert control over our data emanations.

-Finn Brunton & Helen Nissenbaum
Obfuscation. A User's Guide for Privacy and Contest, 2015

quote

We propose practices of multispecies solidarity to build meaningful alliances with non-human species so that we might understand and attune to ways in which their survival is inextricably connected to our own.

-Helen Pritchard & Cassandra Troyan
The Anti Menagerie: Fictions for Interrogating the Supremacy of World-Shaping Violence, 2021



Version V

There only four cards drawn for the whole group

- 1 'Situation' card
- 1 'Knowledge learnt from' card
- 1 'An associate, hopefully' card
- 1 'Quotes' card

Version VI

(Only possible after the first round)

Each person/group takes:

- 1 'Knowledge learnt from' card
- 1 'An associate, hopefully' card
- 1 'Quotes' card

Each player gives their 'Situation' card to the player on their left side.

quote

If my nightmare is a culture inhabited by posthumans who regard their bodies as fashion accessories rather than the ground of being, my dream is a version of the post-human that embraces the possibilities of information technologies without being seduced by fantasies of unlimited power and disembodied immortality, that recognizes and celebrates finitude as a condition of human being, and that understands human life is embedded in a material world of great complexity, one on which we depend for our continued survival.

-N. Katherine Hayles
How We Became Posthuman:
Virtual Bodies in Cybernetics,
Literature, and Informatics, 1999

quote

It matters what matters we use to think other matters with;
it matters what stories we tell to tell other stories with;
it matters what knots knot knots, what thoughts think thoughts, what descriptions describe descriptions, what ties tie ties.
It matters what stories make worlds, what worlds make stories.

-Donna J. Haraway
Staying with the Trouble:
Making Kin in the Chthulucene, 2016

quote

In Potawatomi ... rocks are animate, as are mountains and water and fire and places. Beings that are imbued with spirit, our sacred medicines, our songs, drums, and even stories, are all animate. The list of inanimate seems to be smaller, filled with objects that are made by people. Of an inanimate being, like a table, we say, "What is it?" And we answer Dopwen yewe. Table it is. But of apple, we must say, "Who is that being?" And reply Mshimin yawe. Apple that being is.

-Robin Wall Kimmerer
Braiding Sweetgrass, 2013

quote

As an analytic tool, disturbance requires awareness of the observer's perspective - just as with the best tools in social theory. Deciding what counts as disturbance is always a matter of point of view. From a human's vantage, the disturbance that destroys an anthill is vastly different from that obliterating a human city. From an ant's perspective, the stakes are different. Points of view also vary within species. [...] No single standard for assessing disturbance is possible; disturbance matters in relation to how we live.

-Anna Lowenhaupt Tsing
The Mushroom at the End
of the World, 2015

quote

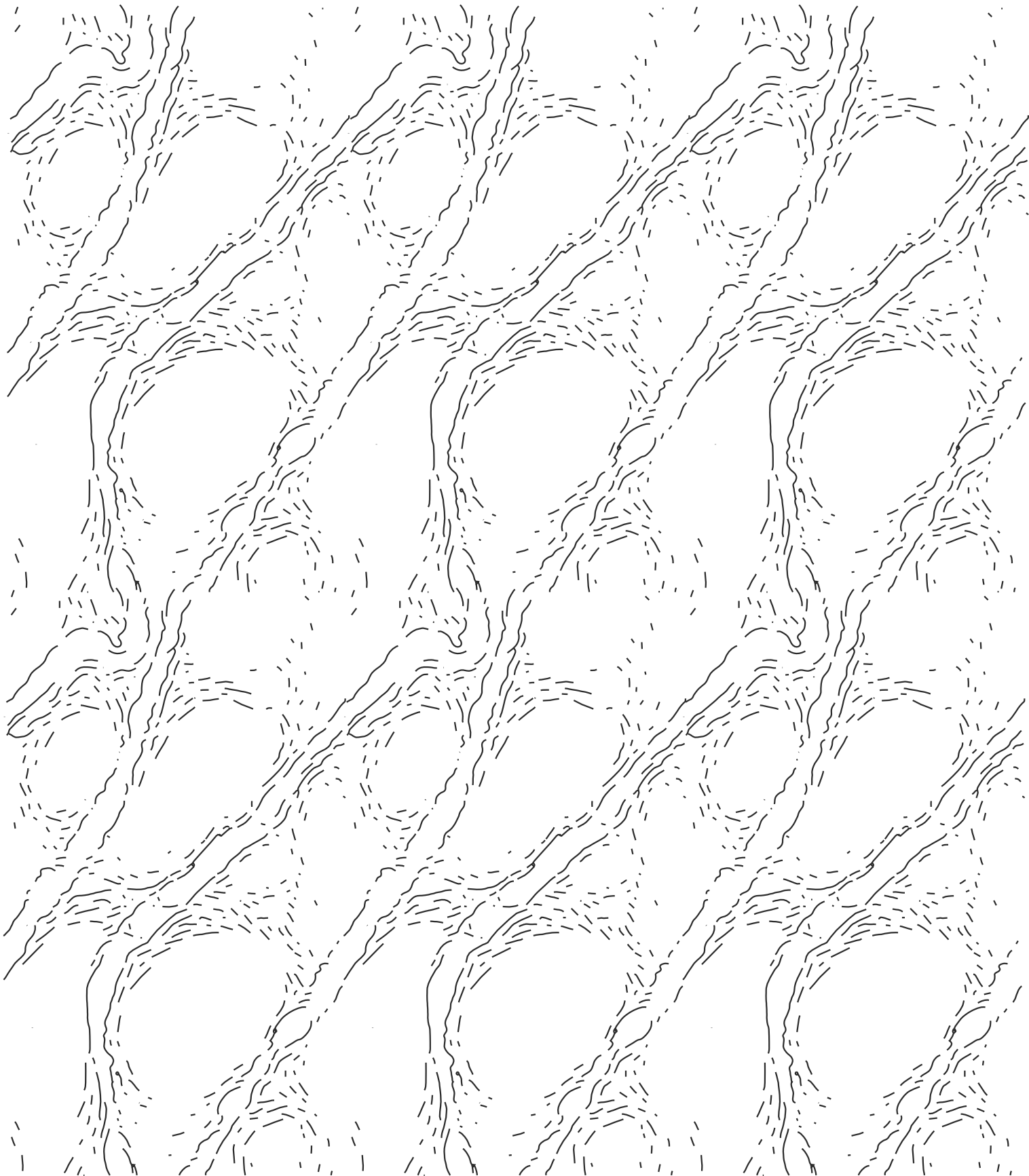
Trans*feminism challenges the ontology of humanity by questioning its separateness from social, economic, material, environmental, aesthetic and historical issues as well as from situated intersections such as race, gender, class, age, ability and species. They also invite us to test an ongoing affirmative ethics in relation to the semiotic-material compositions of what we call "our worldings". It means to put ourselves at risk by reconsidering the very notion of "us", assuming the response-ability of being always already entangled with these techno-ecologies which we co-compose by just being-in-the-world.

