



queer as in fuck me – a design manifesto

 **Mattie Brice**  **November 18, 2014**

(this contains explicit descriptions of sex and those with triggers concerning sex should take care in reading this)

i want to fuck the world

i want to fuck the world when coffee at an unspeakable hour is fucking. when picking out a dress is fucking. when having sex isn't the only way to fuck. jogging together is fucking. discussing your mistakes is fucking. going to the doctor is fucking. and sure going down on me is fucking

i want to fuck the world when explicit consent isn't just for sex but every type of relation. i want to fuck the world when it is inefficient at everything but mutual satisfaction. fuck the world when boundaries are recognized and celebrated. fuck the world when our feelings for each other aren't taboo to say anymore

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fuck dot ing verb the act of previously established mutual satisfaction and slash or reestablishment of satisfying equilibrium quote MattiE brIce fucker of the world 2014

i accept my queer role as witch cyborg and mutant. part human that exists in the world that yet lets me fuck and part otherworldly that makes me illegible part machine that affixes me to systems part animal that validates the feelings and instincts outside of the constructs of man. i accept that queer is playing with the things we don't have a word for just yet

((Provocation: Queerness is a continuously slippery ideal that changes whenever new outlying values are normalized. Therefore, queerness can't be against normative values, it must be beyond them. Answer: Design games that create opportunities for experience instead of certain kinds of experiences.))

fuck the world: everyone is a creator and as such we hold the power to enable others to act and respond. imparting experience is in itself gifting a lotus that subdues a person further in the sleep dreaming of a perfectly constructed world for which they have no hopes or wants of changing. instead embrace the queer your queer and create a way for people to play in a manner you cannot understand and will never know of. create the act of experience

((Provocation: Queerness resides not within the game but in the way we relate to the game and to each other. Answer: Design games that draw awareness to participation in relationships.))

fuck the world: create play where the human parts and other parts connect. make us think about how we play with others how we play with objects and how we play with ourselves. games aren't opening our eyes to the world around us rather they make the parts where we're joined with others glow sparkle twist sweet sweat dripping smoky. we are already in each other's webs

((Provocation: Games are locked in with reflecting back socio-economic status, by both indulging and mobilizing free time. Answer: Design games that purposefully co-exist with

life and outside the constructed realm of free time.))

fuck the world: we shouldn't just be playing fucking when companies governments deign us a moment of leisure. creators enable people to fuck sitting in class dealing with customers getting tested for hiv applying for food stamps. creators help dismantle the system that divides for us when and where we fuck

((Provocation: Games themselves aren't teaching values, rather teaching players to have capacities for certain kind of values through discipline. Answer: Design games as prompts for reaction and creation instead of teaching specific parables and lessons.))

fuck the world: manipulating a person's agency without consent isn't fucking. fucking is calling and fucking is responding and not knowing who did which first. our first step as creators is admitting ignorance and creating prompts where we ourselves are encouraged to react and endlessly tumble into others. to create is to open up. to fuck is to see

((Provocation: Queerness in games would be inclusion of unacceptable failures, unexpected actions that do not fall in line with the system. Answer: Design experiences that encourages meaningful variance between players and folds in incidental aspects of individual experience.))

fuck the world: the perfect is but a replication of the human world that wishes to erase the otherworldly the cybernetic and the mutated. perfection is the only dream the powerful allows us to dream. it eliminates context by deeming details of our lives as unworthy aspects of our play experience. creators allow the trash of one man the beautiful trash of everyone else to fold into play. nothing is holy except for the trash

((Provocation: Queerness in games would be gestures towards utopias that exist outside of currently sanctioned utility. Answer: Design games that can be meaningfully adapted and don't expect to be in its final iteration so it can act as a vessel for continual movements towards an ideal.))

fuck the world: time and people don't stop for anything. the meaning of what we create changes without us and can quickly turn against itself in attempt to stake a claim in shifting sands. play is to be recycled repurposed broken apart and embedded into other things. we are to create games mutable to anyone's touch

fucking acts as a method of self-awareness and awareness of what is affecting us. playing is about real life what is happening to us in real life just not always with our human side. we

can remove satisfaction from the cordoned off zones and into the public the shared the mutual the agreed upon

fuck the world fuck the world fuck the world

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(this is a response to [merritt kopas](#) and [naomi clark](#)'s keynote at the [queerness and games conference](#) which you can [watch](#) and [read](#) for context)

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