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Tell Us a Secret

It is a secret sharing project amongst communities during a visual communication workshop. The workshop explores visual depiction through illustrations, animations, videos, video games concepts, and twine games that illuminate stories in the form of secrets

The project has three main objectives:

• Explore visual communication through narratives applied in diverse visual manifestations

• Build communities by exchanging anonymous hidden experiences

• Preserve and distribute popular storytelling in the form of secrets.

> "Cuéntanos un secreto" [performance , digital poem and collection of secrets exhibition]. Presented at the Anexo, Trampa Gráfica (gallery) on July the 31st, 2013; Mexico City.

> https://cuentanosunsecreto.wordpress.com/
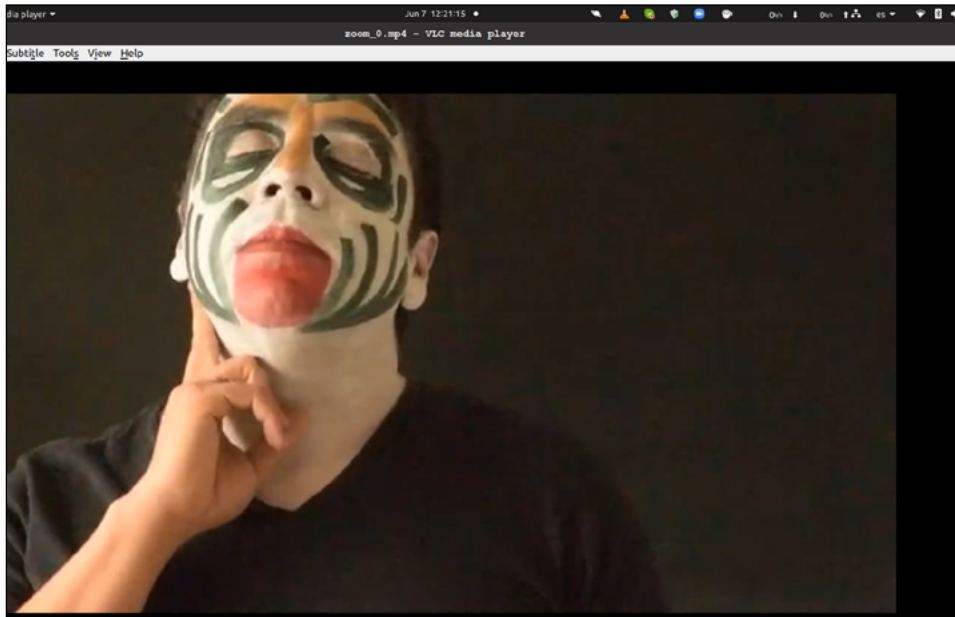
> "Oneiric Maps" Workshop-Performance presented as part of Blend&Bleed: On Transreality and Pervasive Play for Art & Education project by Carina Erdmann, held on June 5th, 2021, in Brussels, Belgium. [Online]
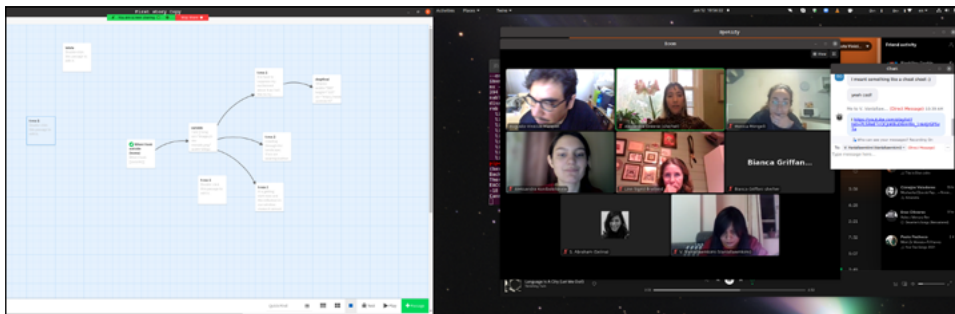
> "Oniric Maps" Workshop in Research-Creation: Merging the Critical and the Creative at Vrije Universiteit, Amsterdam, The Netherlands, held on January 11th, 2022 [Online].| Creating non linear stories stories in Twine.