-Jara Rocha & Femke Snelting
Invasive Imagination and its
Agential Cuts, 2022

quote

Zeros now have a place, and they displace the phallic order of ones.

-Judy Wajcman
TechnoFeminism, 2006



Quick game:

After picking the cards everyone takes 5-10 minutes to reflect on their set of cards and what they would do, this means that each player speaks from their own perspective. Then, going around the table, each person/group shares their constellation of cards, how they are thinking to respond to the situation, and what type of technology could help them in that response.

This technology can be of various quality, technological, social etc.

After everyone has shared, the cards are mixed back into their respective decks.

quote

quote

quote

We are not in the least afraid of ruins

The great techno-political transformations of recent decades require us to remove our cyber-glasses for a moment, and look at the patch of earth where we are standing, and even though our gaze is directed toward the future, it is necessary for us to look around and see what is happening in our immediate vicinity, with other bodies, other beings, and the inorganic and organic environment.

That's what winter is: an exercise in remembering how to still yourself then how to come pliantly back to life again.

-Buenaventura Durruti
Interview by Pierre van Paasen, 1936

-Cornelia Sollfrank
The Beautiful Warriors, 2019

-Ali Smith
Winter, 2017

quote

quote

quote

There is no thing as a single-issue struggle because we do not live single-issue lives.

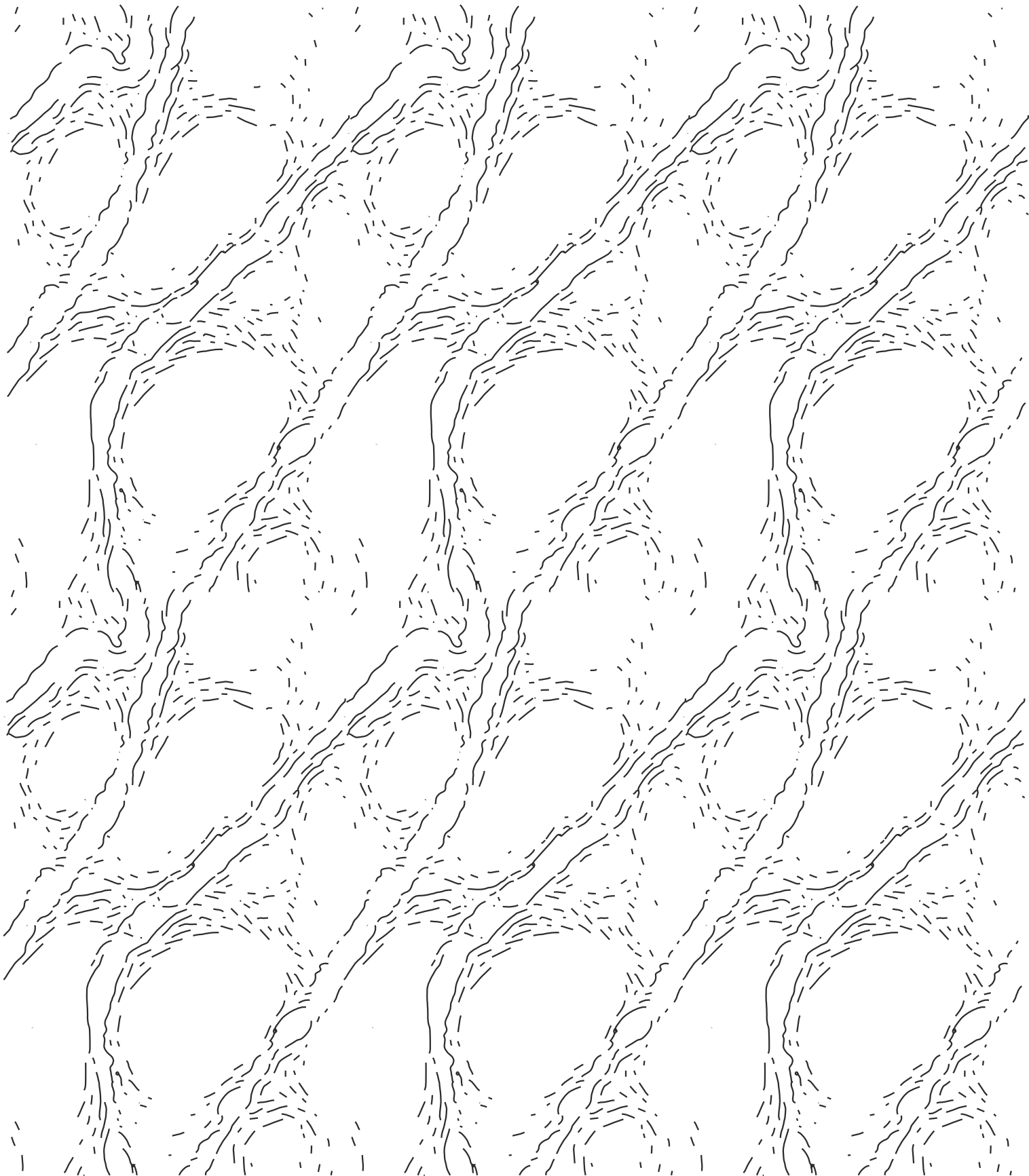
Of course, we are only a straw in this raging ocean, but gentlemen, all is not lost, we only have to try to reach the centre of the storm.

