

Edge Effects

Queer Virtual Arcades

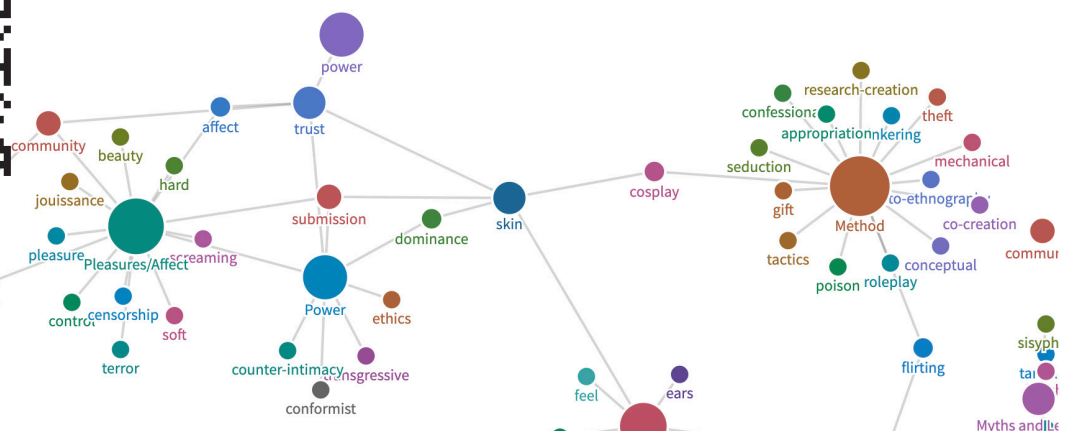


What happens at the edges of bordercrossing technologies?

Edge Effects: Queer Virtual Arcades is an exploratory digital experiment, loosely inspired by Walter Benjamin's Arcades Project, that queers the investigation into who, what and how emerging technologies connect with our bodies, lives and desires. Part archive, part electronic literature, this work represents the first stage of a larger transmedia project by Engel and Fisher investigating tools, platforms and digital strategies that help us to weave together the digital and the analogue, human and machine, and interactivity that moves us beyond linearity to multiplicity. Our larger project aims to literalize the circuit formed by the digital and the queer, thus representing an emerging, heterogenous interactivity that produces radical possibilities - possibilities that we call edge effects.

The project archive showcased here uses Flourish to connect concepts with small questions and nano-stories. It is still in the early stages of development. Further iterations will experiment with multiple platforms - including an immersive, navigable space built in Unity, a social space in VR Chat and WebXR. Ultimately, our Benjaminian digital arcade aims both to capture and perform some of these edge effects and includes new electronic writing alongside examples, ephemera and experiments in spatial theorymaking.

EdgeEffects.Media please visit our webpage for info and demo



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