不透明游戏
AN INTRANSPARENT GAME
UNDURCHSICHTIGES SPIEL

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序言

在新冠疫情的催化之下，以信息科技、人工智能等为代表的新科技的飞速发展打破了时间与空间、生理与心理以及虚拟与现实空间的界限，给人们的日常生活带来了翻天覆地的变化。借此契机，监控网络也随着互联网的发展实现了前所未有的扩张，逐渐从原始的信息收集与存储朝向大数据结构化共享进行转变。在这场无声的战役中，人们的灵魂与思维机制替代了物理意义上的肉身成为当下最炙手可热的研究对象，监控主体通过看似毫无关联的海量信息对人们进行细化的、延伸至社会所有领域的管理，来创造新的权力客体，并运用新的控制手段实现更深层次的控制目的，使得透明性成为当下社会的重要特征。

当算法建模难以用价值观对其进行评价时，移动通信技术、应用软件与个人信息以及个人隐私安全之间的矛盾显现，人们的隐私空间便会被不断压缩，变得可控。而在监控主体的行为不可预知的情况下，为降低风险、缓解大众的焦虑与恐惧，发展和完善加密技术，保护信息安全和隐私变得迫在眉睫。利用云计算、5G、物联网、人工智能等新技术，加密技术也衍生出了多种形态，这些技术被广泛运于政府，市场，媒体等方面，确保计算机私密数据的安全，促进社会良性，可持续的发展。加密作为一种隐私保护机制，能否用来对抗监控所造成的负面影响，是本次展览想要讨论的话题之一。同时，展览也尝试探讨运用加密技术来束缚监控社会扩张的可能性，试图探索出一种去中心化的替代方案，来重新思考大数据与实体、看与被看、身体与虚拟之间的关系。

Preface

Catalysed by COVID-19, the rapid development of new technologies represented by information technology and artificial intelligence has broken through the boundaries of time and space, physiology and psychology, virtual and real space, and brought about tremendous changes in people's daily lives. Exploiting this opportunity, supervision networks have also achieved unprecedented expansion with the development of the internet, completing the transformation from information collection and storage to the structured sharing of big data. However, in this arena, people's souls and minds have replaced their physical bodies as the currently most popular research objects. And the supervisors use of massive, seemingly unrelated amounts of information to manage people in a detailed manner, create new power objects and new control methods to achieve deeper control goals, makes transparency an important issue in today's society.

The contradictions between mobile communication technology, application software and personal information and personal privacy security become manifest when algorithm modeling is difficult to assess on the basis of values: and the private sphere will continue to shrink and become controllable. However, in order to reduce risks and alleviate public anxiety and fear regarding unpredictable behaviours on the part of monitors, the development and improvement of encryption technology to protect information security and privacy is urgently necessary. Through cloud computing, 5G, IoT, AI and other new technologies, encryption technology has also acquired a variety of forms. And, these technologies are widely used in governments, markets, and media to ensure the security of computer data and promote social security. However, as a privacy protection mechanism, whether encryption can be used to counter the negative impact caused by surveillance is also one of the topics that this exhibition will discuss. The exhibition also attempts to use encryption technology to restrain the expansion of the surveillance society, and seeks to explore decentralised solutions for rethinking the relationship between big data and reality , seeing and being seen, body and virtual.

加密无政府主义宣言（1992）

提摩西·梅伊

一个幽灵，加密无政府主义的幽灵，正在现代世界游荡。

电脑技术正处在于拐点，它将使得个人和群组以完全匿名的方式交流互动成为可能。双方可以不知道对方真实姓名或合法身份等资讯就交换信息，做生意或洽谈电子合同。用加密数据包和防篡改盒进行大范围重新路由，可几乎确保加密协议不被篡改，网络互动无法追查。因此，信誉（reputation）将变得无比重要，其在交易中的重要性甚至超过现行的信用评级（credit rating）。这些发展将会彻底改变政府调控的本质，税收和经济行为监管能力，以及信息保密的能力。甚至会颠覆信任和信誉的性质。

