

Porpentine



Porpentine is a 3game designer as well as a New Media artist. She is known to develop more hypertext games and interactive fiction. The way she develops most of her interactive fiction games is by using Twine software, which is mainly used for interactive fiction.

2012

XYZZY Best Writing for Howling Dogs[20]

"Golden Banana of Discord" for Howling Dogs at the 2012 Interactive Fiction Competition, a prize awarded for the highest standard deviation "both the most loved and the most hated."

2013

XYZZY Best Writing for their angelical understanding[20]

Indiecade Special Recognition for Porpentine's Twine Compilation[26]

Porpentine's Twine Compilation listed by the Museum of the Moving Image (New York City) as one of "25 Must-Play Video Games".[27]

2014

XYZZY Best Writing and Best Individual NPC for With Those We Love Alive[28]

Wordplay Festival Award for Most Unique World: With Those We Love Alive[29]

2016

Creative Capital Emerging Fields for Aria End (in collaboration with Peter Burr)[23]

Otherwise Award Fellowship[30]

2017

Prix Net Art, in collaboration with Rhizome and Chronus Art Center[31]

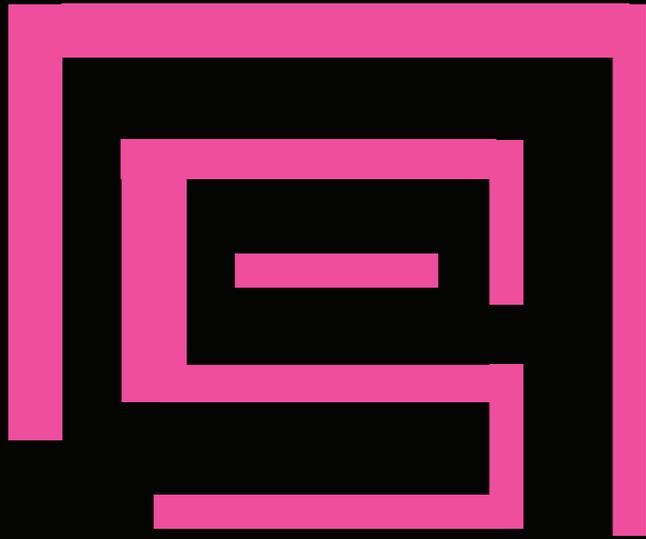
With Those We Love Alive and howling dogs included in the Whitney Biennial[8]

2018

Sundance Institute New Frontier Lab Programs Fellow[32]



<https://xrafstar.monster/games/twine/howlingdogs/>



Story Telling Maze

In the game I was expecting a chronological series of events that would change based on player choice. This wasn't the case as there was no clear story of interrelated events. There is some choice as to which links to click on that will affect the description of events. At different points in the game, the player is presented with choices ranging from 'sleep now' or 'continue' to 'choosing to help strangle a man to death' or 'not'. The player is in a small, dark room with very little food and water. The room is filthy and quite empty except for a photograph of a woman you can't remember. There is also a sanity room, lavatory room and activity room that the player has access to. These events include a woman trying to kill her sleeping husband, a chaotic military battle, exploring a garden, etc. Players can only click on highlighted links of text that either continue the 'story' or present details about elements in the world. For example, clicking on the photograph link will result in a detailed description of the picture itself that changes as time progresses in game. There is no clear solution or goal in mind; it is simply a game depicting escapism. It is argued that minorities don't have the time or means to create games in the standard, modern way that is demanded of them. Twine is a tool to clear the entry barriers to creation and is something that allows a larger group of creators to contribute to the video game world. Why bring up Twine? It's very accessible and as Porpentine states in *Creation Under Capitalism*, "Twine is the invitation to be personal", which is what *Howling Dogs* is all about.

Overall I like that her purpose is to create accessible games for low income people. The word escapism is also a reminder of how dangerous the feeling of entrapment can be. For example KATE CHOPIN "The Story of the hour"

A book of a wife who believes her husband in the military has gone awol and eventually is thought to be dead however later on she sees her husband again and realizes he is not dead. She eventually is pronounced dead by a doctor who claimed that she was "killed by joy" ironically the reader is left to question what she really died from. For many years she was forced to be submissive in her male dominated life and freedom was finally before her so it is much more likely that she died from the heartbreak of realizing life would return to the previous state rather than her being able to live for herself. The liberation that Louise Mallard was unaware she was seeking came with the death of her husband, but disappears at the sight of him coming through the door. In the end, her husband not only controlled her life, but also controlled her death.

