

YKON GAME

YKON GAME

YKON invites you to join the YKON GAME, a beautifully bizarre journey & collective attempt to alter the World instead of solving the common problems that we are facing. The YKON GAME seeks to uncover the ideas that we haven't payed attention to yet – ideas that are sometimes wonderful & sometimes terrifying. Other thoughts that could forever alter the world & the way we live in it.

The YKON GAME is based on a simple thought experiment: Imagine that the world is brought to a complete halt. Everything stops. No more business as usual. Everyone has to consider a new way for things to be. With the world being frozen, you & your fellow players can tinker with the world as you please. What will you change? How do you convince others to go along with your changes? And what about the consequences?

Through the 1960's architect & utopian thinker, Buckminster Fuller developed the "World Game". It was his master plan for our planet Earth. A tool that would formulate a comprehensive design & science approach to all the problems of the world. Inspired by Fuller's vision we have taken its core ideas & developed a contemporary, poetic & YKONic version to provide a new perspective on the future of our world.

The game lasts for 6 hours which is a) 30 hours less than it takes for a cow to digest its food. b) The time it takes to watch 6,37 episodes of Lost. c) Billions of hours less than it took for human beings to develop the stage we are on now. Ready? Great! You are about to enter the next phase of this evolution.

The world may need more than your love.

The YKON Game is a collective attempt to alter the World. It seeks to uncover novel scenarios, ideas, problems and solutions that have not yet been considered.

The YKON Game has been awarded, exhibited and played at international Art Biennials & Design Festivals in cities like Helsinki, Paris, Athens, Porto Alegre, Reykjavik, Tallin, Hamburg and Berlin.

The YKON Game is a game, workshop, party and therapy session in one.

YKON GAME Q & A

WHAT IS THE YKON GAME?

The YKON Game is a beautifully bizarre journey and collective attempt to alter the World Instead of solving the common problems that we are facing, The YKON GAME seeks to uncover the ideas that we haven't payed attention to yet – ideas that are sometimes wonderful & sometimes terrifying. Other thoughts that could forever alter the world & the way we live in it.

The YKON GAME is based on a simple thought experiment: Imagine that the world is brought to a complete halt. Everything stops. No more business as usual. Everyone has to consider a new way for things to be. With the world being frozen, you & your fellow players can tinker with the world as you please. What will you change? How do you convince others to go along with your changes? And what about the consequences?

Through the 1960's architect & utopian thinker, Buckminster Fuller developed the "World Game". It was his master plan for our planet Earth. A tool that would formulate a comprehensive design & science approach to all the problems of the world. Inspired by Fuller's vision we have taken its core ideas & developed a contemporary, poetic & YKONic version to provide a new perspective on the future of our world.

WHY WOULD ONE PLAY SUCH A GAME?

The YKON Game, as many other reality games, can be seen as life plus: it presents life with the additional possibility of fiction. A platform where one can test hypothetical scenarios, experiment with what it would be like to be different, or simply altering a dull situation. By playing the YKON Game one can leave the Everyday temporarily behind and start playing with it, considering things outside ones own thought patterns. A transcendental journey if you wish.

IS IT HARD TO PLAY?

No, there are rules, fictional scenarios, future propositions and there is us.

We are already familiar with rules. In our everyday life, we constantly follow all kinds of rules. If we go to a café, we know how we should order and use the tables. Moving outside the café, we follow traffic rules. Then there is etiquette and traditions providing day-to-day manuals of how to conduct our lives and deal with problems. Reality games use the constant presence of rules as their own basis: adding new rules to it. Fictional scenarios work in a similar fashion. We have no difficulty to play along a fire drill exercise. Friendly YKONauts will guide you through the process and party with you.

DOCUMENTATION OF SELECTED PAST EVENTS AND EXHIBITIONS OF THE YKON GAME

BALTIC GAMES @ BRUT, VIENNA, JANUARY 2012

Brut hosted five international productions from Finland, Sweden, Russia, and Estonia under the title Baltic Games as part of an international exchange program. The Finnish Baltic Circle Festival is focussed on the performance and experimental theatre scene of countries neighbouring the Baltic Sea and is considered one of the most important locations for new discoveries from the Baltic region. The festival has succeeded in building a cultural bridge between Eastern and Western Europe. Brut invited YKON to come to Vienna and transform the game for a theatre context.

8TH MERCOSUL BIENNIAL, BRAZIL, SEPTEMBER 2011

The 8th Mercosul Biennial, was dedicated to the topic of *Geopoetics*: territoriality, and its critical redefinition from an artistic perspective. It brought together 105 artists from 31 countries, with works regarding the notions of country, nation and identity. In addition, the Biennial emphasized cross-disciplinary education and the mission to connect art with everyday reality and people without a specific relation to arts. The Biennial opened September 10 and will run until November 15th 2011.