然而这场革命（这必定是一场社会和经济革命）所需要的技术已经理论上存在了近十年。技术方法就是基于公钥加密技术（public-key encryption），零知识交互证明系统（zero-knowledge interactive proof system），多种交互软件协议，以及认证和验证系统。过去，欧美的学术会议一直是焦点所在，受到国家安全局的严密监视。直到最近，网络和个人电脑的速度足够快，才使得这些设想得以付诸实践。接下来的十年，速度会进一步加快，使之不仅经济上可行而且实则难以阻挡。高速网络，综合业务数据网[ISDN]，反干预工具，智能卡，卫星，Ku波段[1]发射器，多MIPS核心[2]的 [multi-MIPS]个人电脑，加密晶片，这些都还在开发中，但将来都会成为可用的技术。

国家当然会试着减缓或是叫停这项技术的传播。引用国家安全局的说法，如果毒贩和逃税人利用了这项技术将会引发社会解体。许多此类担忧并非空穴来风，加密无政府主义的确会使得国家机密被自由交易，也会容许买卖非法或偷窃的物品。匿名且电脑化的市场甚至会催生令人憎恶的暗杀和勒索交易。各种犯罪和境外因素会成为加密网络[CryptoNet]的活跃用户。但这并不能阻止加密无政府主义的传播。

正如印刷术改变并削减了中世纪行会的权利以及社会权力结构。同样，加密学的方法会扭转企业和政府干预经济交易的性质。加密无政府主义与新兴的信息市场合二为一，将会为所有可用文字或图像表达的材料创造一个流动的市场。正如一些看起来不起眼的发明，比如铁丝网可以圈起广袤的牧场和农田，并因此永远改变了美国大西北对土地和财产所有权的观念。同样，这个不为人知的数学分支中貌似不起眼的小发现，将成为打开铁丝网的钳子，将这些被铁丝网保护的知识产权解放出来。

起来，除了铁丝藩篱一无所有的人们！

（翻译：马楠）

1根据IEEE 521-2002标准，Ku波段是指频率在12–18GHz的无线电波波段。Ku即“K-under”（德语：Kurz-unten），表示比IEEE 521-2002标准下的K波段的频率低。在太空，Ku波段可用作卫星之间的通信波段，如国际空间站和航天飞机通信用的跟踪与数据中继卫星（TDRS）也有使用Ku波段。在卫星广播领域里，Ku波段是一个常用的波段。——编者注

2 MIPS架构处理器（Microprocessor without Interlocked Pipeline Stages的缩写，亦为Millions of Instructions Per Second的相关语），是一种采取精简指令集（RISC）的处理器架构，1981年出现，由MIPS科技公司开发并授权，广泛被使用在许多电子产品、网络设备、个人娱乐装置与商业装置上。最早的MIPS架构是32位元，最新的版本已经变成64位元。MIPS,X86以及ARM等都是常见的处理器架构。——编者注

The Crypto Anarchist Manifesto

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A specter is haunting the modern world, the specter of crypto anarchy.

Computer technology is on the verge of providing the ability for individuals and groups to communicate and interact with each other in a totally anonymous manner. Two persons may exchange messages, conduct business, and negotiate electronic contracts without ever knowing the True Name, or legal identity, of the other. Interactions over networks will be untraceable, via extensive re- routing of encrypted packets and tamper-proof boxes which implement cryptographic protocols with nearly perfect assurance against any tampering. Reputations will be of central importance, far more important in dealings than even the credit ratings of today. These developments will alter completely the nature of government regulation, the ability to tax and control economic interactions, the ability to keep information secret, and will even alter the nature of trust and reputation.

The technology for this revolution--and it surely will be both a social and economic revolution--has existed in theory for the past decade. The methods are based upon public-key encryption, zero-knowledge interactive proof systems, and various software protocols for interaction, authentication, and verification. The focus has until now been on academic conferences in Europe and the U.S., conferences monitored closely by the National Security Agency. But only recently have computer networks and personal computers attained sufficient speed to make the ideas practically realizable. And the next ten years will bring enough additional speed to make the ideas economically feasible and essentially unstoppable. High-speed networks, ISDN, tamper-proof boxes, smart cards, satellites, Ku-band transmitters, multi-MIPS personal computers, and encryption chips now under development will be some of the enabling technologies.

The State will of course try to slow or halt the spread of this technology, citing national security concerns, use of the technology by drug dealers and tax evaders, and fears of societal disintegration. Many of these concerns will be valid; crypto anarchy will allow national secrets to be trade freely and will allow illicit and stolen materials to be traded. An anonymous computerized market will even make possible abhorrent markets for assassinations and extortion. Various criminal and foreign elements will be active users of CryptoNet. But this will not halt the spread of crypto anarchy.

