

Course Description

“...rituals of reversal...”rewire” the crucial connections in the social structure by providing symbolic statements of traditional social imperatives and basic categories of...world view.” – Evon Z. Vogt, Rituals of Reversal as a Means of Rewiring Social Structure

“Whatever else AI is, it is not neutral, and neither can we be. AI is political because it acts in the world in ways that affect the distribution of power, and its political tendencies are revealed in the ways that it sets up boundaries and separations. The apparatus of AI forms feedback loops with the rest of society: it’s “a structured structure that becomes a structuring structure” (Bourdieu, 1980)”– Dan McQuillan, Resisting AI, an Anti-fascist Approach to Artificial Intelligence

Pandaemonium Architecture was introduced at the 1958 *Mechanisation of Thought Processes* symposium as an early pattern recognition model. Named for the demon-inhabited city in Milton's *Paradise Lost*, the *Pandaemonium Architecture* assemblage employs 'daemons' – bits of information or code – that 'scream' in order to ascend a hierarchy of algorithmic hurdles. The metaphorical implications were not lost on the early innovators of AI.

Evon Vogt's *Rituals of Reversal as a Means of Rewiring Social Structure* examines the annual Highland Maya Zinacanteco rituals invoking the reversal of social, gender, and even species roles as a means of “rewiring” the social structure of the community. Contemporary social structures are being “rewired” with ever-increasing speed by often invisible algorithmic and predictive processes. Netflix's, Amazon's, Meta's, and Tiktok’s algorithms are the best-known examples of an increasingly pervasive methodology quietly remaking society while cryptocurrencies and defi (decentralized finance) similarly remake political-economy.

This course examines whether artists employing machine learning, generative algorithms, predictive models, and other technics– tools of what Deleuze called “*the Societies of Control*” – can make art that is evocative, powerful, critical, perhaps even socially transformative. To this end the course examines the history, development, and political economy of Machine Learning and AI, from precomputational wargames, cryptography, game theory, and cybernetics to today’s powerful AI/ML assemblages and related technologies including cryptocurrency, NFTs, and DAOs- and the ways in which these technologies are reshaping society.

Increasingly, AI//ML is being employed in artmaking and can be 'trained' on almost any information, making it a powerful tool: Generative Adversarial Nets (GANs) combine generative and adversarial operations and function as rapidly iterated critique, analogous to artistic critique or ultrafast natural selection, quickly evolving their objects to high levels of complexity; Predictive Analytics employs game theory, statistical analysis, scenario planning, and Modeling and Simulation to create increasingly accurate predictive models; Social Engineering and social media operate on individuals and masses to influence social and political outcomes. Financialized “smart contracts” abstract and exert control upon political-economy, aesthetics, and human relations. These are the tools of technocracy- artists should familiarize themselves with them. This course considers whether it is possible to turn them to artistic use.

The course explores the history of theoretical and philosophical thought informing Machine Learning and AI, including the work of the Churchlands, Sellars, Chalmers, and Negarastani and critical perspectives

including Levine's investigation into the roots of the internet in military counterinsurrection, Delanda's thesis that Modeling and Simulation offers insights for philosophy, Tiqqun and others' critique of cybernetics, McQuillan, Golumbia, and Sandifer's critical analyses of AI, crypto, and defi, Barad's *Agential Realism*, and Roden's 'demonology'. The "new structure of feeling", the fragmentation of the information landscape, and the increasingly pronounced social and political-economic effects engendered by new technology will be examined throughout.

Conceptual skills, computer literacy, and basic programming skills are required. Advanced coding will not be necessary, however, advanced coders are encouraged to participate. Tools, texts, and platforms are presented here somewhat agnostically, some have questionable provenance, the course will attempt to give context but use your judgement.

Grading will be based on class and lab participation and the completion of a project, individual or collaborative. **Readings are recommended but not required.** *Additional Reading/Primary Documents* are provided for additional context and investigation.