What if, instead of the Ordered World, we imaged each existant (human and more-than-human) not as separate forms relating through the mediation of forces, but rather as singular expressions of each, and every other existant as well as of the entangled whole in/as which they exist.

-Audre Lorde
Learning from the 60s, 1982

-Aimé Césaire
La tempête
[homemade translation], 1969

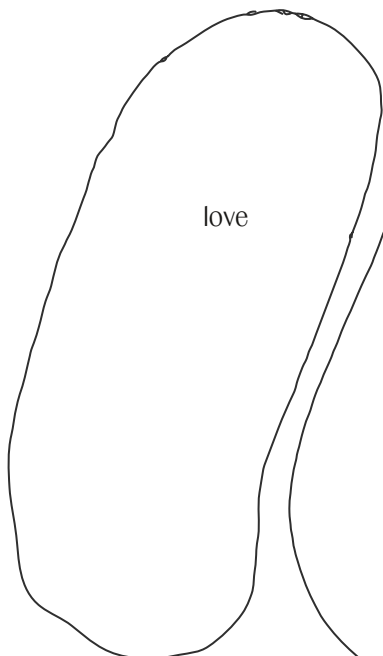
-Denise Ferreira Da Silva
On Difference Without Separability, 2016



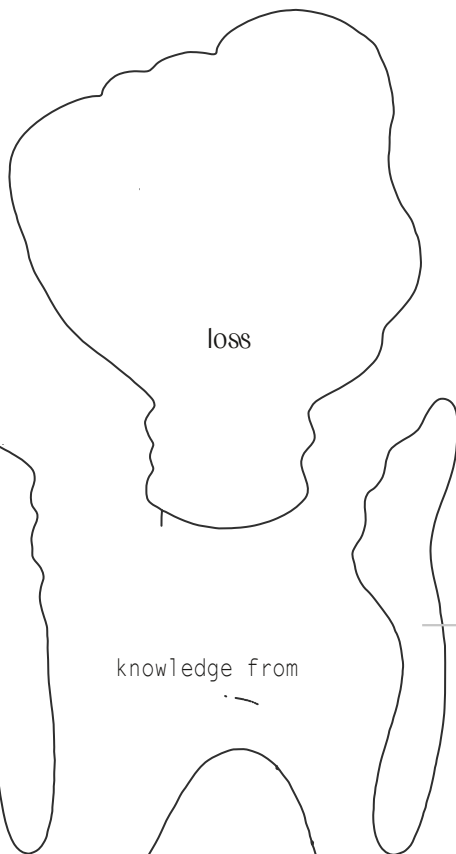
Long game:

After picking the cards, everyone takes a pen and some papers and has 20 minutes to write down what the cards inspired them to set up as a technology, which can be of various quality: technical, social etc. After 20 minutes, each player/group shares what they came up with and the other players give their own insight into the proposal.