Just as the technology of printing altered and reduced the power of medieval guilds and the social power structure, so too will cryptologic methods fundamentally alter the nature of corporations and of government interference in economic transactions. Combined with emerging information markets, crypto anarchy will create a liquid market for any and all material which can be put into words and pictures. And just as a seemingly minor invention like barbed wire made possible the fencing-off of vast ranches and farms, thus altering forever the concepts of land and property rights in the frontier West, so too will the seemingly minor discovery out of an arcane branch of mathematics come to be the wire clippers which dismantle the barbed wire around intellectual property.

Arise, you have nothing to lose but your barbed wire fences!

不透明游戏

AN INTRANSPARENT GAME

UNDURCHSICHTIGES SPIEL

现在，你正身处一个布满监控的透明空间，你需要在其中按顺序习得相应的加密技能来逃离透明束缚。

You find yourself in a transparent space permeated by surveillance, in which you need to learn the corresponding encryption skills in order to escape the shackles of transparency.

密码术

加密对于个体来说是一种最为基础和直接的信息保护方式，其通过特殊算法改变原有的信息数据，令没有密钥授权的用户无法获取已经加密的信息内容，从而让每一个个体拥有非暴力对抗透明的武器。

Cryptography

Encryption is the most basic and direct information protection method for individuals. And it uses special algorithms to change the original information data; users cannot obtain the encrypted information without the authorisation of the key, so that everyone has non-violent access to tools against transparency.

赤金，刘嘉颖，2020
CHIJIN, Jiaying Liu, 2020

“赤金”是一座建造于Cryptovoxels里的区块链虚拟美术空间，2020年上半年受到疫情的影响，受到外出约束的人们开始利用区块链技术构建虚拟世界。Cryptovoxels参考现实世界的建设机制，在虚拟的数字空间创造了一个平行的加密宇宙。在这个世界里，地块所有者可以不受制约的创建画廊、商店或任何其他类型的建筑物。刘嘉颖在2020年上半年购买了Cryptovoxels的土地，并建造“赤金”虚拟空间，同时召集社区的建筑者，使得“赤金”成为一座多人在线编辑、一直在创新变革的虚拟空间。

CHIJIN is a blockchain virtual art space built in Cryptovoxels. In the first half of 2020, affected by the epidemic, people who are restricted from going out began to use blockchain technology to build a virtual world. Cryptovoxels refers to the construction mechanism of the real world and creates a parallel encrypted universe in the virtual digital space. In this world, plot owners can create galleries, shops or any other types of buildings without restriction. Mrs. Jiaying Liu purchased a piece of land in Cryptovoxels in the first half of 2020 and built her virtual space CHIJIN while calling up community builders to develop Chi Jin into an ever-changing virtual space, as always edited online by multiple players .

加密朋克，Larva Labs，Pixls 收藏，2017
CryptoPunks, Larva Labs, Pixls Collection, 2017

加密朋克是以太坊区块链上存储的10,000个具有收藏所有权证明的独特收藏人物字符，这些字符没有两个是完全一样的，并且每字符都可以由一个人在以太坊区块链上正式拥有。最初，任何拥有以太坊钱包的人都可以免费索取，索取完后，只能通过嵌入在区块链中的市场从拥有者那里购买它们。它启发了现代加密艺术运动的项目，同时也是ERC-721标准的灵感来源。

The CryptoPunks are 10,000 uniquely generated characters. No two are exactly alike, and each one of them can be officially owned by a single person on the Ethereum blockchain. Originally, they could be claimed for free by anybody with an Ethereum wallet, but all 10,000 were quickly claimed. Now they must be purchased from someone via the marketplace that's also embedded in the blockchain. Also the project that inspired the modern CryptoArt movement. And the Cryptopunks are the first "Non-Fungible Token" on Ethereum and inspiration for the ERC-721 standard that powers most digital art and collectibles.

底价分析，Pixls，2021
Floor Price Analysis, Pixls, 2021

NFT收藏家Pixls自加密朋克还处于大约1ETH的阶段便开始对作品价格进行记录，并分析价格涨落趋势。随着加密艺术的曝光度提高，人们购买加密朋克的热情激增。在2020年最后一个季度和2021年的首个季度，加密朋克的交易额得到了迅速增长，围绕该作品的销售额已经达到数千万美元。

NFT collector Pixls began to record the price of CryptoPunks since it was still at about 1ETH, and analyzed the price fluctuation trend at the same time. And with the increase in the exposure of encryption art, people's enthusiasm for buying CryptoPunks has surged. In the last quarter of 2020 and the first quarter of 2021, the transaction volume of CryptoPunks has grown rapidly, and sales around the work have reached tens of millions of dollars.