Oniric Maps

It is a workshop that explores dreams through digital narratives through nonlinear storytelling techniques. The project fosters the remediation of written language within the networked and programmable environments, by remembering, deconstructing, rearranging and symbolizing dreams experiences.

The workshop explores how to create an aesthetic experience for educational purposes? Therefore, it uses performance art as a tool to engage participants with the workshop content and create an experience that blends memories, dreams with reality.

By now, there are three versions of the workshop:

Digital version

The workshop explores Twine, an open-source tool for interactive fiction. In this version, the workshop produces interactive non-linear stories that are published online.

Physical version

The project explores the relation of words in space / time; as a concrete poem or an ergodic narrative (such as, calligrams, rebus or cybetext). The workshop produces a community lecture of those textual objects.

> "Oniric Maps" Workshop Performance ['Memorias de un sol'] in the Oneironautics Project by E. Sprey at Casa Snowapple, Mexico City, on February 1st, 2023.| Photos taken by @fotos_raiz.

> Hands, Collective perfomance in Oneiric Maps(2023).

> Writting and reading in the Space/Time in Oneiric Maps(2023), Oneironautics.

Extended physical version

The project focuses on transforming written language into to other media such as sound, videos or images in a simulated 3D digital environment (VR). Also, it explores hypertext to foster the dream experiences.
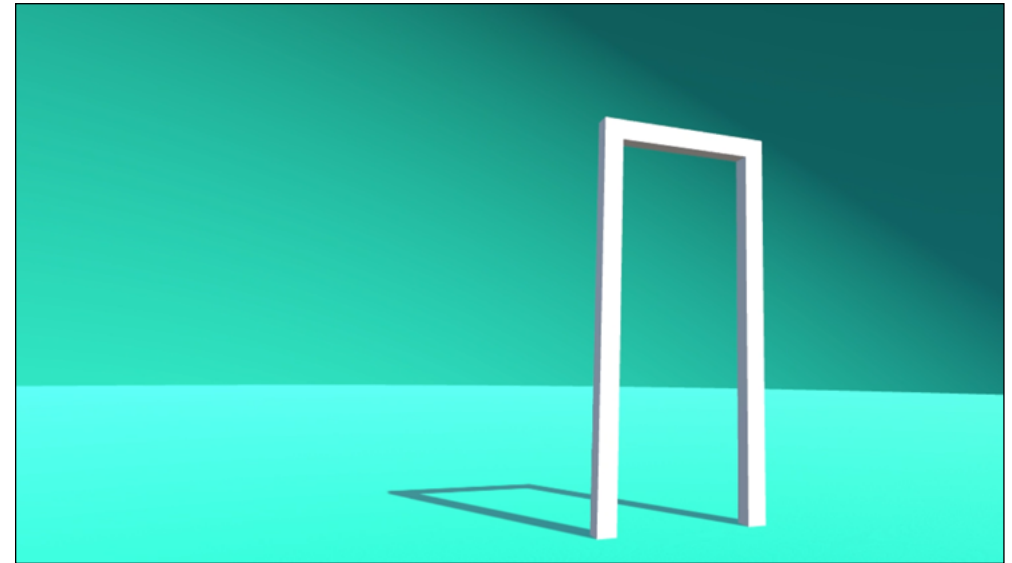
> *"Que el infinito se quede sin estrellas"*(2019). Extended tool [prototype] for Oneiric maps workshop. | Participants enclose their dream experience within each door. Then they play a collective dream experience.

> "Que el infinito se quede sin estrellas" was presented in the "Storytelling Graduation show" at KASK, Ghent, Belgium from 27th to 30th June 2019.

> This is the current user interface of the workshop, which includes a landing page and a virtual room for exchanging 'Vitrine'.
> Visit: http://trueque-beyond-currency.herokuapp.com/

Truque, workshop

Trueque, a means of exchange beyond currency. It is an experience for exchanging digital objects, services and ideas. All non-physical objects are welcome to be exchanged during this marketplace. How to exchange non-physical objects, such as a meme, a playlist, mp3s or any online happening?[1] How to value the wind, a bacteria, an algorithm or any other non-human entity? [2] How to license ownership on products coming from non-human agents?(new intake).