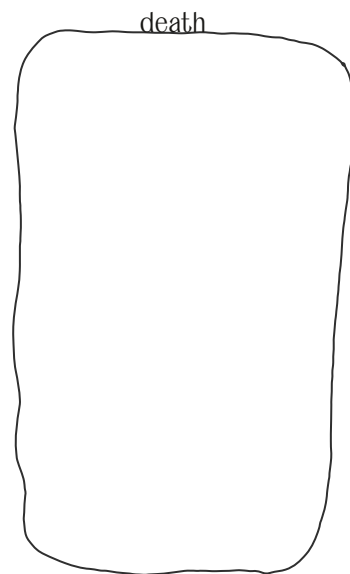
knowledge from



knowledge from



knowledge from



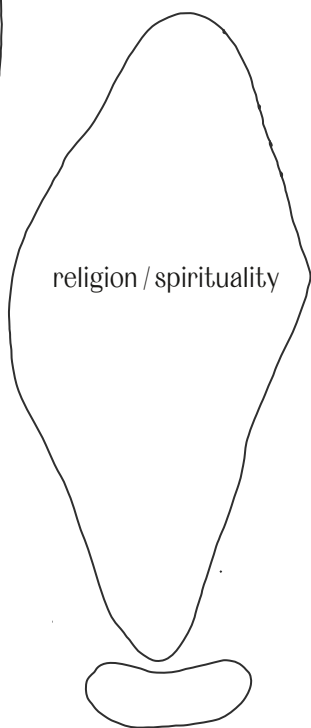
knowledge from

sleeplessness



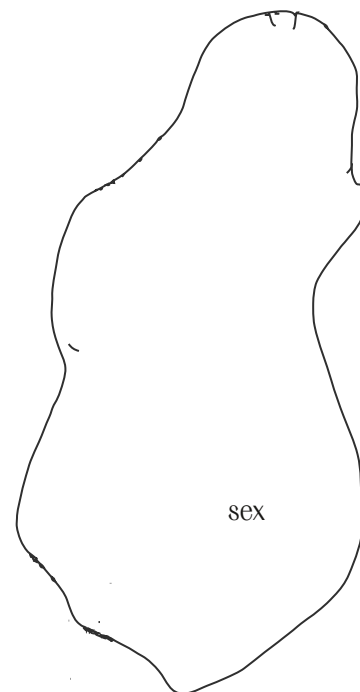
knowledge from

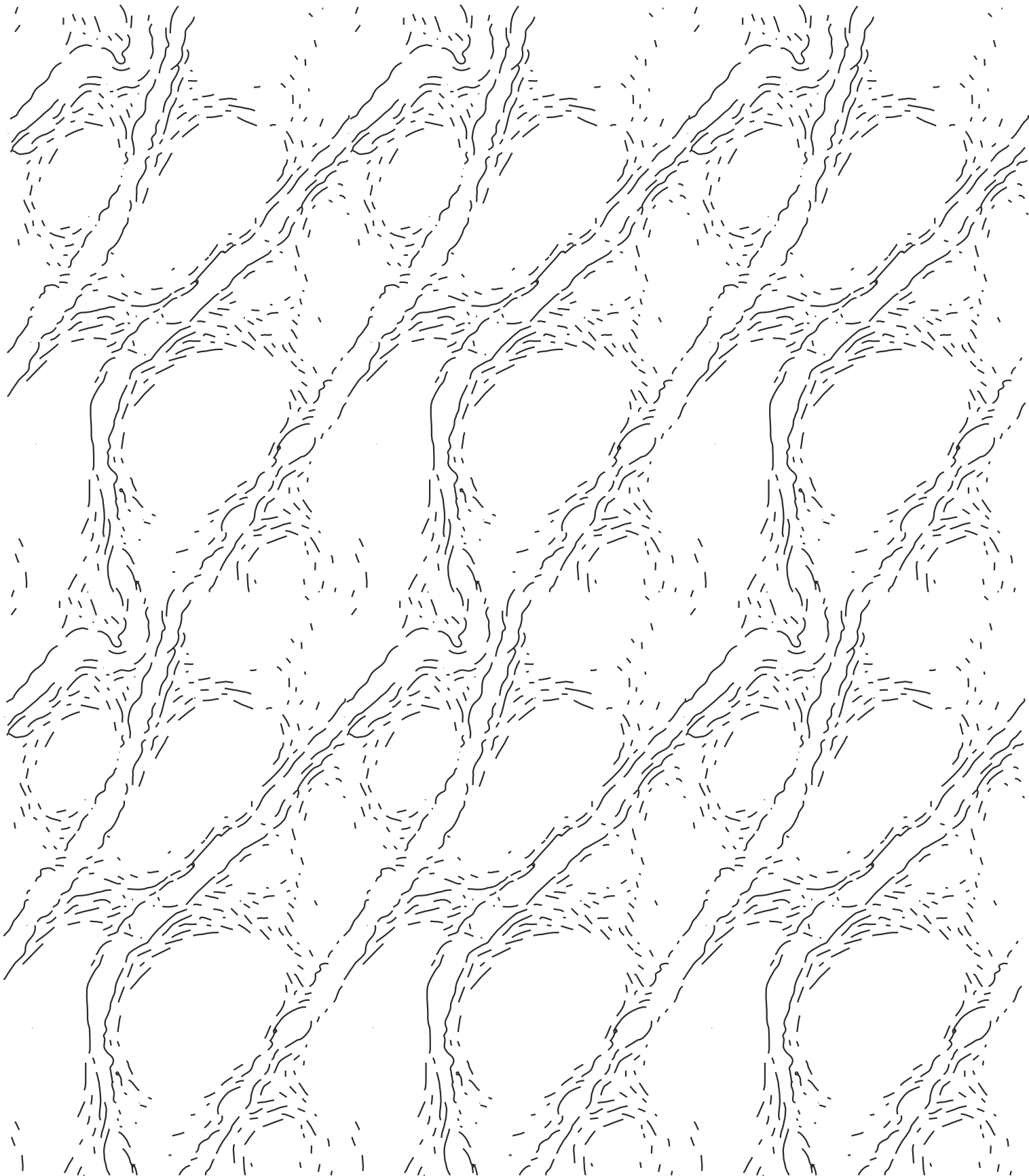
religion / spirituality



knowledge from

sex





COLOPHON
Version 1.1
Constant SPLINT cards

Illustration: Mia Melvær
Graphic design: oddd (Ot Lemmens)