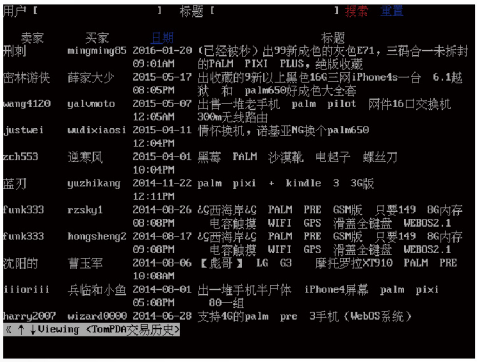
遗忘术

人的记忆具有时间限度，没有被电子方式记录的谈话或行为会因时间的推移而被逐渐遗忘，具有短暂性。但大数据的发展打破了这种局限，被存放于数据库的信息只要存储条件稳定就能被长久储存，为不在场的他人所了解，成为监控社会的象征。

Deletion

Human memory has a time limit. Conversations or behaviors that have not been electronically recorded will be gradually forgotten over time. But the development of big data breaks through this limitation. And the fact that the information stored in the database can be permanently stored over a long period of time as long as the storage conditions are stable, and that then can be interpreted by others who were not part of the original situation, has become a symbol of surveillance society .

不透明游戏
AN INTRANSPARENT GAME
UNDURCHSICHTIGES SPIEL



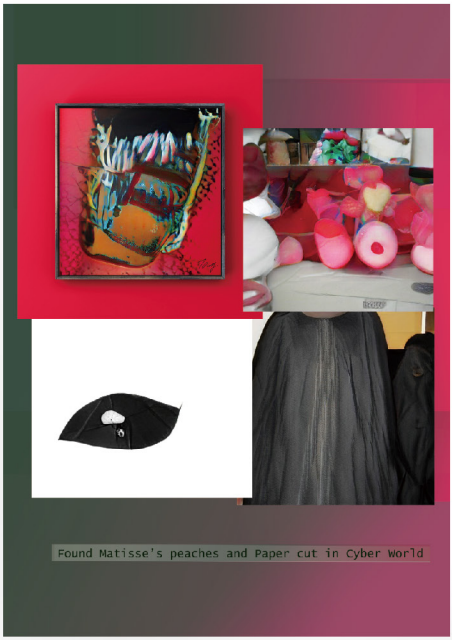
绿屏应用程序，周蓬岸，2021
Green Screen Applications, Pengan Zhou, 2021

2000年前后，终端机是银行和邮局中极为常见的电脑设备，它们通过通信网络连接到大型主机，并运用“绿屏应用程序”操作存储在关系型数据库中的重要商业信息，例如账户余额或是邮件的收件人，它们曾被视为现代金融和物流的标志。但互联网匿名的特性却让交易各方无法直接地信任彼此，因此基于账户行为的信用系统被广泛使用：它记录特定账号在平台上发生的每一笔交易，并根据交易数量及状态为用户打分，为交易的参与者提供信用的参考。直到今天，这种基于交易历史的信用系统仍然是电商系统的基础功能之一。

电商网站运行的是银行和邮局系统的缩小版本，商业Unix或Windows服务器取代了大型主机，CGI脚本和网页浏览器取代了“绿屏应用程序”和终端机。但它们的功能确是基本相同的：收集和维护数据，并为数据相关的决策提供支持。在这个作品中，你可以通过终端机访问“网页里的电脑博物馆”备份的来自TomPDA网站73673个账户的414750条交易记录，几乎没有人在这个虚拟市场中使用自己的真实姓名，但运作良好的信用系统让它成为当时中国最活跃的线上市场之一。

The terminals were widely used in banks and post offices around the year 2000, They were connected to mainframes through communication networks and used "green screen applications" to manipulate important business information stored in relational databases, such as account balances or the mail recipients, they were regarded as the symbol of modern finance and logistics for a time.

