

★ name

📝 anna sandri

✳ title of Project/thesis

✂ i'm bad with titles. i currently have something like this:

Haunting narratives in conspiracy fantasies

☆ abstract of Project/thesis

➡ thesis: i am trying to narrate and deconstruct conspiracy theories by using the narrative of the hero's journey\*. This structure is employed to expose the mutuality between fictional narratives and conspiracy fantasies by examining the journey of the individual.

\*In narratology and comparative mythology, the hero's journey, or the monomyth, is the common template of stories that involve a hero who goes on an adventure, is victorious in a decisive crisis, and comes home changed or transformed.

"A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man."

-- Joseph Campbell, The Hero with a Thousand Faces (1949)

➡ project: i am working on a interactive fiction/browser game inspired by conspiracy fantasies and their narrative. The project aims to re-create a story based on the anecdotes, narratives and archetypes that emerged from the thesis

research. The aim of the project is to deconstruct conspiracy fantasies by combining debunking techniques with fictional storytelling.

### ◆ 5 themes/keywords

📁 conspiracy

theories+fiction+narrative+hero's journey+belief

### ★ Link Farm

+++ an ascii map I made last fall

[https://www.yourworldoftext.com/anna\\_thesis\\_void](https://www.yourworldoftext.com/anna_thesis_void) (move to coordinates X:-7 Y: 4)

+++ my project proposal

[https://pzwiki.wdka.nl/mediadesign/User:Annasandri/thesis/2\\_project\\_proposal](https://pzwiki.wdka.nl/mediadesign/User:Annasandri/thesis/2_project_proposal)

+++ my thesis outline

[https://pzwiki.wdka.nl/mediadesign/User:Annasandri/thesis/2\\_thesis\\_outline](https://pzwiki.wdka.nl/mediadesign/User:Annasandri/thesis/2_thesis_outline)

+++ my thesis pad(in progress)

[https://pad.xpub.nl/p/anna\\_thesis](https://pad.xpub.nl/p/anna_thesis)

+++ a mini game i made about an odd conspiracy theory

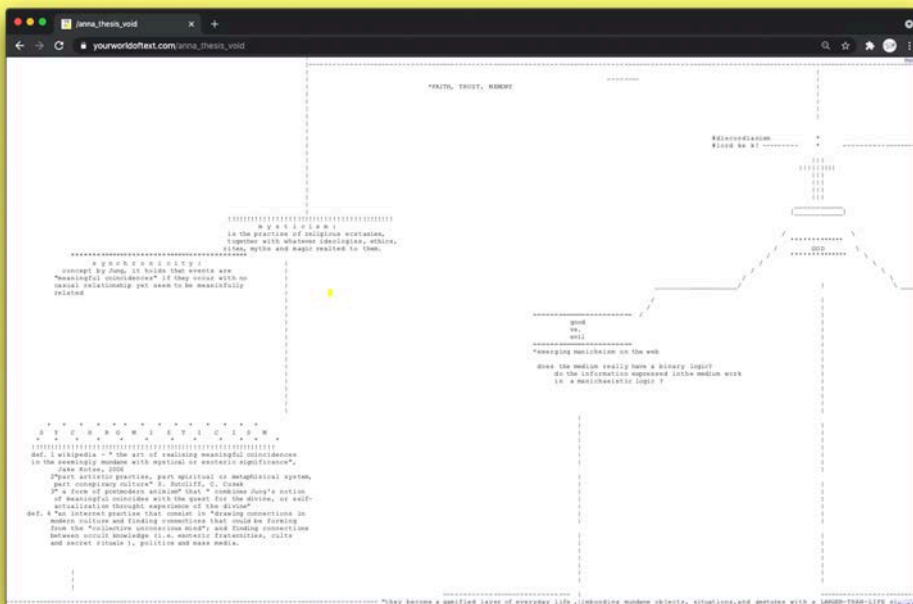
<https://hub.xpub.nl/sandbox/~anna/pizzagate/wayfair/wayfair.html>

