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Institute of Architecture and Media
I O I III

Interdisciplinary Media Projects
Federico Campagna

Architecture and Film
Jelena Viskovic

2 WORLDS
1 STUDIO

MINECRAFT

...and other
(more witchy)
crafts

**Making Community
within the Worlds of Voxels and Songlines**

This semester we will move from the mere representation in pictures of fictional worlds to actually stepping in and inhabiting them. We will travel as a collective in two parallel research expeditions to the virtual lands of Minecraft and to the sacred territories of indigenous myth and in each of these, attempt to make community as enabled by their respective realities. In one, we will plunge deep in the digital and co-create a public event mediated and measured by the 3D grid; in the other, we will tread lightly on the earth and with the guidance of ancestral wisdom come together in ceremonial enquiry. In one, avatars will be at work; in the other, bodies in reverberation. Both of these journeys though aim to expand our sense of self and possibilities in the world and an aesthetic construct will emerge to reveal the mapping of minings and meanings, crafted and experienced.

Get a game license and a pair of boots and join us in this online and offline adventure through the worlds of Technic and Magic.