Introductory Readings

James Brusseau, *Deleuze's Postscript on the Societies of Control for Big Data and Predictive Analytics*
Dan McQuillan, from *Resisting AI, an Anti-fascist Approach to Artificial Intelligence*

Additional Reading/Primary Documents

Kareem Ayoub, Kenneth Payne, *Strategy in the age of Artificial Intelligence*
Gilles Deleuze, *Postscript on the Societies of Control*

1. September 12 *A grin without a cat* "Information does not exist, it is a useless notion in biology It is a useful notion for design for understanding systems that are very well specified, you may describe relations in these terms but living systems do not operate in those terms." – Humberto Maturana

A cybernetic system (cat trips out); *Exiting cyberutopia*: Pronomianism v. Antinomianism, "smart contracts", law v. art; the "extremely online" v. "The Cathedral"; *A grin without a cat*: web3 or tech in search of a use-case: Cryptovoxels, Decentraland, defi, crypto, and "sus AI" (LaMDA, Replika, et al.); Charles Stross's "very slow AIs" to "imperceptible algorithmic value extraction devices": social, inducements, walled gardens, and yield farms; Predpol, Palantir, and "pernicious feedback loops"; *Lulzsec to Nulzsec*: memesis, "thought contagion", media decentralization, and "stochastic terror"

The Mechanisation of Thought Processes Jasia Reichardt's *Cybernetic Serendipity*, Gustav Metzger, art, and the (D)ARPA pill; Norbert Wiener's *Cybernetics* and *The Human Use of Human Beings*; Wiener's Gun Controller, the Whitney brothers, and the birth of cybernetic art; "Feedback Mechanisms and Circular Causal Systems in Biological and Social Systems" or The Macy Conferences; Claude Shannon's "A Mathematical Theory of Communication", information theory, and Shannon's Labyrinth; *The Mechanisation of Thought Processes* symposia, O.G. Selfridge, *Paradise Lost*, and *Pandaemonium Architecture*; NASA's "computers", Christine Darden, data and power; Alan Turing's "Computing Machinery and Intelligence", the Imitation Game, ELIZA, facebotish, Tay, Microsoft's neoNazi chatbot, GPT3 chatbots, Meta's Blenderbot; LaMDA, Cybele/Replika, tripwires, confidence, riffing, tailoring

The Game of Life Mary Shelley, Ada Byron Lovelace, early alife and code; John von Neumann and Stanislaw Ulam's game theory, cellular automata, and self-replicating machines; Klára Dán von Neumann, Monte Carlo, ENIAC, and contemporary code; Ed Fredkin; John Conway's *Game of Life*, alife and CA; First to Second Order Cybernetics, von Foerster, Matarana, Varela, et al; *Sozialeplastik*, *Neuroplastique*, *Abstraction*, and *the Hack*, Joseph Beuys' *Sozialeplastik*, Catherine Malabou's Neuroplastic, McKenzie Wark's *Abstraction* and *the Hack*; Hacking v. Central Processing; *Matrioshka Brains*, abstract machines, computronium, levelism, and integration; *Phantasy (inducement)*: Alife to Latent Diffusion Models, Deepfakes, et al.

Lab alife: *Golly*, *Wolframtones*, *Wotja*, et al; *latent diffusion models: Stable Diffusion*, *GfpGAN*, *Musik*, *huggingface*, *Dall-E 2*, *openai*; "toy AIs": *Muglife*, *Reface*, *Dall-E mini*, *craiyon*, *Replika*

Readings

Bernard Dionysius Geoghegan, *Agents of History, Autonomous agents and Cryptointelligence*
McKenzie Wark, from *A Hacker Manifesto*
Catherine Malabou, from *What should we do with our Brain?*

Additional Reading/Primary Documents

O.G. Selfridge, *Pandemonium: A Paradigm For Learning*
Martin Gardner, *MATHEMATICAL GAMES: John Conway's new solitaire game "life"*
Robin Rombach, et al., *High-Resolution Image Synthesis with Latent Diffusion Models*

2. September 19 Statistical Personae, a Basilisk The Hollerith Tabulator, IBM, Technocracy, Inc, et al; Project Phoenix, Arpanet, and the birth of the internet in counterinsurgency; *The Californian Ideology*, *The Silicon Ideology*, and Golumbia's *Great White Robot God*; statistics, big data, abstraction; Basilisks – Reza's, Roko's, Sandifer's; The basilisk of inducement; the Truth Tortoise; Lucy Lippard's *Get the Message?*, context collapse and art; Facetune, social media, facial recognition, and biopolitics

Nooscope, Ghost protocol "bene visit qui ben latuit" (the hidden life is best) – Francis Bacon