+++ a web page i made after writing a thesis chapter about satanic rites

<https://hub.xpub.nl/sandbox/~anna/>

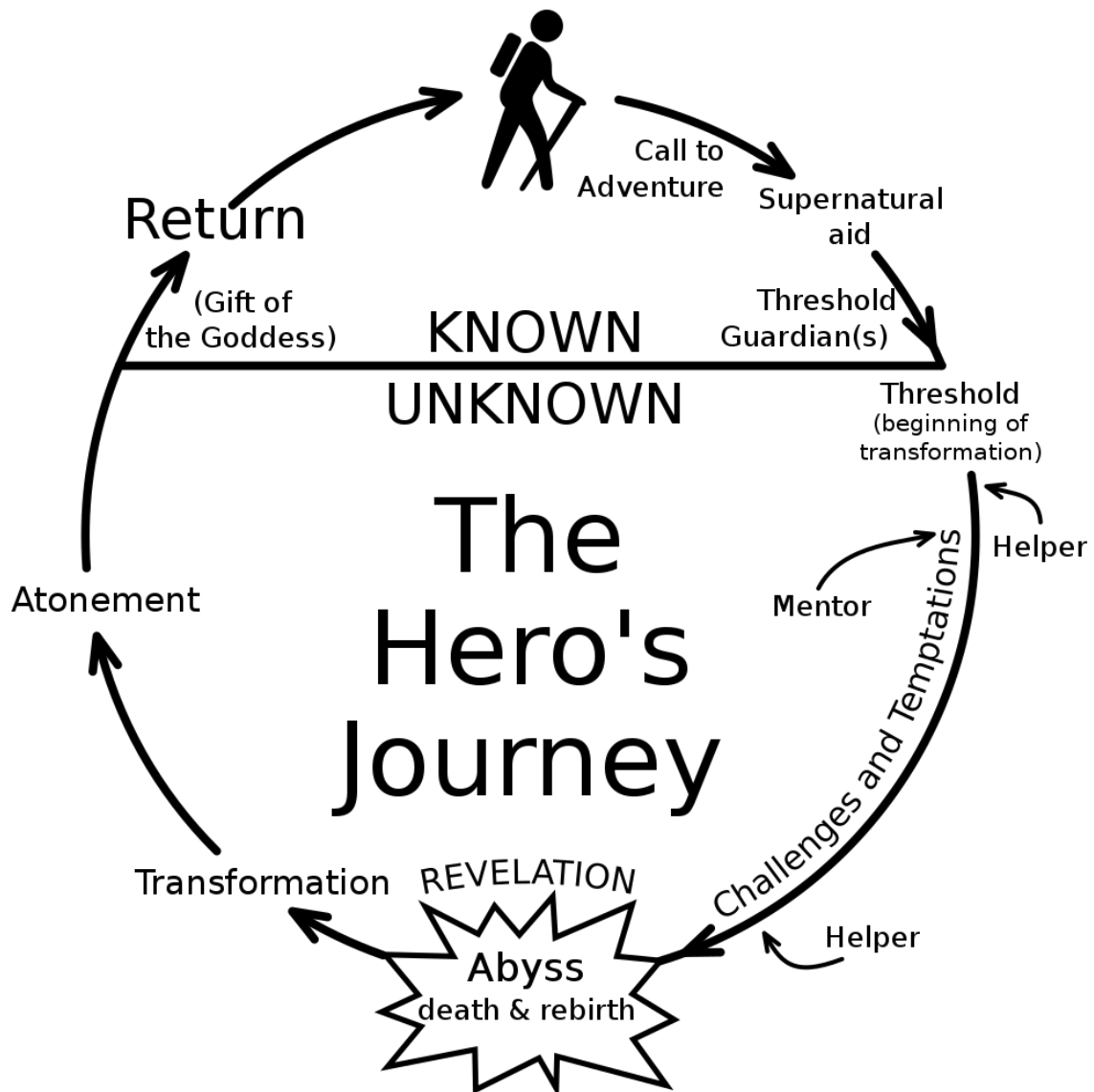
pizzagate/rituals/rituals.html

\* 30 images



+++ img\_1,2 an ascii mind map i made

last fall;



