REMOTE CONTROL

HOW TO BUILD IT :

SOLDER IT

SCREEN

1kΩ

1kΩ

10kΩ

10kΩ

150kΩ

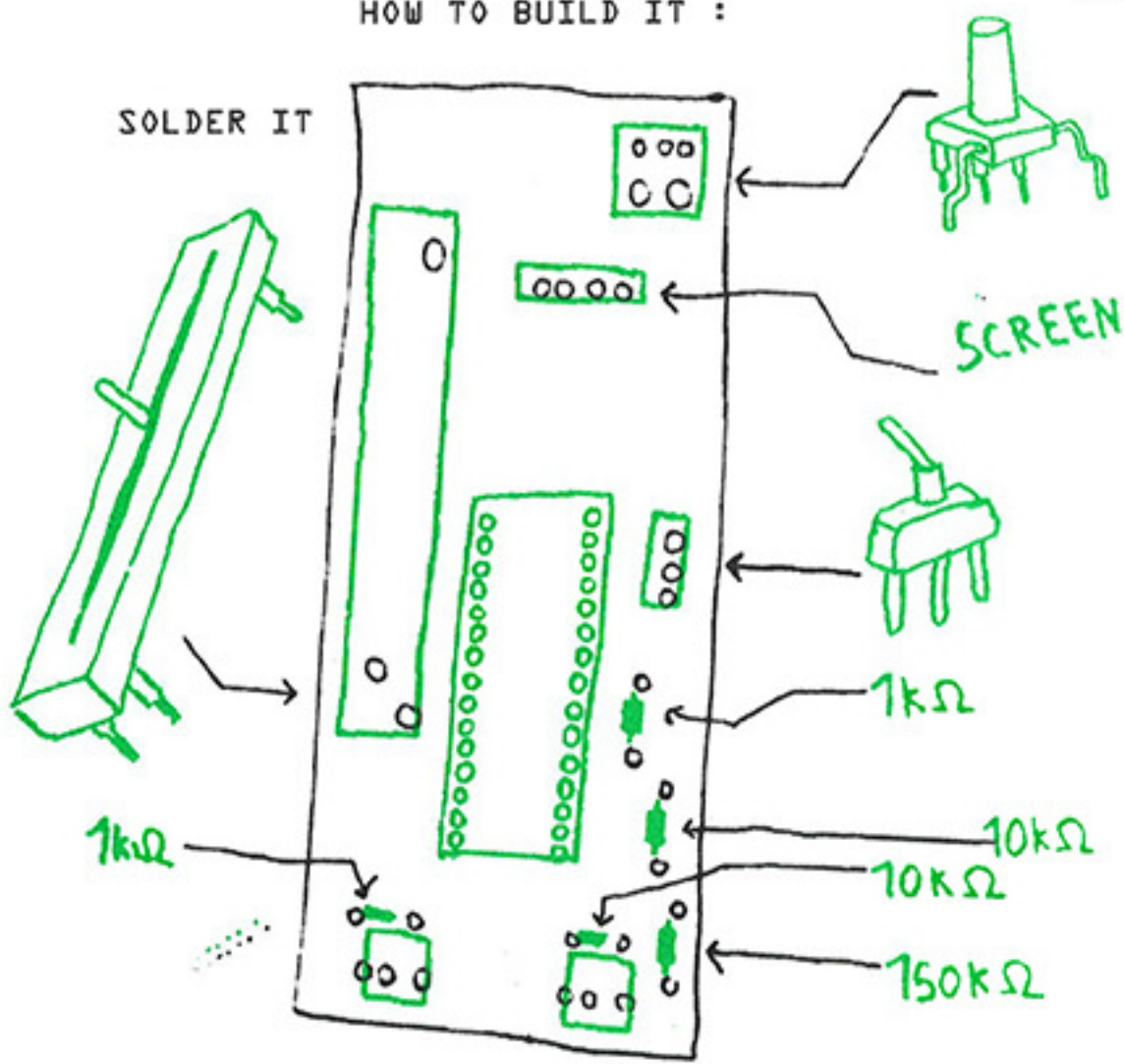### LIST OF PARTS :

- knob (x1)
- Slider (x1)
- Switch (x1)

- OLED Screen 96' (x1)

- Audio Jacks (x2)

- 1k Ohm resistors (x2)
- 10k Ohm (x2)
- 150k Ohm (x1)

- Female headers (x2)

- LED (x1)
- Light sensor (x1)

Please don't choke on my module

« For me this book is a bag.
I am making of this bag a body.
A body of work.
A single-use carrier to collect writing.
Like any single-use carrier bag - I disapprove.
It shouldn't, it contributes to pollution, it should be banned.
Yeah.
Books like this - should be banned.
And yet, in spite of the fact I know this book may be a waste product -
I'm still writing, redacting, expanding.
Even though I know a lot of it is garbage, fool's words, so much garnish to
a lil' gold -
I'm still waiting, wasting, wanting
[...]
And it's with that conceit our species is known for that I am contributing to a
floating continent of plastic, a great patch of unread material.
Like all plastic on the planet - this will probably outlive me.
Please don't choke on it. »   Sad Sack, Sophia Al-Maria, Book Works, 2019

For me this module is a book, a re-usable book.
A book that can be infinitely rewritten,
A re-usable bag.

Remote control is a storytelling machine.

It's a cognitive toolkit providing a space for literary works to converge/converse with the dialectics of code, and putting forth the idea that conceptual confusions surrounding language-use are at the root of most philosophical problems.

A platform calling for collaboration, offering a performative approach to discourse, and putting forth the idea that conceptual confusions surrounding language-use are at the root of most philosophical problems.