Digital version

The digital version of the workshop is not about commerce, but about the pleasure of negotiating. It is about giving your skills of storytelling a place in the spotlight. The aim of the workshop is to learn how to negotiate non physical objects. [1]
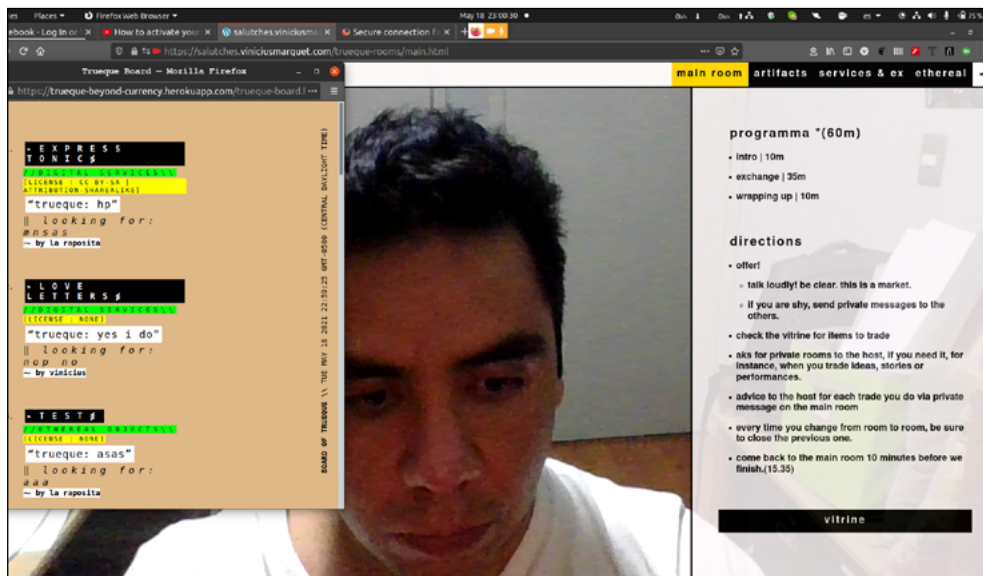
Physical version

Urban workshop-installation for exchanging non-human agents displayed in cards, such as the wind, a bird , an algorithm, a guitar or some mythological entity. [2]

Participants use their skills about depicting and associating non-human agent's attributes in order to create a collective text.

As a result of this game-like experience, the workshop produces collective stories or poems that are shared at the end of the day.

> Trueque in "Mujeres y Naturaleza"; 5th Colloquium of Sustainable design for social innovation UNA, held at Moloch Galería, Mexico City, on May 6th, 2022. Photos by @jhscustomdesign.