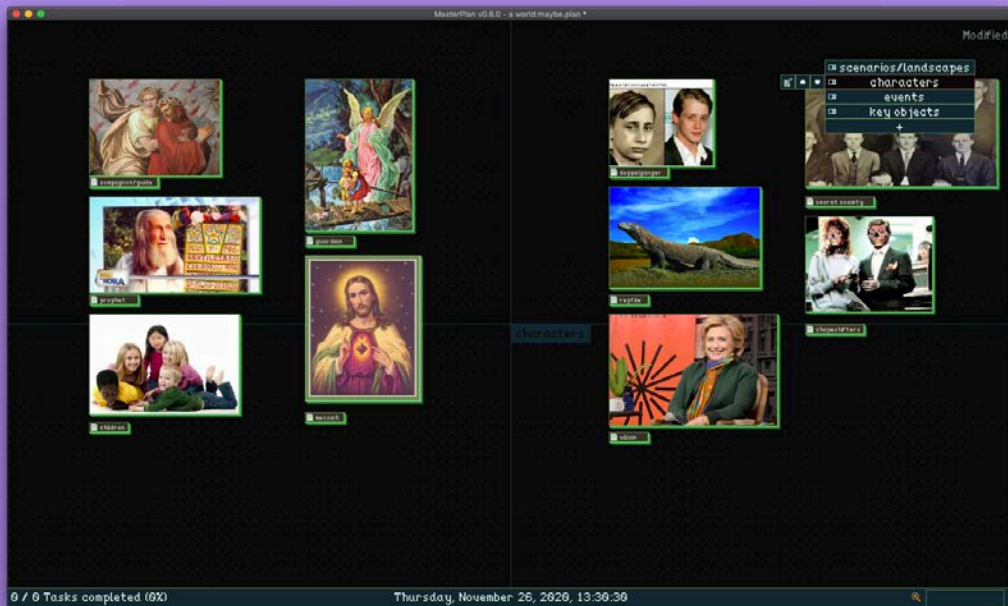
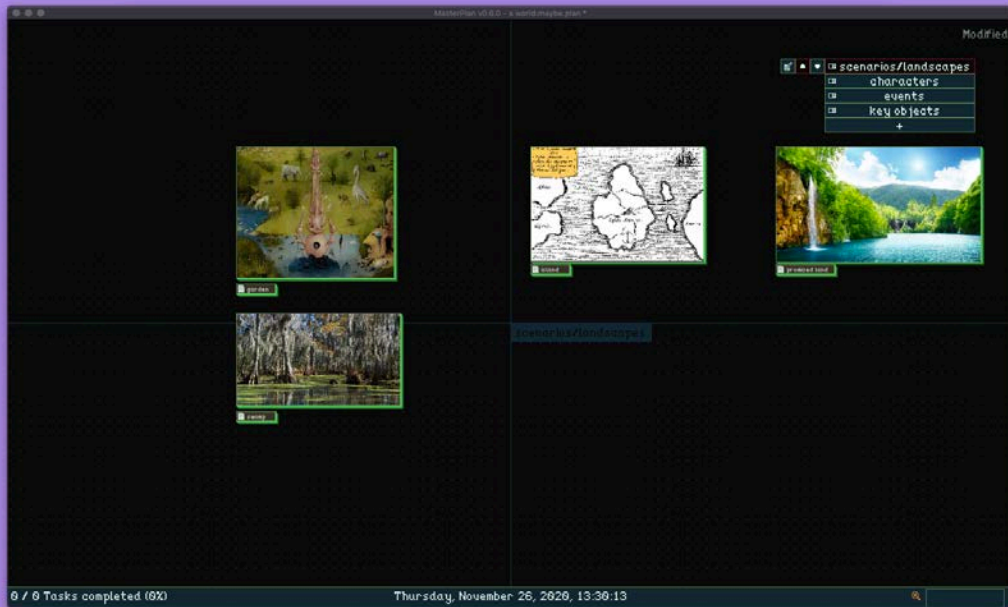
+++ img\_3 a map of the hero's journey;