Thucydides' Melian Dialogue, Sun Tzu, Machiavelli, Napoleon, Clausewitz, war gaming to Game Theory to Predictive Algorithmics; Max Weber and rationalization; Simulmatics, Inc; Scenario Planning, Prediction Markets, Assassination Markets; Implicit vs. Explicit Models, Modelling for Explanation or Prediction, World Simulation: Cybersyn to SEAS-VIS to Palantir to KAIROS (Knowledge-directed Artificial Intelligence Reasoning Over Schemas) and the Nooscope, precrime, and full spectrum hegemony; Project Cyberfolk and "algedonic metering"; big data; strategy in domain-specific modular AI, Clausewitz, *Cephius*, and Texas Hold'em; *Ghost Protocol*: How to disappear completely; Extreme privacy and its discontents

Backpropagation *The Stefaneschi Triptych*, the Droste Effect, *Ummagumma*, recursion in art; recursion and backpropagation in ML and AI; The Varieties of Neural Net, Deep vs. Simple Learning, ANNs, Sigmoid neurons, convolutional nets, recurrent nets, long short-term memory (LSTM) nets, and autoencoders; the basics of Neural Nets, Recursion, and Backpropagation; Ensemble Learning, Supervised, Unsupervised, and Reinforcement Learning, Simple vs. Deep Learning

Lab introduction to huggingface, *Colab*, *Runway*, *Github*

Readings

Joshua M. Epstein, *Why Model? Journal of Artificial Societies and Social Simulation*
Elizabeth Sandifer, from *Neoreaction, a Basilisk*

Additional Reading/Primary Documents

Lucy Lippard, from *Get the Message?*
Michael Bazzell, from *Extreme privacy, what it takes to disappear*
David E. Rumelhart, *Learning representations by backpropagating errors*

3. September 26 *Degrade the Threads* “*In the past this information has been suppressed/But now it can be told/Every man, woman, and mutant/On this planet shall know the truth of de-evolution*” – Devo

Bored Apes, slurp juice, mutation, and devolution, Degen Trilogy and IP; Degrade the Threads: chans, /b, /pol, tubes, social, and degradation; “consensus reality” vs. “burbelaves”; kiwifarms, Rage Comics, f7u12, Trollge, Pill Time, /r/He_comes; Speedrunning, ACE (arbitrary code execution), and TASbot; Adam Elkus’ *Speedrunning Through The Language-Game*

The (a)Social (de)Construction of Reality “*Nothing proceeds from itself. Nothing is Given. All is constructed.*” – Gaston Bachelard

Walter Lippmann, Edward Bernays, *Propaganda, and Public Relations*; Gregory Bateson, wartime disinfo, and “*black propaganda*”, The XX Committee; counterintelligence and James Jesus Angleton’s “Wilderness of Mirrors”; SCL/Cambridge Analytica, OCEAN, Facebook, and Captology; Philip K. Dick, Fredric Jameson, Jean Lyotard, Jean Baudrillard, and Simulationism in Art; Ed Fredkin’s *Digital Philosophy*, Stephen Wolfram’s *A New Kind of Science*, Manuel Delanda’s *Philosophy and Simulation*; Nick Bostrom, Sabine Hossenfelder, the Simulation Hypothesis and its discontents; NLP (Natural Language Processing) to LLMs (Large Language Models), GPT3, OPT-175B, et al.

Theorycels v. Operators: D&D to MUDs to MMORPGs, SE, ARGs to dreampolitik; ong's hat; the beast, ilovebees, Year Zero, Why so serious?; TIMM (This Is My Milwaukee), Synydyne, Cicada 3301, Cicada Mach 2 (gamejacked), “occult memetics”, and Q; Gamergate, algorithmic radicalization, parasocial misdisinfo; theorycels *Operators*: pentesting, redteaming SE, 'malicious hacker' to 'offensive security'; defensive to offensive cyber; APTs: Fancy Bear, et al.; US Cyber Silly Bear leak, CIA “Siren Servers”, TAO, OG (Olympic Games), and the birth of cyberkinetic warfare, NTA (no true airgap), opsec, targeted v. pervasive exploits, zero days, NZ (Nitro Zeus); SCL/CA, IRA, Shadow Brokers; The Deep Private: PI/PMCs- Intertel, Resorts International, Black Cube, Psygroup, Palantir, Academi, Anonops, Wikileaks, Resistbot, et al; Bernard Suits, C. Thi Nguyen, *Games, Agency as Art*