For the Mercosul Biennial, YKON developed a radically re-formed version of the *YKON Game*. In order to have the Game facilitated by a third party, we had to clarify its structure and set concise goals for its outcome and documentation. Thanks to our experience of the past 10 games in different locations, with a wide range of audiences and within varying contexts, we were able to develop design tools which help the generation of ideas by visualising the process from ideas into concrete and immediate actions.

DMY INTERNATIONAL DESIGN FESTIVAL BERLIN, JUNE 2011

The *YKON Game* was presented at this year's DMY International Design Festival in Berlin as part of the DMY MakerLab.

The DMY MakerLab serves as a public experimentation space, providing access to new technologies, and enabling the communication and exchange of new concepts. Inaugurated during the 2010 DMY design festival, MakerLab was the first large maker platform in Germany and was enthusiastically received by the press, public and professionals. Entirely dedicated to open source, collective and co-working concepts, the lab produced a monument of physical accomplishments, but above all expanded minds towards a new understanding of cooperative and creative processes. The lab united inventors, designers and visitors in a workshop area, fitted with some of the finest technologies and materials available, side by side with low-tech instruments and applications.

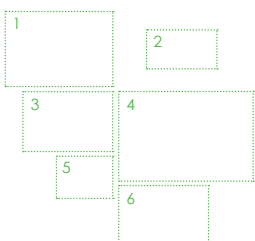
The *YKON Game* was adjusted to the dynamics of the Festival and its audience. The visitors could take part in several modules of the Game, creating interactive sessions each of about five minutes, giving the chance to understand the Game, and its playing style. The full version of the *YKON* game was played on the third day of DMY Festival in a separate, reserved play space.

The *YKON Game* was selected by the jury as one of the ten finalists for DMY Design Award 2011.

BAUHAUS-ARCHIV - DMY AWARDS & JURY SELECTION, SEPTEMBER 2011

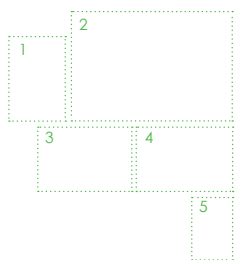
To honour the nominated projects of the 2011 DMY International Design Festival in Berlin (see below), YKON was asked to exhibit the *YKON Game* in Bauhaus-archiv. We developed participatory play stations that could be experienced individually and without the help of an YKON facilitator. These stations represent the game in a compact yet faithful manner, transforming its approach into an exhibitionary form.

YKON GAME
BRUT, VIENNA, JANUARY 2012



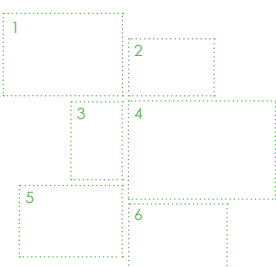
- 1 During intense Idea generation
- 2 YKON Game Ticket
- 3 Playground Detail
- 4 Top view of the Game field
- 5 Developing variations from basic ideas and turning them into concrete actions
- 6 Discussing practical utopias

YKON GAME
MERCOSUL BIENNIAL, BRAZIL, SEPTEMBER 2011



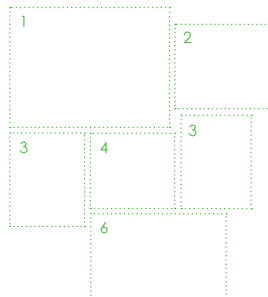
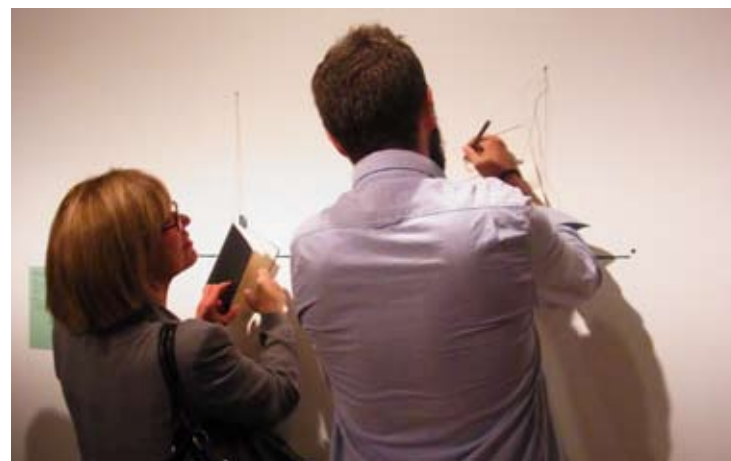
- 1 The YKON Map is permanently installed on the floor
- 2 The Game is played daily in the geodesic dome, constructed specifically for the game, marking the central educational site of the Biennial
- 3 Using the Idea Board to process unconventional utopian ideas into concrete actions
- 4 Interior view of the play space. The Game is played day and night time
- 5 The Game varies between contemplative and active moods