> Jose Aburto performing "El código del verso" in Viral:Imagina on the 30th of April, 2020. More information, visit https://imaginaviral.net/
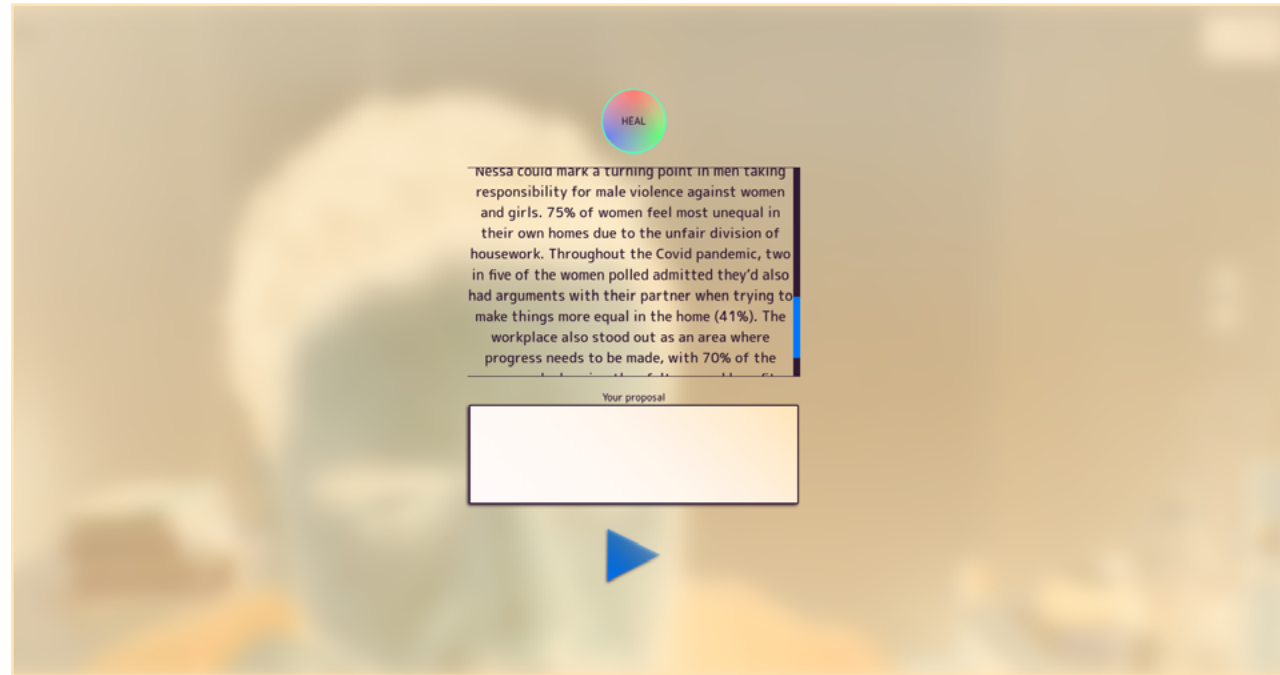
VIRAL: IMAGINA
TALLERES Y PERFOMANCE ENLINEA

Viral: Imagina (2020) is a series of three "brief workshops" (50 min) and one art performance. (30 min). The main idea behind the series is to provide a holistic educational experience for participants about art language practices such as electronic literature, e-poetry, mail art, concrete and sound poetry, video games, transmediality, bookworking, lettering, and coding.

The initiative aims to achieve three main objectives: to create human interactions during the global pandemic, to bring electronic literature and digital culture concepts and techniques to a Spanish-speaking audience, and finally, to explore online workshops as a social tool or social assembler by bringing people from diverse cultural backgrounds together and constructing, for a short period of time, a feeling of "togetherness".

Share
COMPARTE
to heal
PARA SANAR

Share to Heal/Comparte para Sanar

Mencia & Marquet.

It is a social-engaged space for sharing through digital narratives. It is a digital platform that holds a video conference room, a storytelling archive and a facilitator control panel.

Concept workshop: M.Mencia & V.Marquet.

Development: P.Paresi & V.Marquet.

Thanks to the finantial support of Kingston University, UK.

> Landing page :https://sharetoheal.herokuapp.com/
> Video for participants (2min): https://youtu.be/G_j7oGfU3Vs
> Open source code: https://github.com/augustovin/sharetoheal-public.git

> "Prácticas Digitales Creativas: Sanación a través de la comunidad " held on the 21th of November 2020 in Viral: Imagina[online]. | This was the first iteartion of what later we name Share to heal. Available on: https://imaginaviral.net/viral-imagina-2

> The map reads from left - right, top - bottom. The lighter background, green color, indicates the introductory part of the workshop: Presentation [1] and stories distribution [2]; blue color goes for reading and healing the stories[3]; violet goes for wrapping up and closing the workshop[4]. | Each square depicts the spoken and written interactions: cream (Mencia or Marquet); blue (instructions of AAM); pink (participants' interactions in virtual room); black (textual interactions in the chat room). Each square contains, participant pseudonym; the time of the comment and the comment or an abstract of the comment. The grey hexagons depict the virtual room processes such as user interface communications; allowing participants to share their cameras; or when a user was leaving the room. | The stripe at the top of the map indicates the current view of the screen, for instance, the speaker view or the participants gallery view in hidden or visible identity mode.
More detail on https://tinyurl.com/738b272n

This map was designed based on B.Latour ideas about the 'social' (Actor Network Theory, 2005) and what is understood as a 'third teaching room' (Levinsen et al 2013, 3) where there is "togetherness" through exchange of conversations even if it is remotely in a virtual space.