Lab LLMs: GPT2-3, GPTNeo, OPT-175B, Blenderbot, et al.; ***NFT***: Opensea, Rarible, Foundation, et al., *ETH and gas*

Readings

Adam Elkus, *Speedrunning Through The Language-Game*
C. Thi Nguyen, from *Games, Agency As Art*

Additional Reading/Primary Documents

Manuel DeLanda, *Introduction to Philosophy and Simulation*

Joseph Matheny, *The Incunabula Papers*

Christopher Hadnagy, from *Social Engineering, The Art of Human Hacking*

4. October 3 *The Internet, a restaurant sold out to the Mob* "The world circumscribing us [the "circumverse"] aims to have stable circuits, equal cycles, the expected repetitions, and trouble-free compatibility. It intends to eliminate all partial impulses and immobilize bodies. Parallel to this, Borges discussed the anxiety of the emperor who wanted to have such an exact map of the empire that he would have to go back over his territory at all its points and bring it up to scale, so much so that the monarch's subjects spent as much time and energy detailing it and maintaining it that the empire 'itself' fell into ruins to the exact extent that its cartographical overview was perfected -- such is the madness of the great central Zero, its desire to immobilize bodies that can only ever 'be' as representation." – Jean-Francois Lyotard, *Libidinal Economy*, as quoted in Tiqqun's *The Cybernetic Hypothesis*

Guy Debord's *Society of the Spectacle*, Gregory Bateson's *The Cybernetics of Self*, Jean-Francois Lyotard's *Libidinal Economy*; Tiqqun's *Cybernetic Hypothesis*; Mark Fisher's '*Capitalist Realism*' to '*Acid Communism*' and '*Psychic Infrastructure*'; internet, a restaurant sold out to the Mob, wholly parasocial relations, DDD (Don Draper is Dead), pirate funnels to viral loops

Feedforward nets– positive feedback, cybernetic capitalism, and post-biological evolution Carlos Santana on Jimi Hendrix and positive feedback; Felix Guattari, IWC, asignifying semiotics, and "signaletic matter"; "negative" feedback, cybernetics, "governors", and territorialization v. positive feedback, flight, and deterritorialization; feedforward nets and "feedback" (feedforward) in art; I.J. Good's *Speculations Concerning the First Ultraintelligent Machine*; Astrobiology, Steven J. Dick, and *Post-biological Evolution*; CCRU, *Machinic Desire v. Postcapitalist Desire/Acid Communism*

Lab Socialblade, Antenna, growbots; Feedforward nets (FNNs), Recurrent nets (RNNs)

Readings

Matt Colquhoun, *Acid Communism*

Geoff Shullenberger, *Mimetic Acceleration and Capitalist Hyperintelligence*

Steven J. Dick, *Cosmic Evolution from Cosmos and Culture*

Additional Reading/Primary Documents

I.J. Good, *Speculations Concerning the First Ultraintelligent Machine*

James P. Crutchfield, *Space-Time Dynamics In Video Feedback*

David E. Rumelhart, *Learning representations by backpropagating errors*

October 10 NO CLASS, INDIGENOUS PEOPLE'S DAY

5. October 17 *Agent v. Swarm v. Protean Ooze* The Varieties of Agents, David Roden, Manuel Delanda, Assemblages, Karen Barad's Agential Realism; Lynn Hershman, Roberta Breitmore, Lil Miquela, and the Brud; *The Brood*, OOOz, and Slime Dynamics

Polybius by Sinneslöschen Polybius' *Histories v. laodogmatika*, Arcadia, square, and fire signals; *Polybius* by Sinneslöschen- Psyop, Rumortech, Vaporwar(v)e; the weaponization of Rumortech: TAO's (Tailored Access Operations) *Nitro Zeus*, DARPA's SMISC (Social Media in Strategic Communication) and INCAS (INfluence Campaign Awareness and Sensemaking), GCHQ's JTRIG

Edge Detector "cells that fire together, wire together" – folk saying

Frank Rosenblatt and the Perceptron; Marvin Minsky and Seymour Papert's *Perceptrons and linearly separable problems*, Scalars, Vectors, Sets, Training, Sorting, Decision Trees, Leaf nodes, Entropy splits; *Edge Detector* zine, Rudy Rucker, et al; Minsky, Fredkin, HAL 2000, and the Triadex Muse

Lab huggingface, Colab, OpenAI, et al.