+++ img\_4 New Age/ spiritual enlightenment illustration a QAnon believer posted on Instagram;



+++ img\_5 a frame from science fiction Tv show V (Visitors);

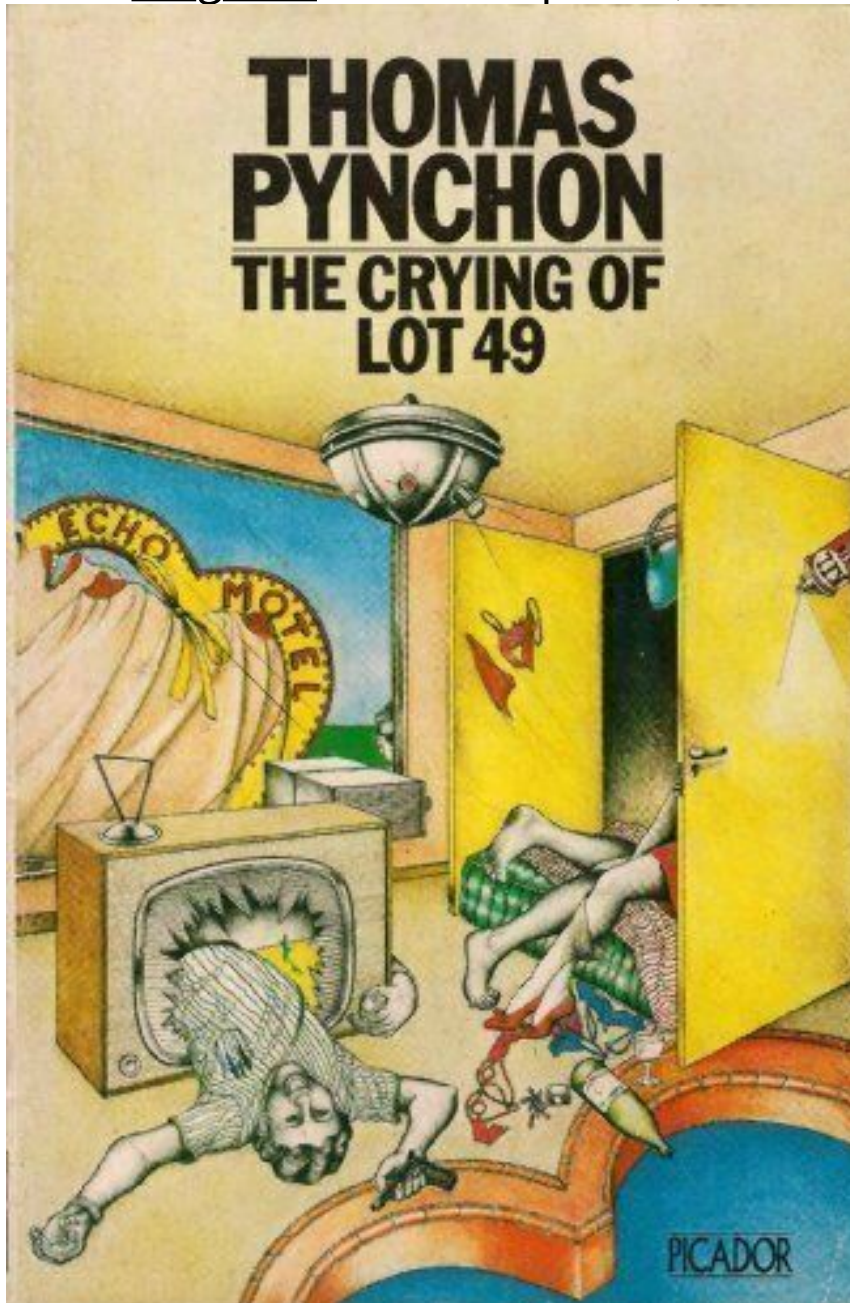








+++ img\_10 a red pill;



+++ img\_11 Thomas Pynchon's novel The Crying of Lot 49;