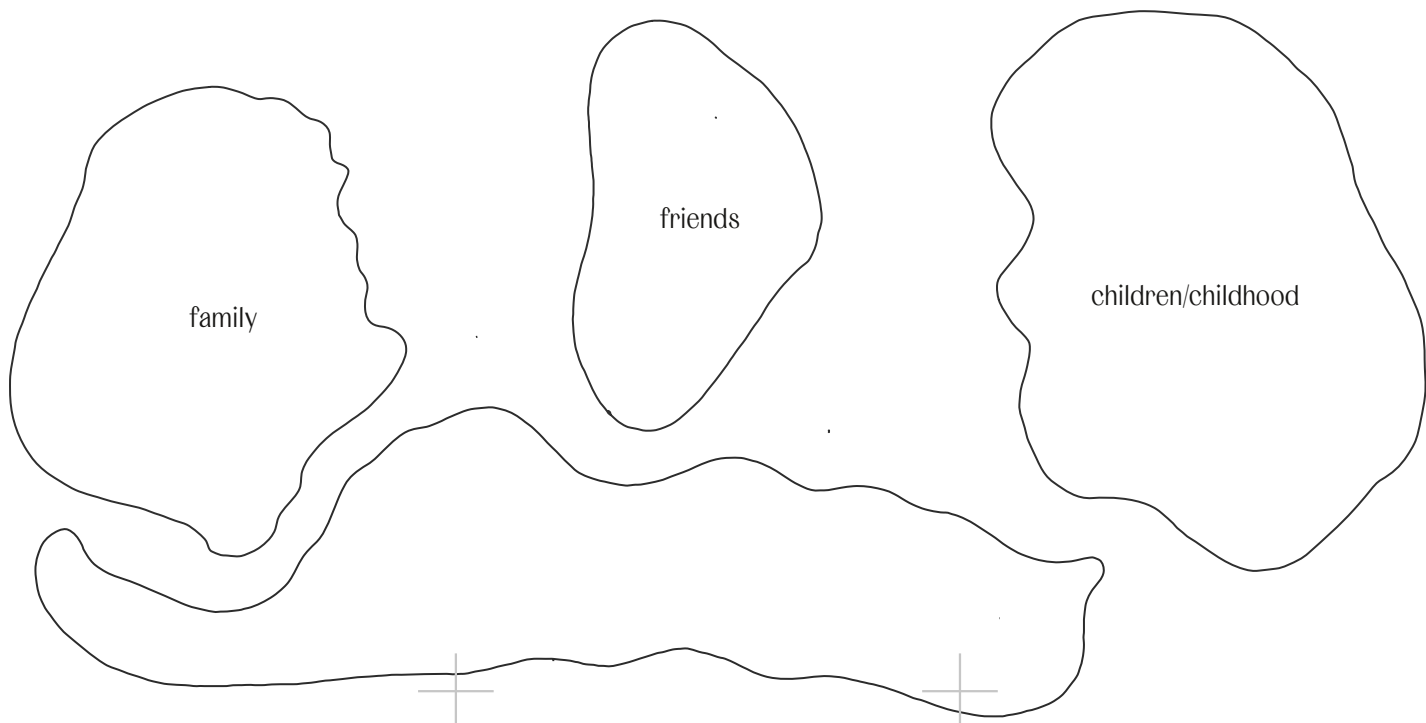
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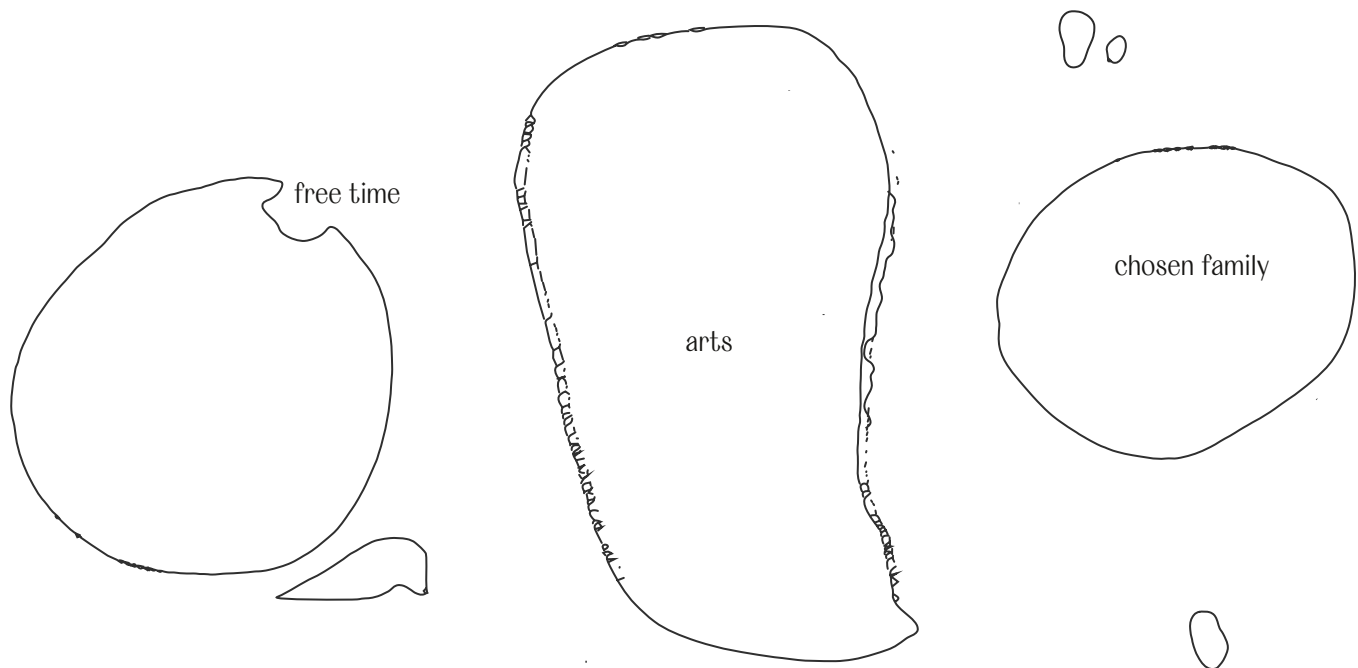
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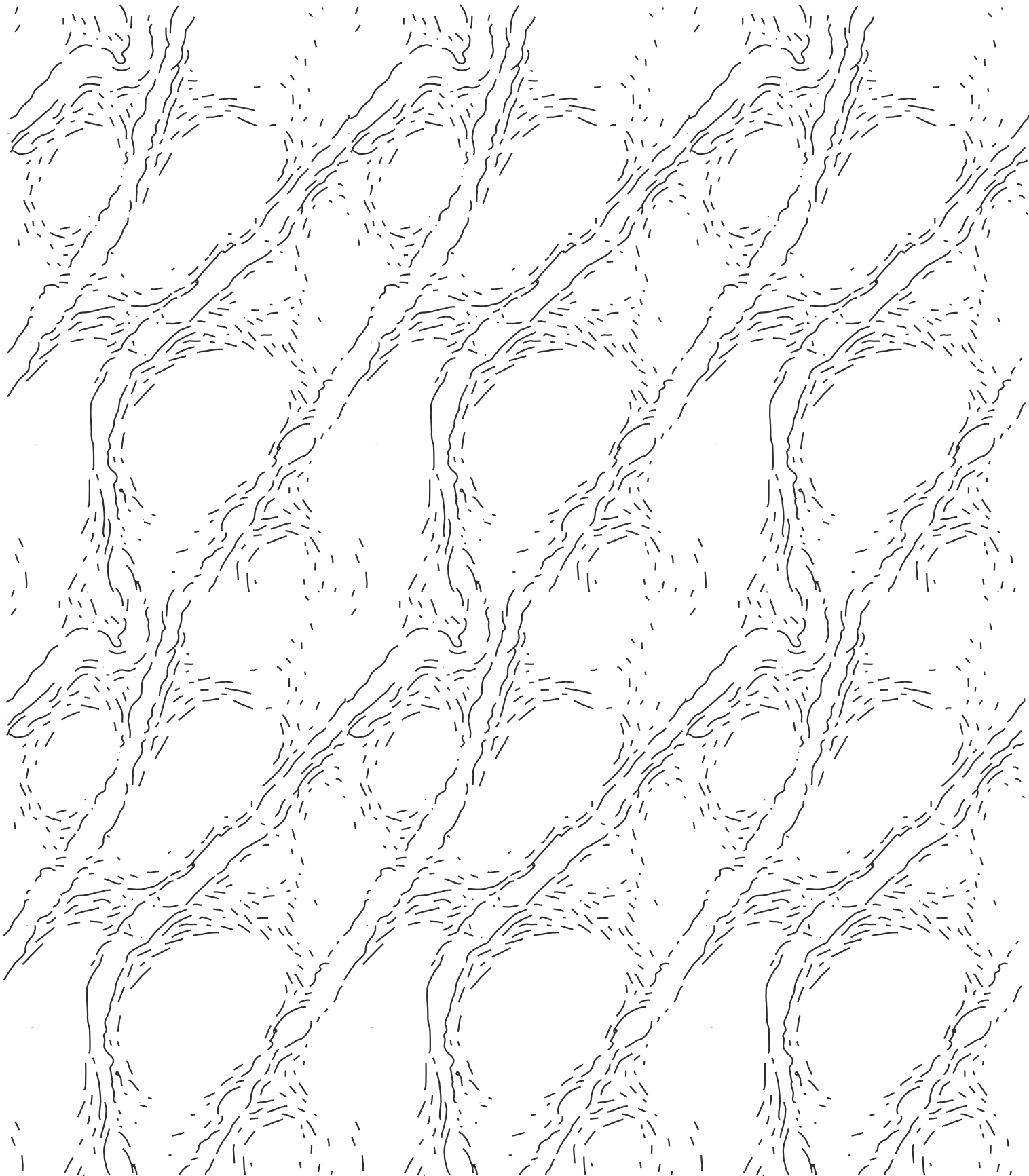