Readings

Karen Barad, from *Meeting the Universe Halfway, Quantum Physics and the Entanglement of Matter and Meaning*

Additional Reading/Primary Documents

Minsky and Papert, from *Perceptrons, an Introduction to Perceptual Geometry*

6. October 24 *Eliminative Materialism and Neurophilosophy* Patricia and Paul Churchland, Sellars, Chalmers, et al; p-zombies, sentience, sapience, geist; Hegel, Brandom, Negarestani, Kanzi, et al; Donald Hoffman's *Interface Theory of Perception* and its discontents

Hypocognition v. Hypercognition distraction, hypocognition, amplifiers and suppressors, attention capture, addiction maximizers, parasocial mediatic relations; SFSE, ambient intel, information gathering, communication modeling, elicitation, preloading, pretexting, human buffer overflow, microexpressions, persuasion, framing, manipulation, mitigation

Digital Philosophy, Digital Physics, Quantum Philosophy Edward Fredkin, Stephen Wolfram, Rudy Rucker, David Deutsch, et al.

Lab. introduction to Python in Colab, Tensorflow

Readings

Paul M. Churchland, from *Eliminative Materialism and the propositional attitudes*

Additional Reading/Primary Documents

Donald Hoffman, *The Interface Theory of Perception*

Edward Fredkin, *Finite Nature, A New Cosmogony*

Stephen Wolfram, from *A New Kind of Science*

7. October 31 *Chickenized Reverse Centaurs v. Bossware, Minmax, Maxout, Supermax: Analogy, Power, and Computation* – "if you look at the monopolistic firm as an example of a maximum system, you can connect up its structural relations with those that prevail for an entropy- maximizing thermodynamic system...absolute temperature and entropy have to each other the same conjugate or dual relation that the wage rate has to labor or the land rent has to acres of land." – Samuelson

Chickenized reverse centaurs: Para, Tuyal et al. v. Bossware; *extractive data labor*: Cloudflower, Amazon Mechanical Turk; weaponized metaphor, algorithms and analogy; Minmax, Maxout, Supermax

The Anasazi model Sugarscape, MaiseScape, 'Life with the Artificial Anasazi,' problematics of analogy

Gradient descent GD algorithms: Linear and Polynomial Regression, Logistic Regression, k- Nearest Neighbors, Support Vector Machines, Decision Trees, Random Forests, Ensemble methods

Lab t-SNE, word clouds, multi-dimensional data; Maxout ANNs and other ML

Readings

Cory Doctorow, *Revenge of the Chickenized Reverse-Centaurs*

Jared Diamond, *Life with the Artificial Anasazi*

Additional Reading/Primary Documents

Ian J. Goodfellow, et al. *Maxout Networks*

8. November 7 *Generative Adversarial Nets* "The generative model can be thought of as analogous to a team of counterfeiters, trying to produce fake currency and use it without detection, while the discriminative model is analogous to the police, trying to detect the counterfeit currency. Competition in this game drives both teams to improve their methods until the counterfeits are indistinguishable from the genuine articles." Ian J. Goodfellow, et al.

StyleGAN, GANs, models, training sets, etc.

Reciprocal Panopticism, One-way mirrors, Walled Gardens, Hidden Layers, and Capture Arcana Imperii, Secretum, Mysterium; *hidden layers*: in neural nets, walled gardens, kg, raya, encrypted comms; social, chans; *reciprocal panopticism*: Reddit- karma and sage, 4chan- degraded threads, 8kun- Q and tripcodes; *one-way mirrors*: DARPA's Lifelog to Meta Portal, FB, IG; M15/BTSS's EXTENDING and Weeping Angel; IARPA/Raytheon's M3S; *social, political, and economic hidden layers*: criminogenic banks BCCI to In-Q-tel; Bel, OWL, et al; Meta Captology, BJ Fogg's *Persuasive Computing*, and capture

Defining Your Project, goals, tools, areas of research, accessing and allocating resources