Game Play Images

One morning at dawn the nurse shook him awake because his sobs were being heard in the next room. Once he was awake he could hear that not only was the patient next door but the two hundred dogs kept in the hospital courtyard for use in the laboratory had also been threatened by his sobbing and clearly were howling **still**

Beginning

Paths

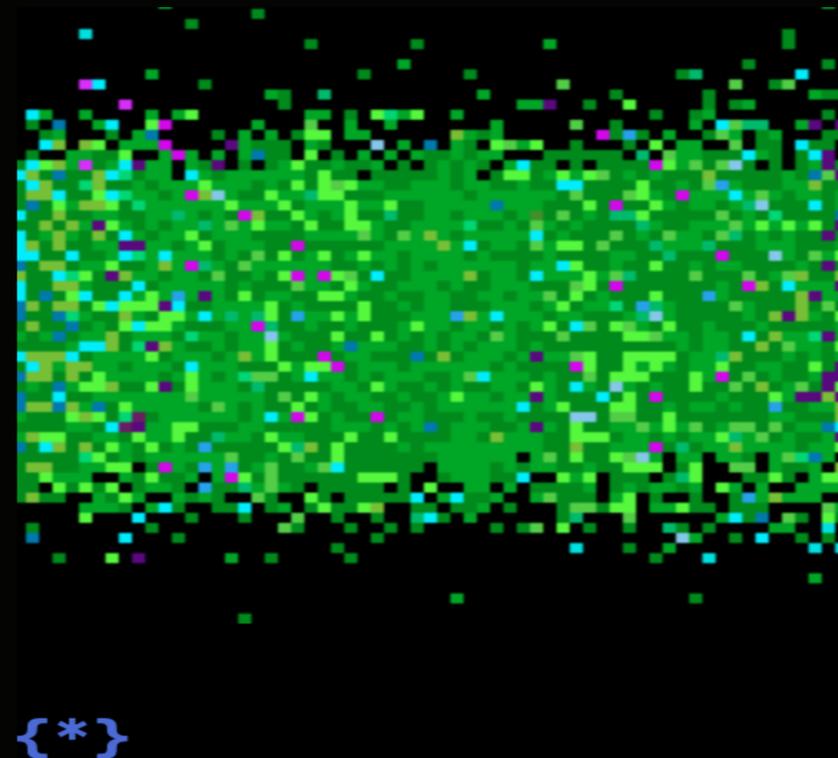
A room of dark metal. Fluorescent lights embedded in the ceiling.

The **activity room** is in the north wall. The **lavatory** entrance, west, next to the **trash disposal** and the **nutrient dispensers**. The **sanity room** is in the east wall.

Her **photograph** is pinned to the side of your bunk. A red LCD reads 367 a few inches over.

End (New Level)

Checkpoint Asterik



Sleep.



Exhibitions

PSYCHO NYMPH EXILE

February 29 2016

First Look: Artists' VR

by Rhizome
2017-02-01

Co-presented by Rhizome and the New Museum, "First Look: Artists' VR" is a new virtual reality exhibition in the form of a free mobile VR app for [iOS](#) and [Android](#), featuring six commissioned works by leading artists: **Peter Burr with Porpentine Charity Heartscape**, **Jeremy Couillard**, **Jayson Musson**, **Jon Rafman**, **Rachel Rossin**, and **Jacolby Satterwhite**.

A first-of-its-kind initiative, the exhibition explores possibilities for experimental animation in mobile virtual reality. The six works range from fantastic original worlds to moving social commentary and include an astral memorial to victims of police violence (Musson); a guided meditation through landscapes taken from the game *Call of Duty: Black Ops*, drained of violence and transformed into an ethereal dreamworld (Rossin); a journey through a fantastical industrial nightclub (Satterwhite); a portrait of a woman navigating an unfolding labyrinth (Burr with Heartscape); a simulation of the afterlife (Couillard); and an unsettling dive into an alternate world rife with avatars both banal and magical (Rafman).