(It's a defense tool for times when opinionated news footages are being referred to as the truth, and scientific data is being referred to as fake news by figures of power).

A physical object, a holder for stories, which goals are to generate a collective practice of storytelling, inspired by the ways disparate narratives can come together to create inroads into the unknown.

With this in mind, this module is an arena to explore how protocols can induce new forms of inventiveness in the act of storytelling, grounded in the cohabitation of a multiplicity of standpoints rather than a linear, all-encompassing narrative.

Its interest and use will reside in the stories you decide to generate through it.

Language-games

Just like code, « natural languages » are not chance actions nor randomly proffered words, but actions that owe their legitimacy, relevance, and existence, to a set of rules determining their use.

Language games can be understood as the shared conceptual parameters that make it possible to identify and produce signs, and to establish relations of signification and representation.

History (as a field of study), for example, can be viewed as a language game; it is a rule-guided way of attributing meaning to events.
(Whether language plays the central role in it or not, semiotics can be thought of as rule-guided set of practices.)

RULEBOOK :

Remote control is a reader that supports text that have these three characteristics:
multiple reading paths, **chunked text**, and some kind of **linking mechanisms**.

Technotexts

As a starting point, on the website, you will find a diversity of open versions of emprty codes, wich you can fill in to create your stories.
However, you can also create your own, unique code, to fit your story.

The protocole is simple :

a **KNOB**, a **SLIDER**, a **SWITCH**.

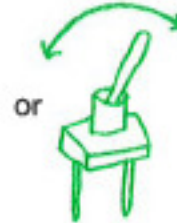The **KNOB** and the **SLIDER** each recieve values ranging from 0 to 1023.

Here are some options of easy ways to divide 1023 :

1023 / 3 = 341
1023 / 11 = 93
1023 / 31 = 33
1023 / 33 = 31
1023 / 93 = 11
1023 / 341 = 3

From there, you can divide divide tyour text in as many ways as you wish by using the IF / ELSE IF condition (It works just the same way for the **SLIDER**)

```
if (KNOB < 341 ) {
    display.println(F("Here, for example I have divided my Knob by
three"));
        display.display();
    else if (KNOB > 341 && KNOB < 682 )
        display.println(F("So I can write three different sentences"));
        display.display();

    else if (KNOB > 682 && KNOB < 1023)
        display.println(F("That will be read separately "));
        display.display();
```
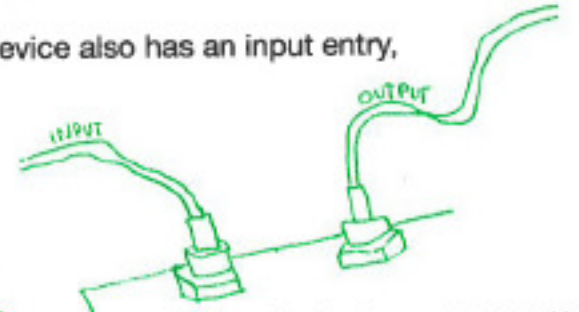
If you want 2 KNOBS (instead of the slider) you can solder it that way :

GND   PIN
5V

The SWITCH reads two options : HIGH and LOW

or

```
if (SWITCH == HIGH ) {
    display.println(F("Here switch is
up"));
        display.display();
    }
if (SWITCH == LOW ) {
    display.println(F("Here switch is
down"));
        display.display();
```

Complexity arises through connection!

The device also has an input entry,

INPUT   OUTPUT

This modularity allows you to play with information hiding, and revealing, by encapsulating different codes whether the module is recieving an input or not.

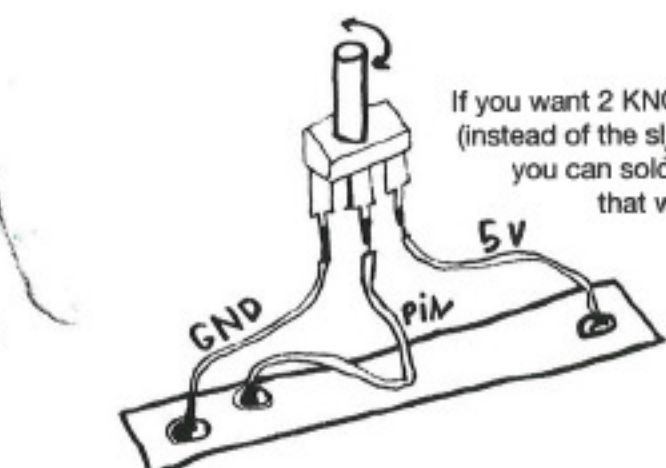## Use the module as a canvas

Once you're familiar with the organization scheme, you're free to play around with it and create your own stories by combining it all together :

```
if (KNOB < 341 && SLIDER < 341 && SWITCH==HIGH ) {
    display.println(F("Now you're free to write whatever
story you want"));
        display.display();
    }
if (KNOB < 341 && SLIDER < 341 && SWITCH==LOW ) {
    display.println(F("And say whatever you want to say"));
        display.display();
    }
else if (KNOB < 341 && SLIDER > 341 && SWITCH==
HIGH) {
    display.println(F("Create your own structure"));
        display.display();
    }
else if (KNOB > 341 && KNOB < 682 && SLIDER > 341 &&
SLIDER < 682 && SWITCH == LOW) {
    display.println(F("Display your own story"));
        display.display();
```

ECT, ECT...

On the website, you will also find 5 previously written little stories, each exploring different modalities and interests.

You just have to copy and paste them in the Loop section of your code, upload your new code on the hardware, and play the story, like a DVD.