E-commerce websites are utilizing a scaled-down version of bank and post office systems. They are running on Unix or Windows servers instead of mainframes. "Green screen applications" are taken over by CGI scripts and web browsers, but they ultimately have the same functions: to collect and maintain data, and to support data-related decisions. With terminals, you can access 414,750 transactions from 73,673 accounts on the TomPDA website backed up by the "Computer Museum in the Web." In this virtual marketplace, it is common to not use one's real name, however their credit system made it one of the most active online marketplaces in China at the time.



在赛博世界发现
马蒂斯的桃子和剪纸，
AI-Human协作画作
及NFT，
宋婷，2020

Found Matisse's Peaches
and Paper-cut in
Cyber World,
AI-Human collaborative
paintings and NFT,
Ting Song, 2020

该作品是艺术家创作的《逆赛博格艺术史》系列作品之一。艺术家运用对抗生成神经网络（GAN）进行大量训练实践。图片初始数据集来自逾百万张人类衣食住行各方面授权开源的图片。艺术家以此训练出第二代人类和技术的共造物集合：“不可名状”和“不存在之物”。再以”不存在之物“为训练集，训练出数万张图片作为第三代生成库。在第三代硅基训练结果里，艺术家在赛博世界看到了马蒂斯、蒙德里安、达利等众多人类艺术名家的风格影迹。实践结果引发了她的思考，她是否在以极大、极丰富数据集训练的方式，复现原初人类对于“美”这一语词的感知？人类是否在拥有“美”这一语义的开始，就已经穷尽了形式，后人只是不断复现？对抗生成网络生成图片（不存在于现实世界）再生成的创造物，是反向、内生的赛博格——并非人的臂膀变成机械，而是人走进自己和机器的“无意识”记忆。

The work belongs to the artist's "Recyborg Art History" series. The artist trained GAN (Generative Adversarial Networks) using image data set coming from open source platforms covering all aspects of human basic needs . The artist created a collection of images could be regarded as “The indescribable" and “The non-existence” . Then used the second generation pictures as training set to train tens of thousands of pictures as the third-generation image archive. Inside the third generation silicon-based creation, the artist clearly saw the styles of many famous human artists such as Matisse, Mondrian, and Dali in the cyber world. Is she imitating early human's acquisition of the word "beauty" by training with extremely enormous and diversified data sets? Do human beings only have limited forms when it comes to "beauty" so that later generations just keep repeating? The creations from images generated by GAN(that do not exist in physical world) are reversed and endogenous cyborg––not the bodies of human beings' mechanization, but humans and machines' wallking into their “unconscious memory” together .

生成体验，宋婷，2021
Generate practice, Ting Song, 2021

“基于地球星空记忆的生成”让观者在检视地球已阅览过的大量真实星空开源数据基础上，生成“不存在的星夜”。基于开源数据的生成看上去是人类的“新创造”，却有可能与本就真实存在的宇宙一隅高度重合。以大量数据记忆为基础，人们有可能“创造”全新之物，也可能“创造”出本就存在的东西。“基于地球星空记忆的生成”正让观众体验《在赛博世界发现马蒂斯的桃子和剪纸》作品的产生方式。

"The GAN based on Earth's star memories" allows the viewer to create a "non-existent starry night" based on a vast amount of real open source data of starry sky that has been viewed from the Earth. The generated pictures based on open source data appear to be a "new creation" of mankind, but it is possibly to be very similar to a corner of real universe. Based on the vast amount of data memory, it is possible to "create" something completely new, or to "create" something that already exists. It is a way for all exhibition audiences to experience the production of "Found Matisse's Peaches and Paper-cut in Cyber World".

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瞬移术

运用各式智能设备，商业平台完成了用户私密空间的数据捕获，几乎形成了对用户行为和活动的监控闭环，个体的隐私空间逐渐被压缩，变得局限可控。当理性进入计算机自动化，怎样用无边界的方式打破有限的透明闭环，也是当下值得探讨的一个话题。

Teleportation

Using various smart devices, the commercial platform has completed the capture of scenes and data in the user's private sphere, and has nearly formed a closed loop of monitoring user behaviour and activities. The individual's private sphere will continue to shrink and become limited and controllable. And when rationality enters computer automation, breaking the limited transparent closed loop in an unlimiting manner is also a topic currently worthy of discussion .