HOWTO USE "FIRST LOOK: ARTISTS' VR"

To experience this app:

1. Download the free First Look: Artists' VR app for [iOS](#) or [Android](#). You must have iOS 9 or later, or Android 4.4 or later. The First Look: Artists' VR app will also be available for Gear VR, downloadable at the Oculus store. (See additional device compatibility information below.)
2. Connect to Wi-Fi to avoid data charges.
3. Open the First Look: Artists' VR app and search through content.
4. Choose a work to download or stream.
5. Use a Google Cardboard or another viewer, or simply turn the phone to landscape mode, to experience all 360 degrees of the video.
6. If possible, wear headphones. If you do not have headphones, turn up the volume on your device.

Device compatibility:

ROCK PAPER SHOTGUN

PC gaming since 1873

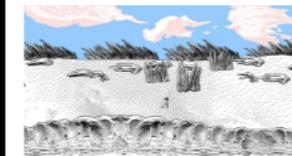
Hypertextual trauma: Porpentine's Twine games and the borders of self-narration

7 MARCH 2016 / CULTURALSTUDIESLEUVEN

By Kahn Faassen

(Student Advanced Master in Literary Studies)

Many interesting narrative experiments have hatched in the margins of the Internet. The paper I wrote for the course [Literature and Psychoanalysis in the Advanced Master in Literary Studies](#) gave me the opportunity to take a closer look at a very particular type of textual art that has developed online: [Twine games](#).



Feature
Live Free Play Hard: The Genital Chamber of the Queen

flap my sweater

May 4, 2014 Porpentine 11 comments



Feature
Live Free Play Hard: Monsters Need Hugs Too

arcade ecologies

April 27, 2014 Porpentine 13 comments



Feature
Live Free Play Hard: I'm A Cyborg And That's Okay????

poison finger claws

April 13, 2014 Porpentine 32 comments



Feature
Live Free Play Hard: Oralphoning Is Not Sexual

April 6, 2014 Porpentine 29 comments



Feature
Live Free Play Hard: TINKER TAILOR CYBORG GODDESS

a brick spaceship

March 30, 2014 Porpentine 26 comments



Feature
Live Free Play Hard: Buried Alive And Loving It

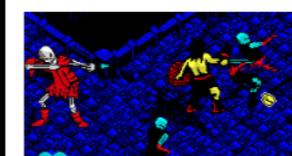
these lingering violations

March 24, 2014 Porpentine 9 comments



Feature
Live Free Play Hard: I'm Not A Rapture

March 16, 2014 Porpentine 19 comments



Feature
Live Free Play Hard: GENDER GENDER GENDER GENDER GENDER GENDER GENDER GENDER GENDER GENDER

misery structure

March 9, 2014 Porpentine 95 comments



Serious Weakness \$9
its going to get really dark now



Low Kill Shelter \$2.99
faggot rabies teeth



Eczema Angel Orifice \$5
beautiful twine compilation
Adventure
🎮 📱 🍏



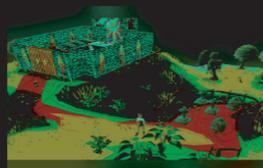
PSYCHO NYMPH EXILE \$2
post-anime gurowave trauma-romance novella



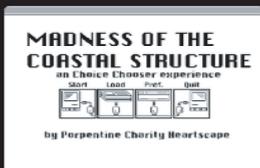
almanac of girlswampwar territory & the _girls who...
Adventure
[Play in browser](#)



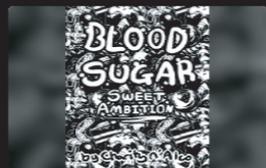
Throst Membrances
porpentine booster pack



Runescape Teen Brothel
runescape sex work anthropology



MADNESS OF THE COASTAL STRUCTURE: an Choice...
fun hypercard adventure game that you love
Interactive Fiction



Blood Sugar : Sweet Ambition
candyrpgslutzine



Aging Out



Armory
bildungsroman



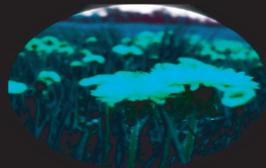
Sticky Zeitgeist: Episode 3: A Trick With Ants
dream or die
Visual Novel
🎮



Sticky Zeitgeist: Episode 2: Aperitif
dream or die
Visual Novel
🎮



Bellular Hexatosis
Save your sister
Adventure
🎮 📱 🍏



Girl Detective & the Mystery of the Sap-Stained Skirt
sad gay mystery



<https://porpentine.itch.io/>

<https://xrafstar.monster/blog/cunt-toward-enemy/>

<https://gamesandaslit.wordpress.com/2015/02/20/howling-dogs-a-personal-experience/>

<https://xrafstar.monster/games/>