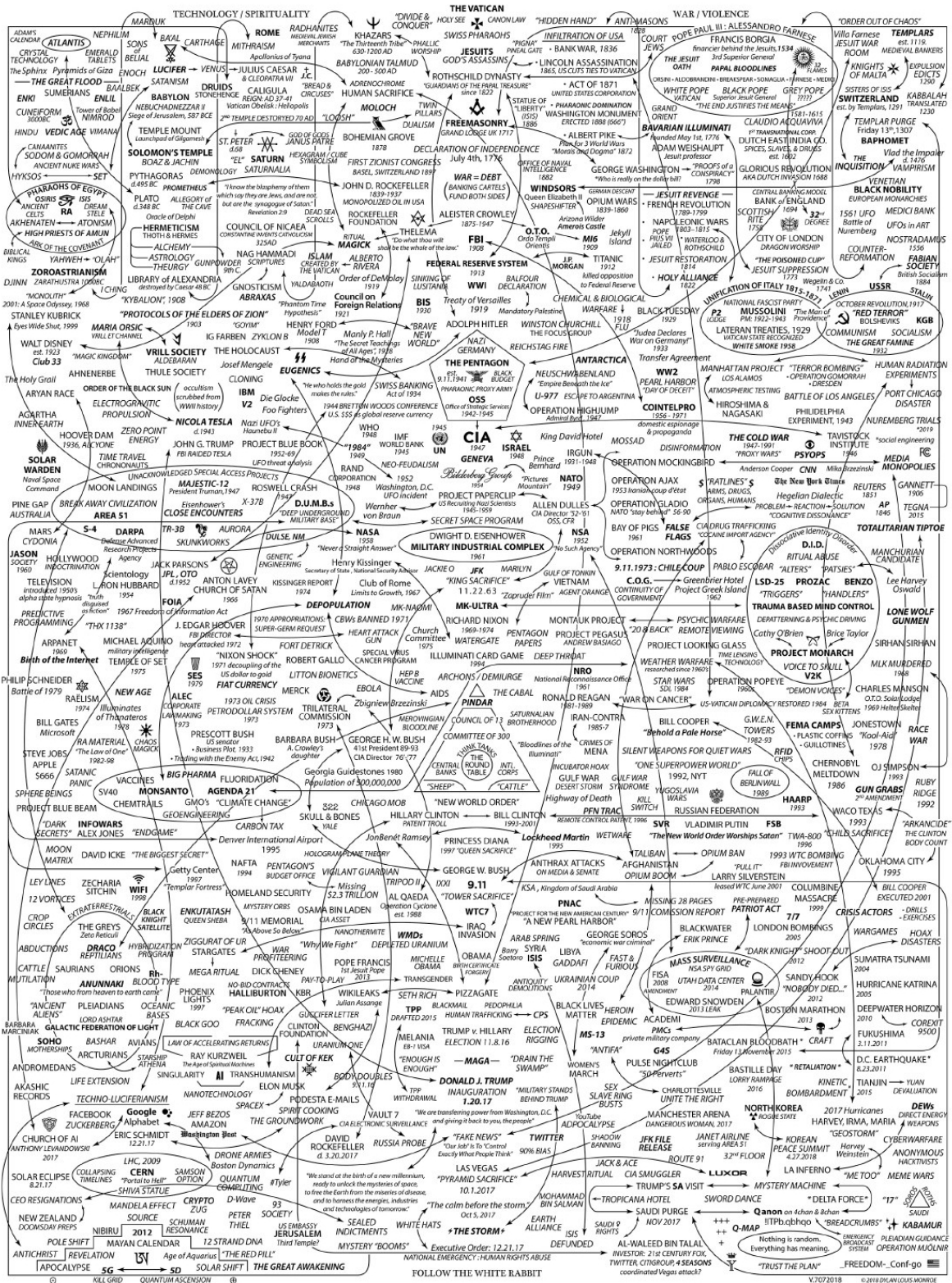
+++ img\_12 an illustration depicting Trump meeting Extraterrestrial beings that a QAnon believer posted on Instagram;