YKON GAME
 DMY INTERNATIONAL DESIGN FESTIVAL BERLIN, JUNE 2011



- 1 YKON's information Area at Tempelhof Berlin / YKON Game got nominated for the DMY Jury Award 2011
- 2 News Report / Players present their utopian vision
- 3 Playground Detail
- 4 For 1 day we played the YKON Game in a seperate venue inside the former airport
- 5 Instant visualisation of ideas / This exercise later turned into a device we now use when we exhibit the Game
- 6 Associate yourself within the world, use Images for inspiration

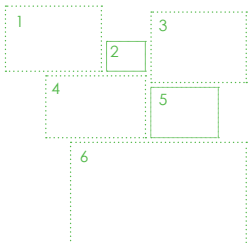
YKON GAME
BAUHAUS-ARCHIV, SEBTEMBER 2011



- 1 Personality Modification Device
- 2 Opening Night
- 3 Detail from the YKON Map
- 4 Idea Generator Device
- 5 Opening Night. Visitors interact with the various play stations

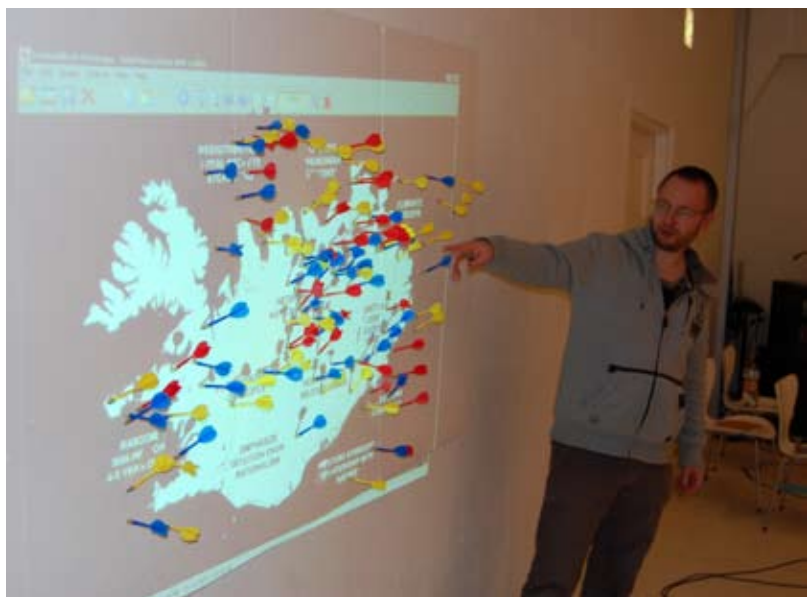
YKON GAME

37 MANIFESTOS, BERLIN, JULI 2011



- ¹ Players introduce themselves by picking images from the ground that are meaningful to them. Here they explain why they are so meaningful
- ² The curator's dog
- ³ These are the results from the contributions of our 4th play station compiled in a small publication
- ⁴ 'I am _____ and my world is _____.' Play station
- ⁵ Initial thought exchange and discussion of how could you change the world
- ⁶ The YKON Game presented within an exhibition format with 4 interactive play stations. Visitors can interact with these play stations and experience elements from the Game individually

YKON GAME
RESIDENCY, PRESENTATION AND YKON GAME
IN REYKJAVIK, DECEMBER 2009



YKON GAME, 19.12. 2009
Reykjavik Art Museum

YKON & ITS MEMBERS

YKON is an artist collective and advocacy group for unrepresented nations, experimental countries and utopian thinkers. YKON's key interest is the production and dissemination of knowledge about these fragile entities by means of co-operation and collaboration between the arts and ALL other fields of study. YKON's members are dedicated and committed to facilitate curiosity about utopian productions and designs to shape societies and futures by fusing groups and instigating unconventional thought exchange. YKON works with utopias, schools, art institutions, universities, science labs, corporations, private persons, and organizations around the world and beyond.

