

Maurice Andresen

portfolio visual guide / synopses

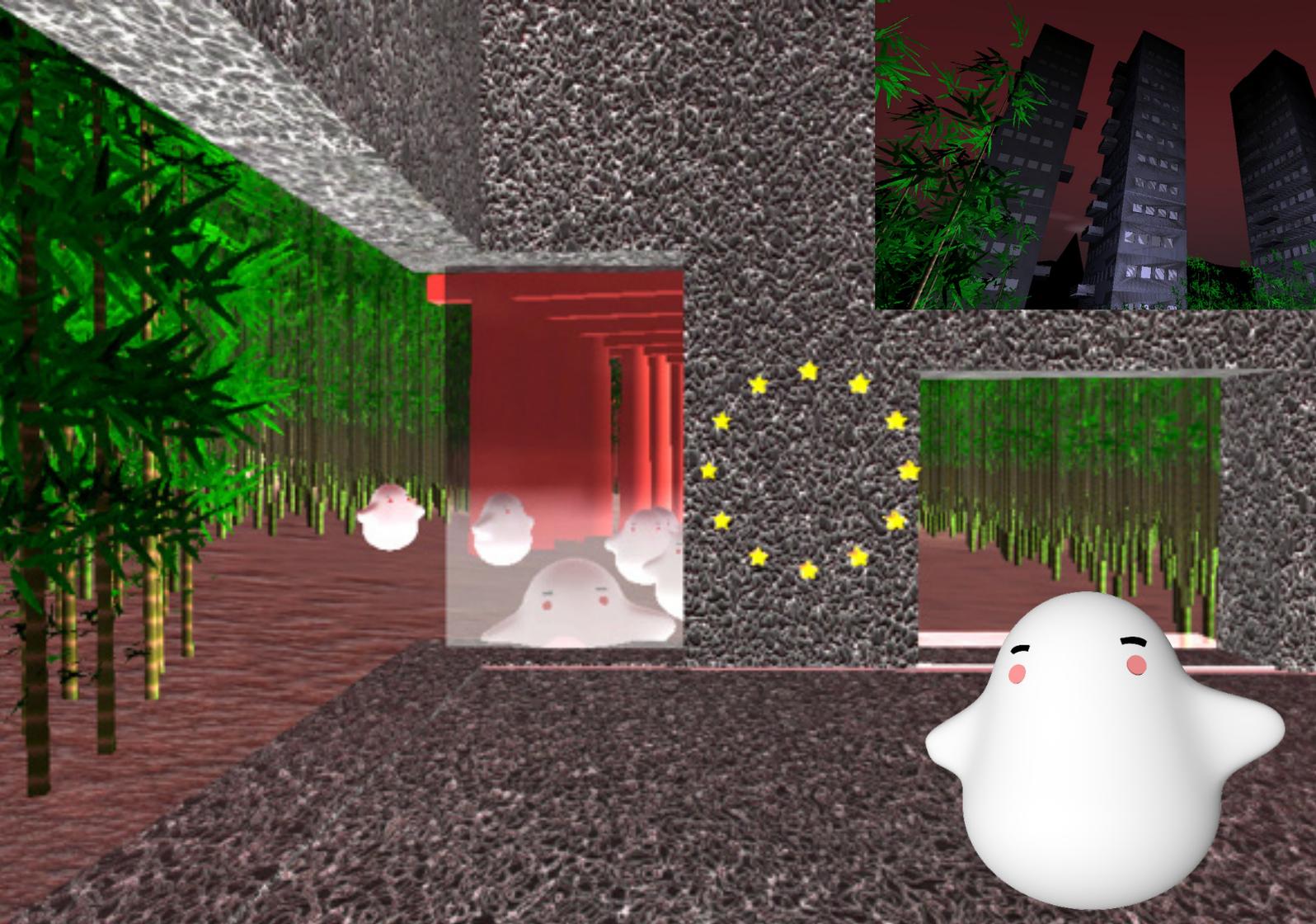
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EUROPIA

Europaia is a simulation that explores the anxieties that are connected to the process of immigration. The impending EU referendum has caused me to fear for my right to stay in the UK as an EU citizen. In the simulation players have to find their way into the union of Europaia, having to circumnavigate the official path in order to enter the glorified coalition. As players progress they accumulate money, trying to reach the capital city in which they have to find a way to become a legal citizen of Europaia.