Lab StyleGAN, other GANs, models

Readings

Ian J. Goodfellow, et al., *Generative Adversarial Nets*

Additional Reading/Primary Documents

Andrew Brock, Karen Simonyan, et al, *Large Scale Gans, High Fidelity Natural Image Synthesis*

BJ Fogg, from *Persuasive technology, using computers to change what we think and do*

9. November 14 *Hodlnautica* Caesar cipher to Enigma and Turing's bombes, Colossus; MILCRYP, Lambros D. Callimahos, and the Zendian Problem; phreaks, hackers, and goldbugs; David Chaum's "*Blind Signatures for Untraceable Payments*", DigiCash, Tim May's "*Crypto Anarchist Manifesto*," Hashcash, BitGold, Neil Stephenson's *Cryptonomicon*, AZX, MT.GOX, Satoshi Nakamoto, et al., Blockchain; Columbia's *Software as Rightwing Extremism*; bitcoinmaxis, moldbugs, stablecoins, altcoins, shitcoins, Doge and the birth of the memecoin, LFG!, FUD

Hopeium is a hell of a drug quants, HFT, and dark pools; fintech, the flash crash, ultrafast black swans, and nonhuman temporalities, emergent phenomena and HFT; Mercer: NLP to RenTech to Cambridge Analytica, Breitbart, et al; defi to cefi: Robinhood, wallstreetbets, and Gamestop; reflexive ponzis: Grayscale, et al, yield farms: Celsius, 3AC, Terra/Luna, washtrading the Jenga tower custard pie clown car; defi, crypto, and Nash equilibria, zero sum minus, 0- or "greater fool" theory

On (Surplus) Value In Art Seth Siegelaub's *Artist's Reserved Rights Transfer and Sale Agreement*, Diedrich Diederichsen's *On (Surplus) Value In Art*; NFTs, surplus value, and art, "second-order use value", surplus extraction, "digital scarcity"

Project proposals

Lab *ETH, Remix, Solidity, Metamask*

Reading

David Golumbia, from *Bitcoin, Software as Rightwing Extremism*
Diedrich Diederichsen, from *On (Surplus) Value In Art*

Additional Reading/Primary Documents

Satoshi Nakamoto, *Bitcoin: A Peer-to-Peer Electronic Cash System*
Lambros D. Callimahos, from *MILCRYP Military Cryptanalytics pt. 3*
Robert Mercer et al., *A Maximum Likelihood Approach to Continuous Speech Recognition*

10. November 21 *Black Ice Metaverse* XR SF Capital, *Neuromancer's* Cyberspace, *Snow Crash's* Metaverse, *Ready Player One's* Oasis, Meta's commercial Metaverse, Meta Portal, Building 8, et al. David Chalmers' *Reality+*

Illuminating Abstractions "Abstraction reflected the economic mechanization of consciousness" – Meyer Shapiro "Art is a lie that helps us see the truth." – Picasso

Mimetic Violence, the Lotka-Volterra ecosystem model, Hooke's Law, Kermack-McKendrick epidemic equations; Levelism: Kant's 'antinomies of pure reason', Levelism: epistemological, ontological, methodological

Art as Abstract Machine "Any piece of flotsam or jetsam within our grasp should be considered as a precipitate of our desire." – Andre Breton

Deleuze and Guattari's abstract machines, *Art as Abstract Machine*, Levelism in art

Lab *intro to XR, VR, AR; Twine*

Readings

Geoff Shullenberger, *Mimesis, Violence, and Facebook, Peter Thiel's French Connection*
Stephen Zepke, *Art as Abstract Machine*

Additional Reading/Primary Documents

Luciano Floridi, *The Method of Levels of Abstraction*

11. November 28 Lulzsec to Nulzsec digital activism, left and right, CCC, Legion of Doom, cDc/Hacktivism, Back Orifice, Lulzsec, AnonOps, Anontools, LOIC (Low Orbit Ion Cannon); CNP, “the family”, et al; anonymous to chans and “occult memetics”, Pepe, Kek, et al., /pol, r/thedonald, to Q, right “metapolitics”; left/right can’t meme

Cognitive Hierarchies, Heterarchy, Rhizomatics “(Heterarchy is) an emergent organizational form with distinctive network properties ... and multiple organizing principles.” – Stark “a partially ordered level structure implicating a rampant interactional complexity.” – Kontopolous *Rhizomatics* – Deleuze and Guattari