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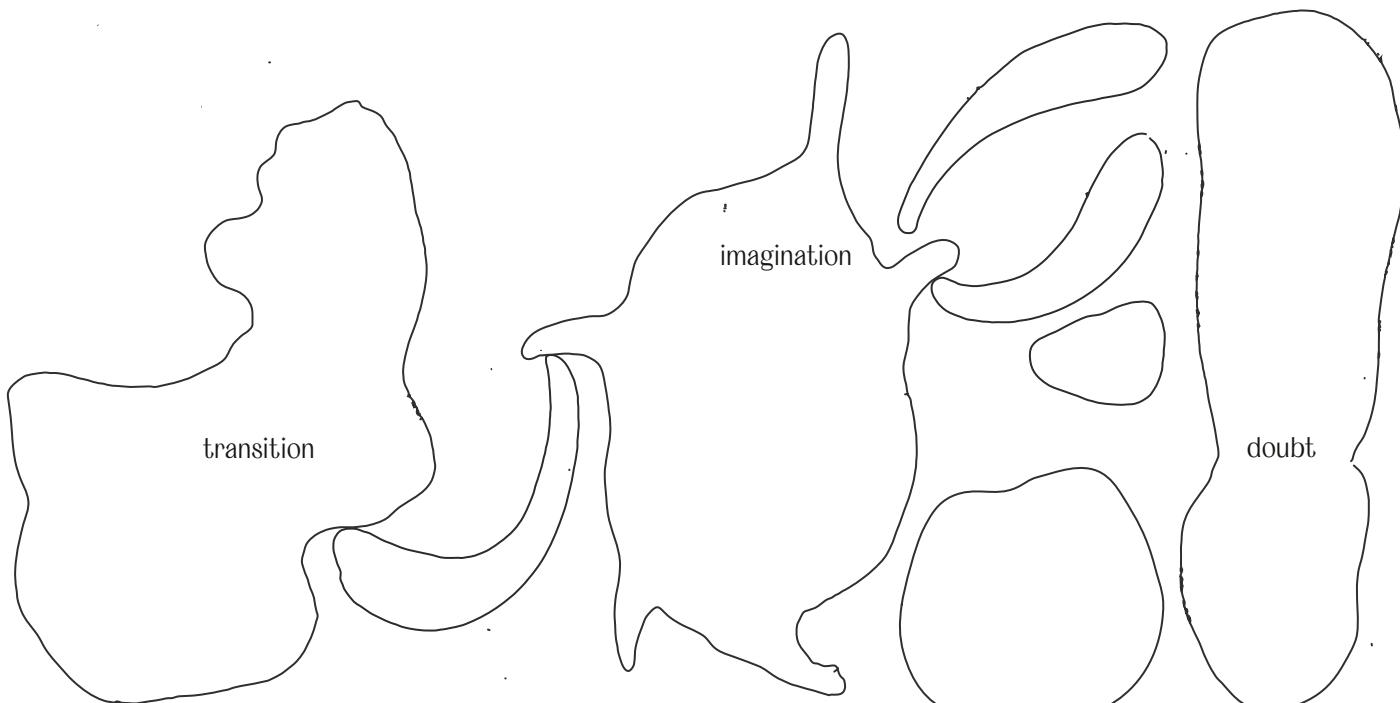
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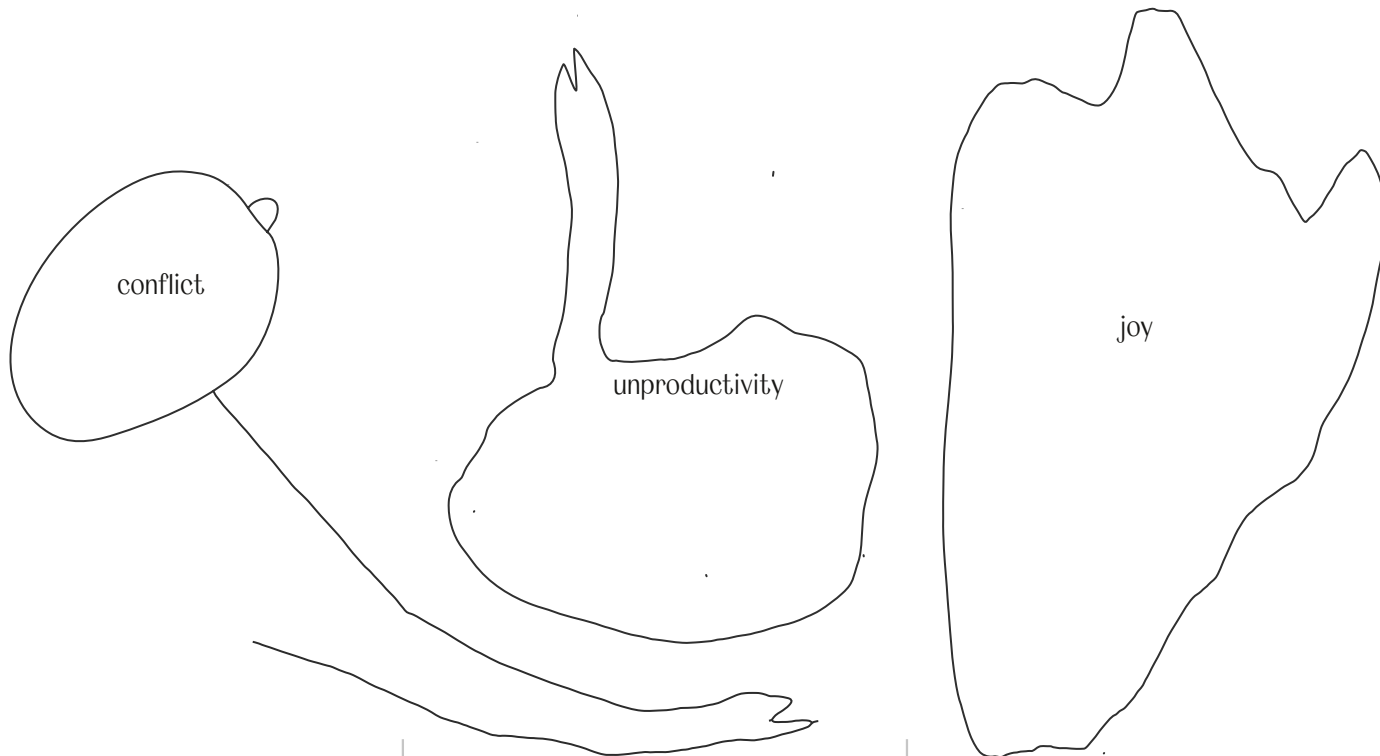
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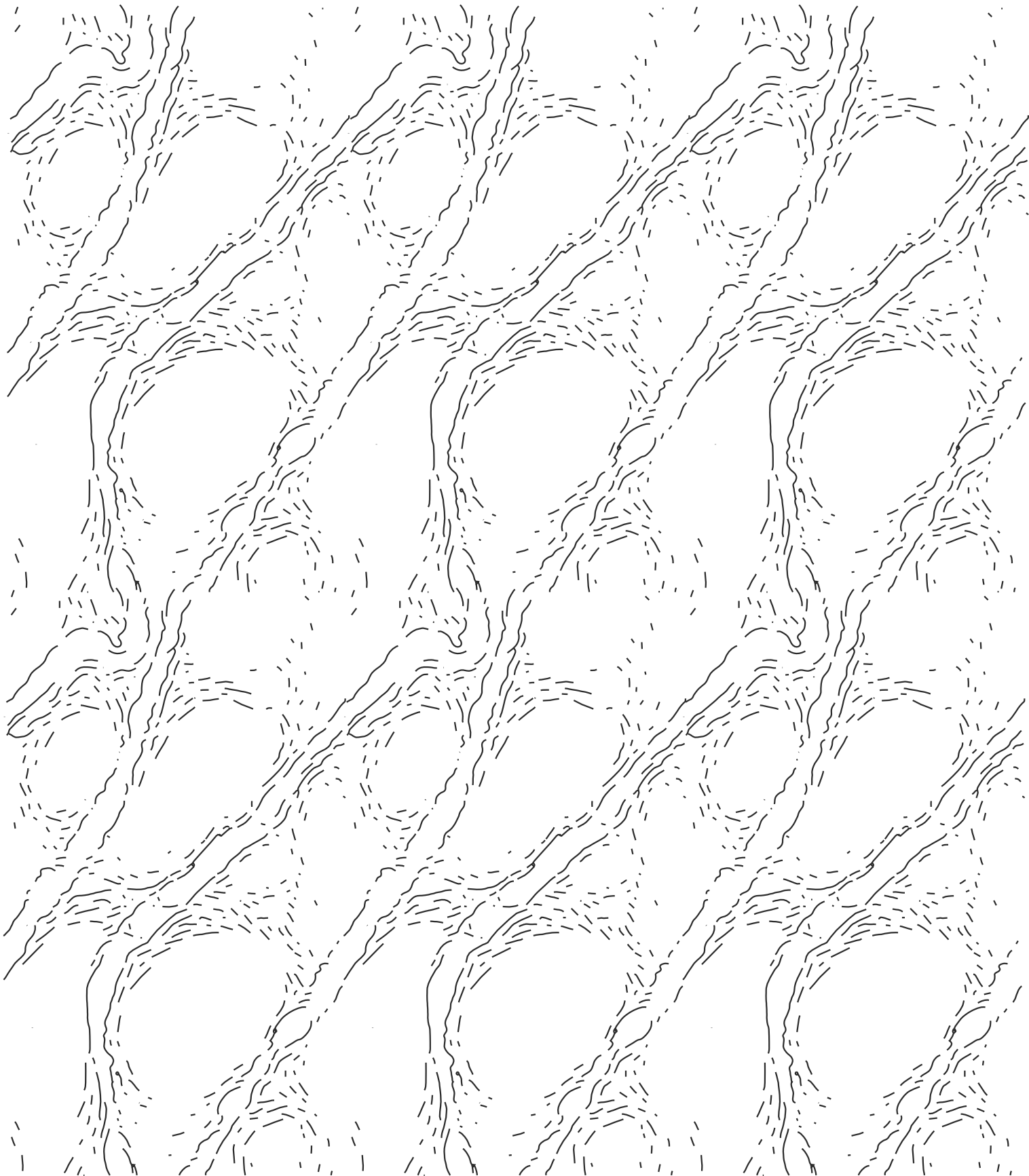