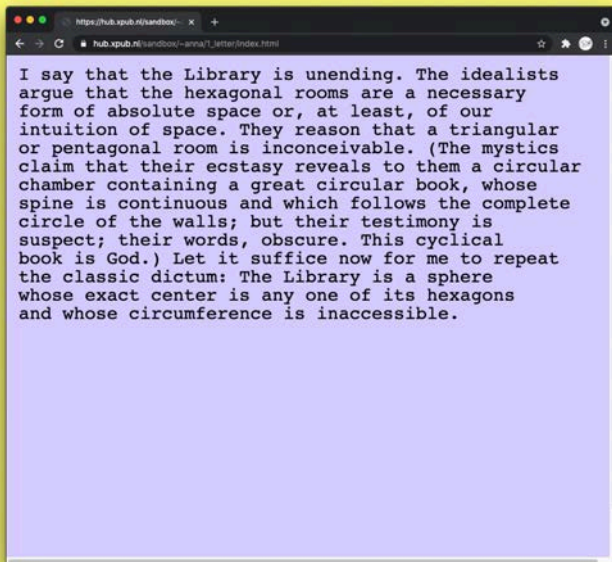
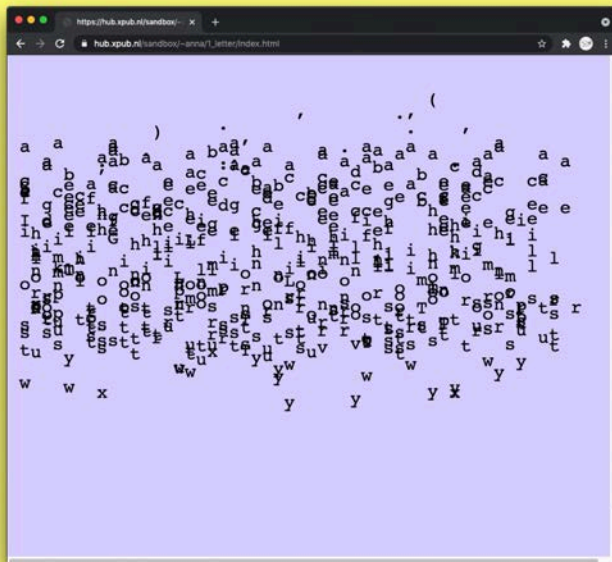
"And yet those who picture the world as unlimited forget that the number of possible books is not. I will be bold enough to suggest this solution to the ancient problem: *The Library is unlimited but periodic.* If an eternal traveler should journey in any direction, he would find after untold centuries that the same volumes are repeated in the same disorder – which, repeated, becomes order: the Order.

My solitude is cheered by that elegant hope."

+++ img\_13 a page from Jorge Luis Borges's *Library of Babel*;



+++ img 14 the QAnon deep state map;