[>>Trailer](#)

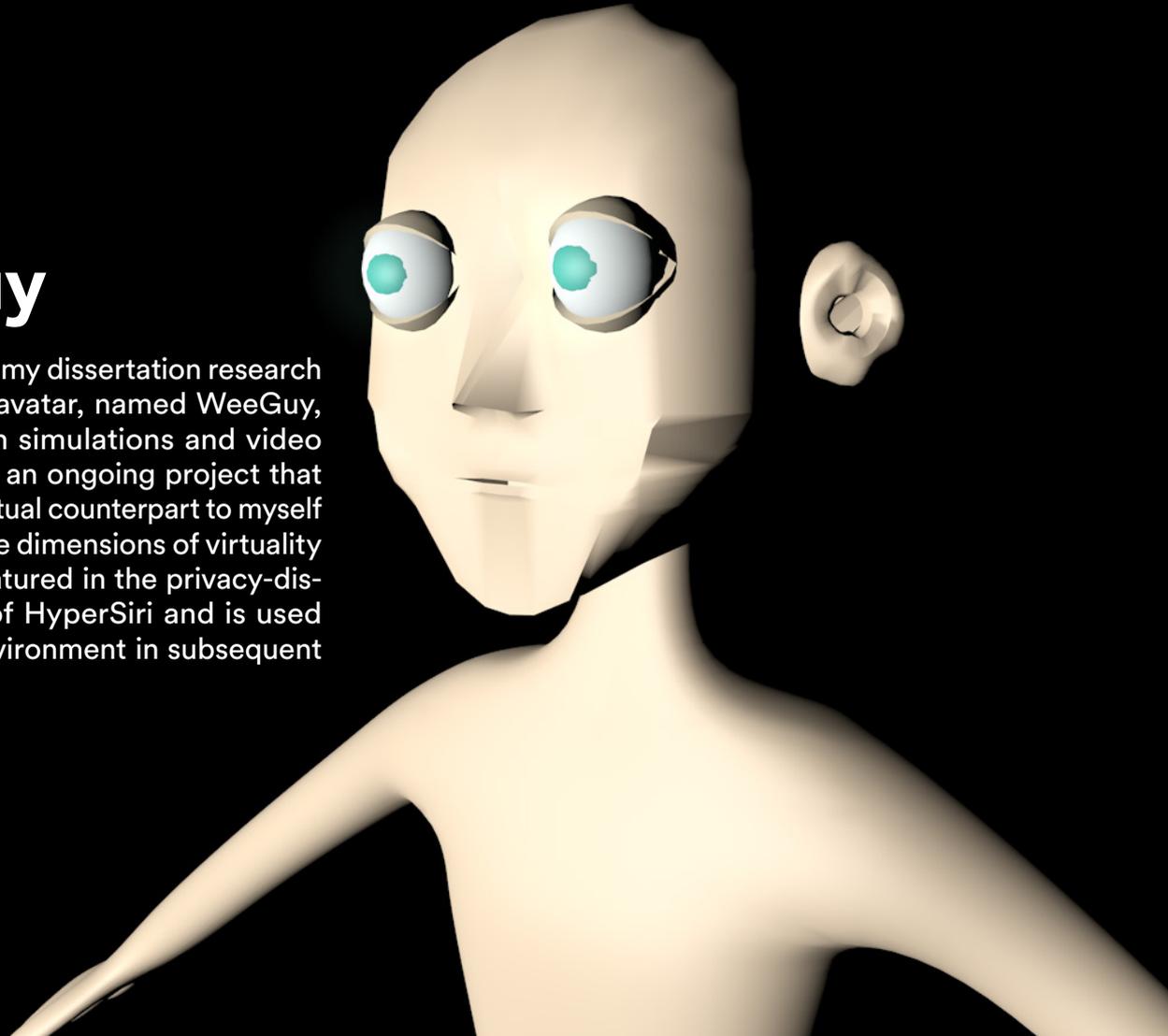




WeeGuy

In conjunction with my dissertation research I created a virtual avatar, named WeeGuy, who resides within simulations and video games. WeeGuy is an ongoing project that seeks to create a virtual counterpart to myself who can explore the dimensions of virtuality from within. He featured in the privacy-disrupting websites of HyperSiri and is used to explore a VR environment in subsequent projects.