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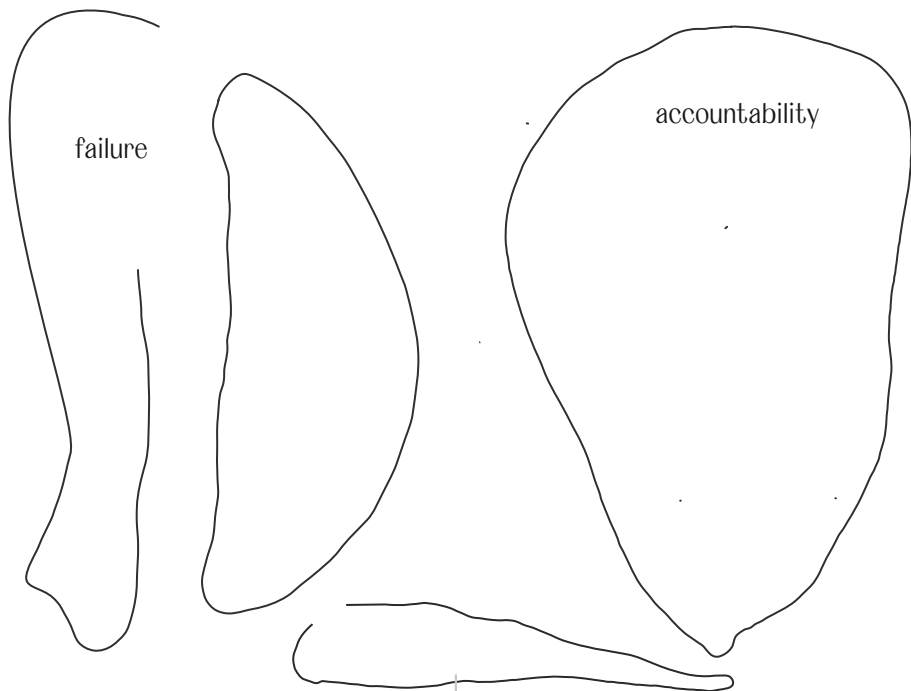