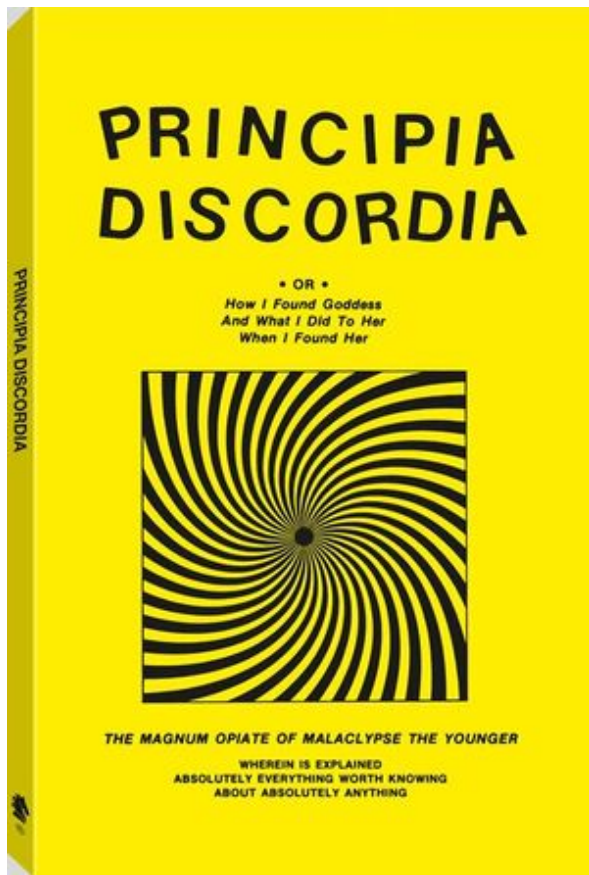


+++ img 15,16 an experiment with text manipulation;



+++ img\_17 Luther Blissett's novel Q;

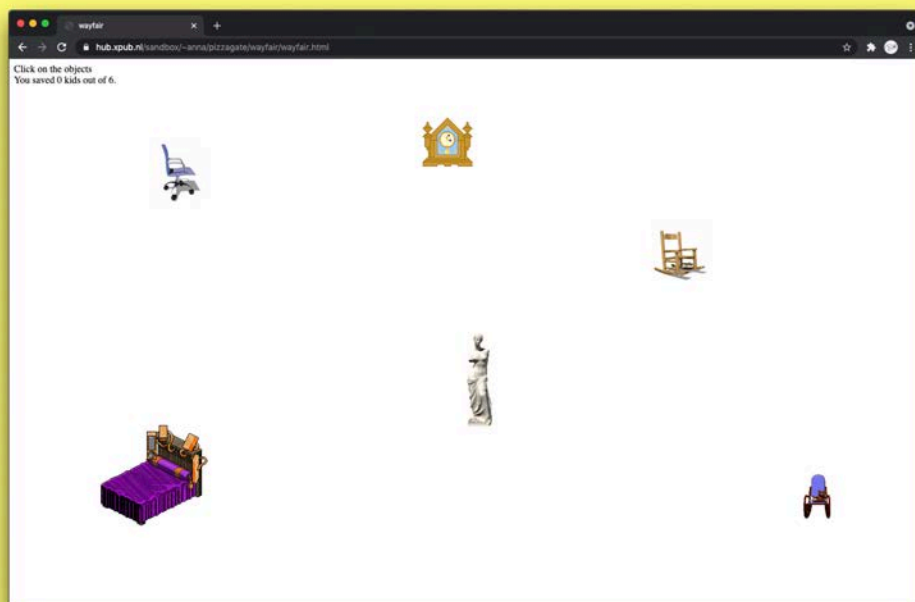


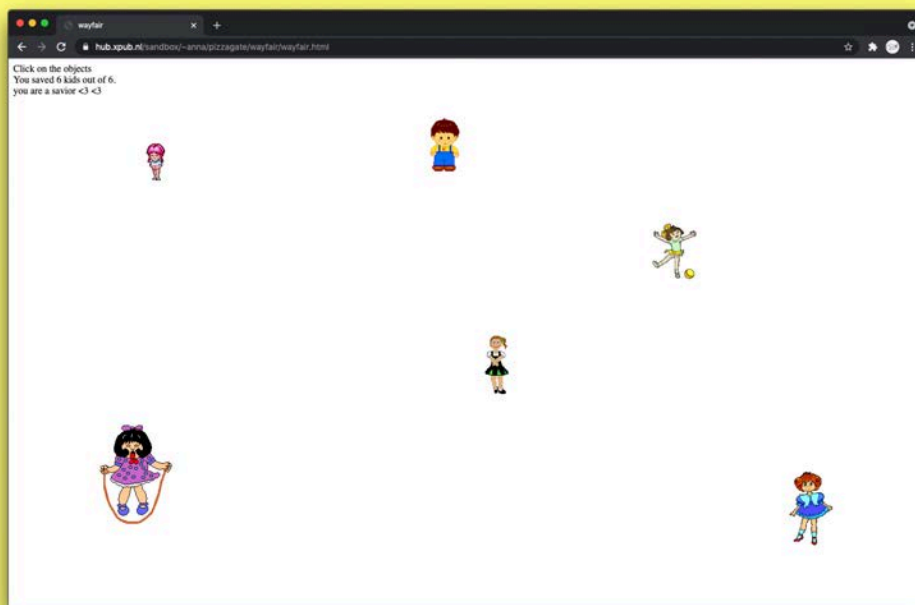


+++ img\_18 Principia Discordia by  
Malaclypse the Younger;