ULU BRAUN has studied Painting and Experimental film at the University of Applied Arts in Vienna, in Academy of Fine Arts Helsinki and received his MA at the Film and Television University (HFF) „Konrad Wolf“, Germany. His works have been exhibited in Germany, Finland, Belgium, Spain, Austria, Netherlands, Turkey, South Korea, USA among many places and he has received several awards worldwide for his films. Ulu has been a member of YKON since 2008. <http://www.ulubraun.com>

TELLERVO KALLEINEN has received her MFA from the Academy of Arts, Helsinki in 2003. Working with video, performance and events, she constructs slightly twisted situations in which interaction can happen. Most of her works are participatory and are based on creative collaboration. Together with Oliver Kochta-Kalleinen she was the curator of the First Summit of Micronations in 2003 (Amorph!03 -festival produced by artists' association MUU). She has exhibited world wide in venues such as Ars Electronica Center, Linz (2010); Contemporary Art Museum KIASMA, Helsinki (2010), Kitchen, New York (2009); Mori Art Museum, Tokyo (2009); P.S.1 New York (2008); NGBK, Berlin (2008); Sparwasser, Berlin (2007); S.M.A.K., Gent (2006). She is a funding member of artist groups YKON and JOKAklubi. <http://www.tellervo.net>

OLIVER KOCHTA-KALLEINEN received his Arts Diploma at Hochschule für Bildende Künste, Hamburg in 2000. He is founder of the International Complaints Choir project and was one of the initiators of the First Summit of Micronations. His participatory video works were presented for example at P.S.1 and the Whitney Museum of American Art (New York), Mori Art Museum (Tokyo), Göteborgs Konsthall, Sparwasser HQ (Berlin), Signal Galleri (Malmö), Hamburger Kunsthalle, Momentum 06 (Norway), Singapore Biennale, Galerie für Landschaftskunst (Hamburg), MOCA Taipei, S.M.A.K. in Ghent, KUMU in Tallin and at ARS06 at the Finnish Museum of Contemporary Art KIASMA (Helsinki). Oliver is a co-founder of YKON.

PEKKO KOSKINEN is a designer of reality games who also plays around with various forms of art. His works include fictional religions, ways of living, made-up societies... Most of these operations place within life at large, outside traditional representative formats. He's a member of Reality Research Center, and YKON, onwards from 2009.

CHRISTINA KRAL holds a MFA in Media Art from the University of Portsmouth, UK and a Diploma in Visual Communication from the Merz Akademie in Stuttgart, Germany. She develops methods and literacy tools to understand dynamics, shift realities & exchange knowledge. She employs experimental pedagogy for cross-media storytelling and critical design classes at universities and art institutions across the globe. She has received artist residencies at Eyebeam, Art and Technology Center in New York, the EdLab Digital Arts Residency at Columbia University, New York, at Bric Contemporary Art, New York and the Interdisciplinary Residency in Art and Ecology in Guapamacátaro, Mexico. She is the founder of FabAgit, a platform for active, urban research and liberated thought exchange and a founding member of the critical art and design collective No Standing Anytime {NSA}.

TOMAS TRÄSKMAN (Master of Philosophy) is a critic, CEO, Head of the department of Culture at Novia University and independent curator who kind of mutates his signature all the time. By working at the crossroads between media, art, theory, education, design, and architecture, he facilitates the collaboration of extreme yet co-dependent regimes of scale and organisation. Criticism, collaboration, collective creativity and cross-disciplinary solidarity are his work ethos. Now he has turned this schizophrenia into an enterprise: alltihopa: what is difficult fascinates us. As member of the group YKON he thinks it is best to not bury the group too deeply in the murky mysticism of 'collectivity'.

**DYNAMIC PERFORMATIVE MODULAR
EDUCATIONAL EXPERIMENTAL
EVOLVING THOUGHT BENDING
HIGHLY INCLUSIVE AND ACTIVATING
CHALLENGING AND OPTIMISTIC**

NOT TO UTOPIA IS NOT AN OPTION.

YKON

YKON is a non-for-profit advocacy group for unrepresented nations, experimental countries & utopian thinkers. YKON's key interest is the production & dissemination of knowledge about these fragile entities by means of co-operation & collaboration between the arts & ALL other fields of study.

Our members are dedicated & committed to facilitate curiosity about utopian productions & designs, fusing groups & instigating unconventional thought exchange, being interested, critical & communicative about alternative architecture & experimental urban planning to shape societies & futures.

YKON works with utopias, schools, art institutions, universities, science labs, corporations, private persons, & organizations around the world & beyond.



YKON can be reached anytime via info@ykon.org. Join the discourse, become a researcher and collaborator on our [Facebook Group: Practical Utopias](#) and be our guest at www.ykon.org