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wildcard



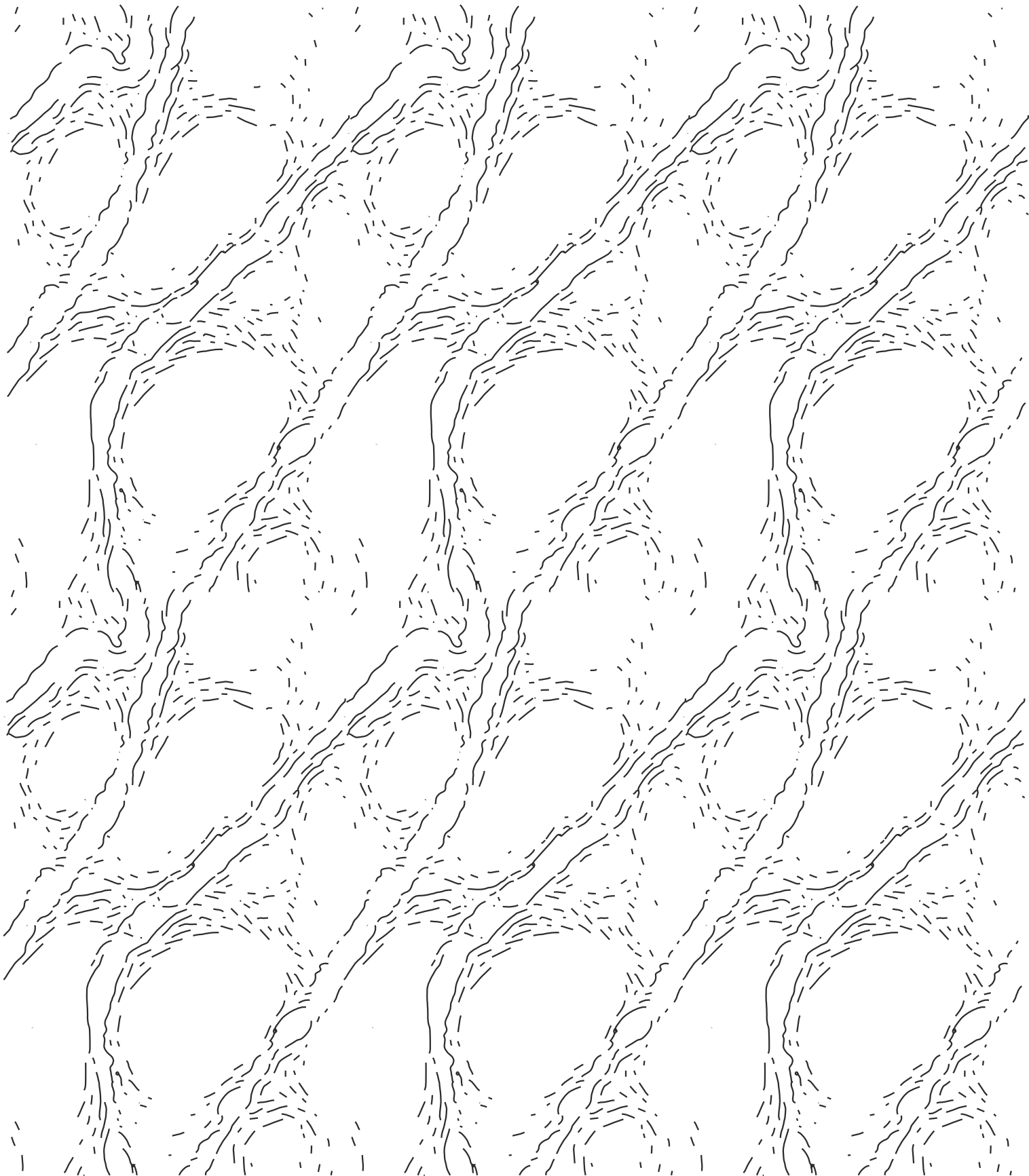
failure

accountability

wildcard

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