+++ img\_19 psychedelic Jesus;





+++ img\_20,21 a mini game i made about an odd conspiracy theory;



+++ img\_22 an illustration depicting someone who looks like Jesus with the Pleiadian commander Ashtar. Posted on Instagram by a QAnon user;



+++ img\_23 a picture of Lord Kek aka cartoon character Pepe the Frog;

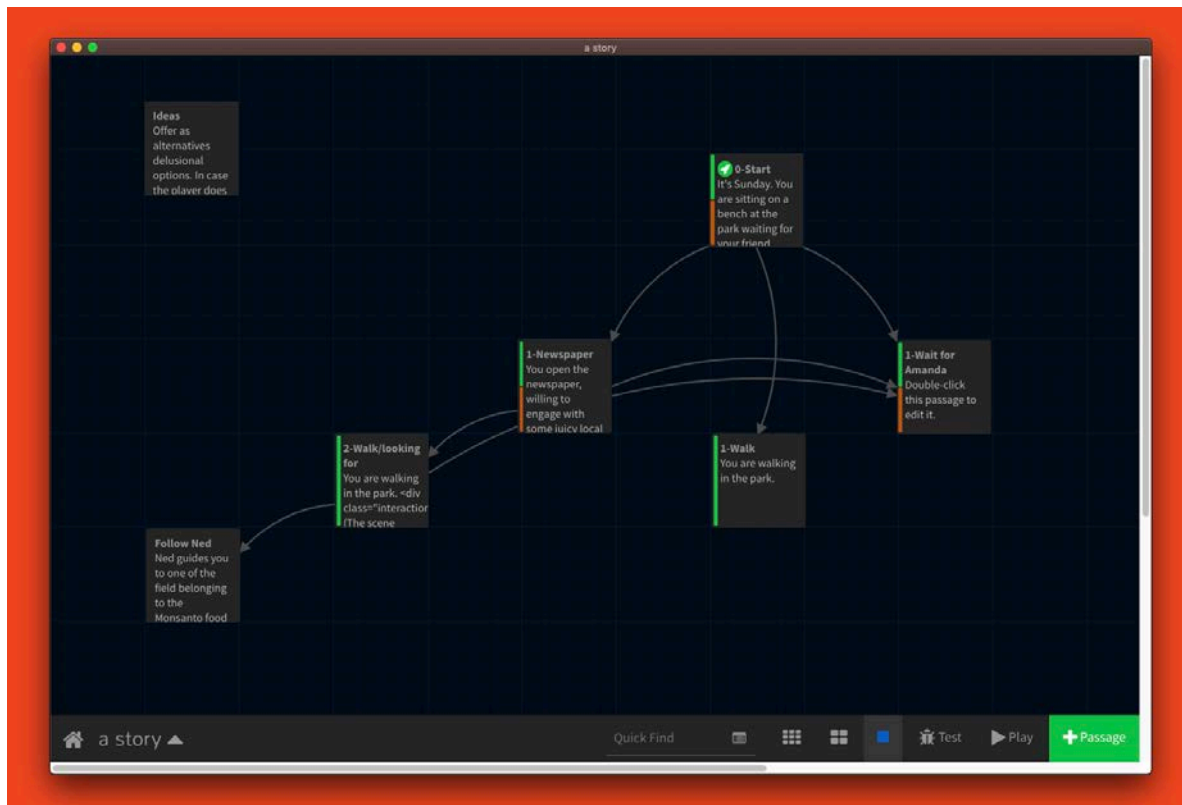


+++ img\_24 Umberto Eco's Foucault's Pendulum;









+++ img\_27 game's development on the software for interactive fiction Twine;