[>>Website](#)



TEMPLE

This Virtual Reality video game was shown in a gallery context during the Work in Progress show that took place in the Whisky Bond. The game aims to draw connections and highlight links between physical and virtual space. The idea stems from Kenya Hara's writing in 'white', where he discusses emptiness as the basis of creation.

As a player one must move through otherworldly levels, searching for gateways to progress. The gateways are inspired by the layout of traditional Shinto shrines in Japan, marking a square space between 4 pillars that is left empty in order for deities to pass through them. Within the context of this game the pillars act as reinforced boundaries between virtual and real. In WIP show, the game was viewed through a Google Cardboard set between real life versions of the in-game pillars.



>>Trailer







HyperSiri

A response to the idea of an omniscient agency that views, controls and manipulates all digital data, on an individual as well as global scale. The idea of Hypersiri emerged from research conducted in relation to my Critical Journal, exploring the translation of real world politics into a virtual space.

The outcome is a series of webpages which play with privacy anxieties while highlighting the authoritative approach of government agencies towards cyber politics.

[>>>Hypersiri.com](https://hypersiri.com)

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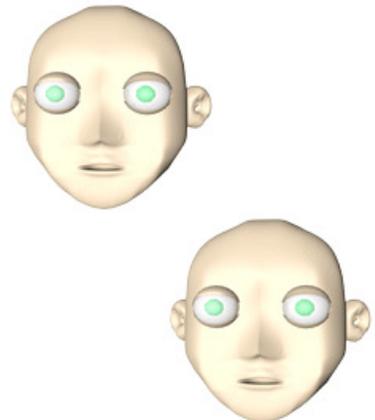
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I. Data Driven

Defying the conventional aesthetic of webpages, these sites aim to collect the users data in a subtle but unsettling manner. Asking users for their names, tracking their geolocation, saving data in cookies as well as accessing a devices camera. The animated people inhabiting the pages are representations of a society that insists on total privacy while acting out the opposite in an online environment.

>>Website



try me

Latitude: 55.8663126

Longitude: -4.2635955

hello IP 194.81.31.178

enter password

Prevent this page from creating additional dialogues

Cancel OK

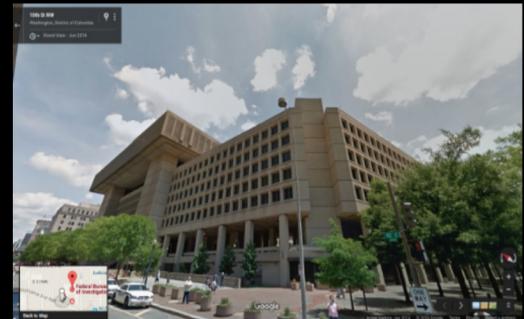
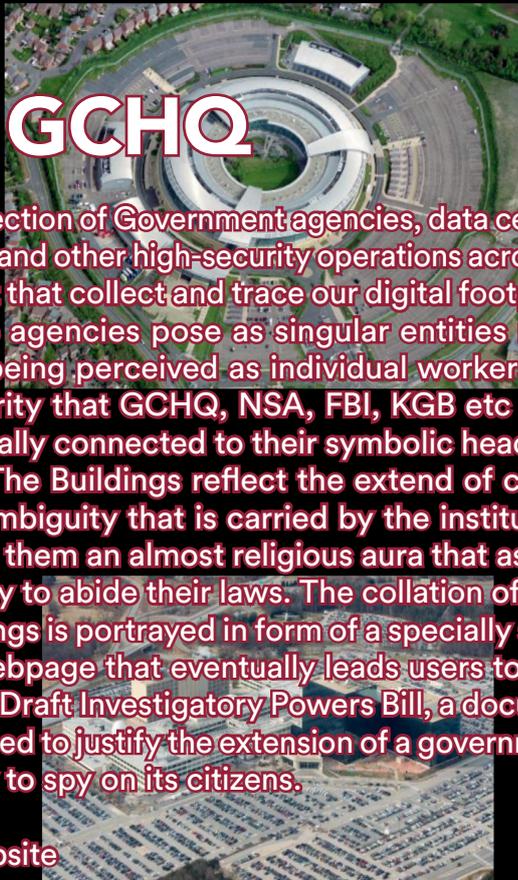
login

password__IFEELSAFE

II. GCHQ

A collection of Government agencies, data centres, vaults and other high-security operations across the planet that collect and trace our digital footprints. These agencies pose as singular entities rather than being perceived as individual workers. The authority that GCHQ, NSA, FBI, KGB etc evoke is visually connected to their symbolic headquarters. The Buildings reflect the extend of control and ambiguity that is carried by the institutions, giving them an almost religious aura that asks for society to abide their laws. The collation of these buildings is portrayed in form of a specially scrolling webpage that eventually leads users to a link to the Draft Investigatory Powers Bill, a document intended to justify the extension of a government's ability to spy on its citizens.