During this analogue iteration, I assumed the role of an algorithm, named the 'analog algorithm machine' (AAM). This proof of concept aimed to understand better the various functions of the actual workshop algorithm.

Some other workshop manifest (Draft, 2022)

it aims to contextualize the workshop practices for today's times, based on my experience and research about the format.

Read manifest

SPACE
PURPOSE
TIME
PRODUCTION.
WORKSHOP
KNOWLEDGE
2. PARTICIPANTS
ITERATIONS.
6.
GOODS.
4. DYNAMICS
DISTRIBUTION.
INTENTION
INDUCED
SPONTANEOUS
THE SOCIAL
INTERACTIONS
3.

> Some other workshop Manifest (Draft) (2022). [Drawing and QR code] in Tasting Notes, a Research Creation Zine (pp. 18-19). In Research-Creation Collaborative (Ed.). See the whole manifesto at https://viniciusmarquet.com/2022/05/24/notes-for-some-other-workshop-manifest-1/

Anacrón, Hipótesis de un producto todo (2009)

Wolfson & Marquet

Anacrón, Hipótesis de un producto todo is the vertiginous text that calls to the dead and the imagination. Both the subjects are attached to Mexican culture since ancient times and more than ever in our actual global society. Anacrón is an eclectic aesthetic e-poem that aims to respect the linear textual reading of the poem while it explores the boundaries of collaboration, multimedia and video game. Gabriel, the poet, and Augusto, the bandit. The entire project has developed without meeting each other. All communication has been done by e-mail. The journey starts when Augusto found an abandoned book called Caja over a couch in a Cafe at Puebla city. Of course, he stole both: the coffee and the book. Anacron was included as part of the Electronic Literature Collection, Volume Three.

> Acacron is a Flash-based digital poem that is now obsolete.
  For more documentation about the project, please follow the links below:

- https://elmcip.net/creative-work/anacron-hipotesis-de-un-producto-todo

- Interview [Spanish]: https://www.youtube.com/watch?v=FqWldIeIyU4

The city is a text (2014)

Prototype

The city is a text is an augmented reality (AR) poem that uses the Dutch traffic sign system and other symbols to create a structure for reading. The project includes various interactive elements that explore the potential of text in augmented environments. The concept behind the poem is that the "text is a journey" to be followed, and thus the poem is structured as a line, with unique experiences at each node.

The experience was categorized in four stages: present, past, oneiric and encrypted experiences.

The poem aims to re-evaluate the process of personal experience as a way to acquire and organize knowledge, and as a primary way to avoid boredom in life.

It was part of my master research , I was aiming to understand the text in digital envieroments.

> See more about my study:
https://www.academia.edu/30212508/THE_CITY_IS_A_TEXT

De regreso (2017)

Radio-performance

"De Regreso" was based on Ulises Carrion's short story "De Regreso Amsterdam," where in the last paragraph, Ulises affirmed, "Amsterdam, a city where I'll never come back." Later, he just spent the rest of his life in this cloudy city. It might be a coincidence or another of Ulises's prophecies. The writer who writes his own will, the writer who writes his own destiny, a writer who plays with structures.

This was the result of personal research I did about Ulises Carrion's life and oeuvre.

> "De regreso", Radio show in Native foreigners curated by Sarah Guinini. Broadcasting for Museo Jumex, Documenta 14 and De Appel on April 4th 2017 in México city, Athens and Amsterdam.

Available online:
http://www.jajajaneeneenee.com/shows/native-foreigners/

Thanks for your atention

Vinicius Marquet is a artist, designer, and independent researcher, based in Mexico City and always navigating digital currents. He has worked as a guest teacher in diverse universities in Mexico and Europe (UNAM, IBERO and Luca) and as a workshop for diverse cultural institutions worldwide. He is part of the *Winter School program in ·Research-Creation: Merging the Critical and the Creative·* at the VU (Vrije Universiteit Amsterdam). Currently he practices/inquires on the workshop as a tool for assembling society; as a research methodology and as an aesthetic experience in the Network and Programmable media.