

Kate Sohng

Professor Micha Cárdenas

BISIA 383 B

13 December 2015

Chimera-Version#02: Game

The story of this game project starts from the second part of [the video “Chimera”](#). The main character of the video is a “new consciousness who lives in her borderland” (Anzaldúa). However, she is the one who wants to get the “new angle of vision to challenge binary thinking (Anzaldúa)” and wants to be one of the “social and bodily realities who is not afraid of permanently partial identities and contradictory stand point”(Haraway). Thus she agrees at taking the journey with Chimera and takes the token for her journey to the cyborg world. At the last scene in the video, she enters the cyborg world, and becomes a cyborg. The story of this game starts right before the point where the main character gets the medal from Chimera. Now the main characters are players, and they will meet their Chimeras and have their trips into their own cyborg worlds.

Since, a game can be a great medium that can bring strong emotional attachment, this project gives a lot of weight on the interaction with players. Thus, this project not only let the users chose their own ways between given examples, but also encourages them to put their own data and complete their assemblage (Puar) puzzles. This space is called the Assemblage Space, and in this space, players can click the puzzle pieces and put the words that apply to them to have some time to think about their selves. After the players finish putting the words represent their identities, they can see all the words that represent them in one place. By looking at them at the same time at the same place, players can think about the meaning of the connections in assemblage. Furthermore, they can pick the words as the connections that make them feel happy and healthy at the next stage. Also, players can only see the healthy connections on the following page. This project wants players to have some time for looking inside of themselves and moving their steps toward right answers for the questions of who they really are, and what they really want to be. Last but not least, knowing these helps in “modulating visibility” as the technology of “passing” (Cárdenas).

Works Cited

Anzaldúa, Gloria. "La conciencia de la mestizai/Towards a New Consciousness." *Rereading America*. St. Martin's Press, 1995. 848.

Anzaldúa, Gloria. "The Homeland, Aztlan." Anzaldúa, Gloria. *Borderlands/La Frontera: The New Mestiza*. Aunt Lute Books, n.d. 258.

Cárdenas, Micha. "Shifting Futures: Digital Trans of Color Praxis." *A Journal of Gender, New Media, and Technology* 6 (2015).

Haraway, Donna. "A Cyborg Manifesto." (2000).

Puar, Jasbir. "'I would rather be a cyborg than a goddess'" Becoming-Intersectional in Assemblage Theory." *philoSOPHIA* 2.1 (2012).