>>Website

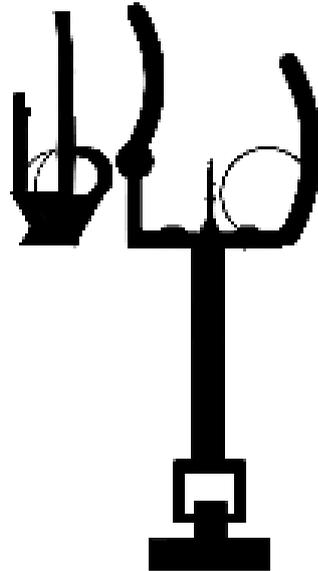




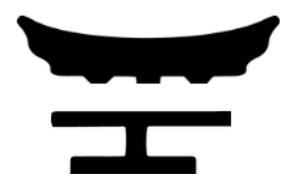
III. MYO FAITH

Continuing the thought of government agencies as religious institutions lead to the creation of a website that allows users to compose new religious symbols from disassembled signs taken from all faiths as well as Internet related symbols such as the Wifi logo. This is to reflect the highly individual state of mind that our society exists in. Full customisation as well as access to infinite knowledge online has meant for religions to be disassembled, meaning people can build their own faiths. This generator allows people to reinforce this graphically.

[>>Website](#)



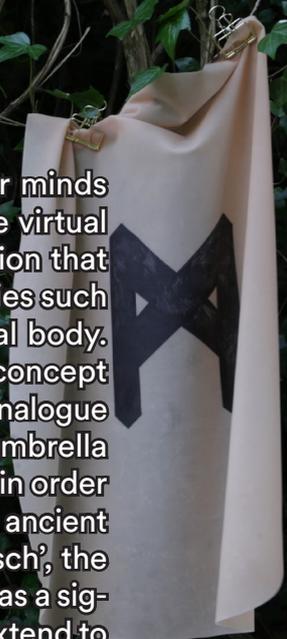
Click Drag Scroll Edit
create your own faith



Mensch 2.0

Humans are, more than ever, digital. Our minds exists both in the corporeal as well as the virtual world, meaning that there is a strong notion that our minds, especially with new technologies such as VR, can be detached from the physical body. It came to mind that human agency as a concept does not exist in the same way it did in an analogue time. This is a response to this under the umbrella of mind-body dualism. Skin that was shed in order to become truly digital. The symbol **M** is an ancient rune that, apart from M, stands for 'Mensch', the German word for human. I use this symbol as a signifier for human agency, questioning the extend to which our physical selves have become redundant.

[>>Trailer](#)





Exhibitions

_Glasgow School of Art degree show (2016)

_An Attempt to Articulate, London, The Brew Shoreditch (Group Show, 2016)

_An Attempt to Articulate Work in Progress show, The Whisky Bond, Glasgow (2016)

_Waterproof
Group show with Mari Campis-
tron, Rachele Dunn, Tom Joyes,
Tomas Palmer and Lucy Payne
as part of G_AYE? festival (2016)

_Threesome
_Group show at the BAaD centre,
Glasgow (2015)

_Com(unicate) with us
Group show,
The Old Hairdressers, Glasgow
(2014)

Education

_Glasgow School of Art (2012-
2016)

_University of Glasgow (2010-
2012)

Work

_Playdead (2016 - ongoing)

_Louiseahl.com (2015 - ongoing)

_Art school union degree show
party visuals (2015)

_Paraphernalia, 3D announcer
(2015)

_One small step at art school
kero kero bonito kane west, live
visuals (2015)

_PVC at Art School
launch teaser + club visuals
(2015)

Skills

_Cinema4d

_Unity3D

_Aftereffects

_Indesign

_Illustrator

_Premiere Pro

_Photoshop