A Cognitive Hierarchy Model Of Games, cognitive hierarchy, heterarchy, rhizomatics; Information Hierarchies: data silos; info silos: Aaron Swartz’s *Guerilla Open Access Manifesto*, JSTOR, and academic journals; Substack, Patreon, dark/walled servers, aaaaarg, et al; Slashdot, Hacker News, Stack Overflow, et al; compartmentalization, fusion centers, and desiloing

Chaff v. Fog Reveal obfuscation, false tells, MAI (making analysis inefficient), babble tapes, Operation Vula, quote stuffing, hydras, Vortex, “Bayesian flooding” and “unselling”, FaceCloak; exploits and asymmetry; *Fog Reveal*, warrantless mass surveillance, fusion centers, et al; Fogging, Flooding, and Surfacing, Amplification, Inhibition, Wiping

Lab Your Project / LOIC, HOICRS, HiveMind, chaff

Readings

Finn Brunton, Helen Nissenbaum, from *Obfuscation, a User's Guide for Privacy and Protest*
Hugh Davies, *The Gamification of Conspiracy, QAnon as ARG*

Additional Reading/Primary Documents

Carole L. Crumley, *Heterarchy*

Colin F. Camerer, Teck-Hua Ho, et al., *A Cognitive Hierarchy Model Of Games*

GNET Report, *Fogging And Flooding, Countering Extremist MisDisinformation After Terror Attacks*

12. December 5 Assymetrical Likewar Psyop to Mindwar to Likewar: assymetry and 4GW; “Wilderness of Mirrors” to “Strategy of Tension” to TAO: Xkeyscore, Quantum Cat, FOXACID, QUANTUMSQUIRREL, Equation Group v. Shadow Brokers: DANDERSPIRITZ, DARKPULSAR, EWOKFRENZY, ETERNALBLUE to ransomware: AIDS Trojan, Cryptolocker, Wannacry, Petya; exfiltration doxware; TrapWire/Stratfor leak; Clearview AI, Mainstreet One/People First; social credit, affective computing, and pseudoPSI; *autoassymetry*: *The Inversion*, bots, ezsniper to Hayha, Wrath; cook groups, and bypasses; celeb followbots: Peakerr, SkillPatron, Cheap Panel, brokers, Devumi, et al.

Rewiring Social Structure Vogt's *Rituals of Reversal as a Means of Rewiring Social Structure*; Rewiring— always already happening: social media and social structure; Algorithmic Austerity v. Profundity, *Red Plenty*, and Cybersyn; VSAs to Algorithmic value capture devices: a reprise; Dator and Candy's Possibility vs. Probability Space

Nightmares of Beclownment "Do you really think SF Capital allows monkey flake to make decisions it classifies as important?" – CCRU

Hype-vorticism, beclownment, lulz, decentering, nonstandard philosophy, *On Social Sadism*

Lab Your project / ezsniper to FlyCLI, Mek/Velox, Osiris, Hayha, Wrath, Peakerr, Cheap Panel

Readings

Evon Z. Vogt, *Rituals of Reversal as a Means of Rewiring Social Structure*

Mark Fisher, *SF Capital*

Additional Reading/Primary Documents

China Mieville, *On Social Sadism*

13. December 12 Parasites Lost "I must Create a System, or be enslav'd by another Mans / I will not Reason and Compare; my business is to Create" – William Blake

Matt Groening, et al, *Parasites Lost*; David Roden's *Posthuman Life* and *Subtractive-Catastrophic Xenophilia*; Demontology; *Accelerando*'s Lobster AI's, MIT's Norman, Zero HP Lovecraft's *Minotaur*, Cthulu AI; Claire Colebrook's *In Praise of the Flat Earth and counterethics*, *Zoe v. Bios*; ethical AI, game theory, and defection; *Matrioshka* revisited

A thorough rugging EOL, exit scams, rugging, The Big Ruggpull and its discontents

Readings

David Roden, *Subtractive-Catastrophic Xenophilia*

Additional Reading/Primary Documents

Claire Colebrook, *A Globe of One's Own*, *In Praise of the Flat Earth*

Robert J. Bradbury, *Matrioshka Brains*

Present your Project