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亚力克斯视频装置，!比特族媒体小组 & Low Jack ，2018
单通道视频装置，高清，16:9，08'28"。LED屏，音箱，4台亚马逊Echo设备和1台Google Home设备，线缆。尺寸可变

Alexiety Video Installation, !Mediengruppe Bitnik & Low Jack, 2018
Single-channel video installation with sound, Full HD, 16:9, 08'28".
LED screen, loud speakers, four Amazon Echo devices and one Google Home device, cables. Dimensions variable

Alexa，Google Home和Siri等智能助理是智能家居生态系统的大脑。它们在控制智能家电的同时，将决定其运行方式的算法和规则。智能助理是由语音控制的，因此可以消除计算机的机械存在，同时将需求提供给用户。这种感觉就像生活在机器内部，但同时也无法控制自己所处环境的组成和结构。

我们正在与这些IPA设备建立什么样的关系？当物联网设备被黑客入侵时会发生什么？当我依靠这些智能设备时，我的行动力是提高了还是缩小了？

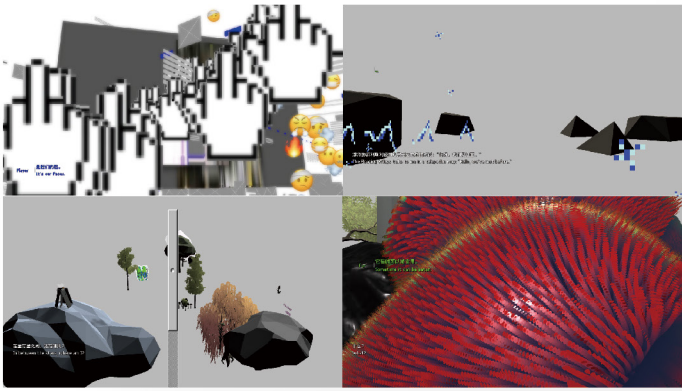
!比特族媒体小组与法国音乐家Low Jack一起，探索音乐和智能助理互动的方法，作品中的三首音乐试图捕捉人们对智能助理的感觉：在数据隐私和监控问题胜过收益之前，拥抱Alexa的无忧无虑的爱；从远程控制和即时满足的诱惑中产生的疏离之感；还有围绕着Alexa和其他智能助理的焦虑和不安。

Intelligent Personal Assistants like Alexa, Google Home and Siri are the brains of the smart home ecosystem. They operate, monitor and control smart home appliances while keeping secret the algorithms and rule-sets that determine how they operate. Intelligent Personal Devices are voice controlled, thus dissolving the machinic presence of the computer while placing its functionalities at the user's disposal. It's like living inside the machine, while at the same time having no agency over the composition and structure of one's environment.

What are the relationships we are forming with these IPA devices? What happens when IoT devices are hacked to form rogue bot-networks? Is my capacity to act enhanced or diminished when relying on these semi-autonomous devices?

Together with French musician Low Jack, !Mediengruppe Bitnik have been looking at ways to engage with Alexa and similar 'Intelligent' Personal Assistants through music. A set of three songs attempt to capture the feelings we develop toward Intelligent Personal Assistants: The carefree love that embraces Alexa before the data privacy and surveillance issues outweigh the benefits. The alienation and decoupling/uncoupling from the allure of remote control and instant gratification. The anxiety and discomfort around Alexa and other Intelligent Personal Assistants that is Alexiety.

不透明游戏
AN INTRANSPARENT GAME
UNDURCHSICHTIGES SPIEL



深渊模拟器，aaajiao，2020
Deep Simulator, aaajiao, 2020

本次展览展出的是多媒体装置作品《深渊模拟器》中的元游戏部分，游戏打开了现实和数字空间的边界。艺术家把注意力集中在玩家身上——一个有着无数的可能性的角色。互联网、虚拟维度和数据技术的出现让每个人都可以成为一名玩家。“玩家”的概念是逐渐从aaajiao在2017年上海个展提出的“用户”身份及2018年柏林个展提出的“bot”（搜索引擎爬虫软件）概念发展而来。

如果“用户”是在网络中生活的“屏幕一代”的主要身份，并探索网站、社交媒体、应用程序及其相关算法的经济对个人的影响，那么“bot”就成为一种从内部观察自己的方式。aaajiao认为“用户”和“bot”的共存凸显了真相的困境。《深渊模拟器》研究了玩家的场景和动作模式造成的所谓的“碎片”：如果过去玩家面对的是有限的空间视野，近年来借助模拟器可建造一个主观构建的空间。对aaajiao来说，这些碎片是“新网络身份宣言”诞生的基础。

This exhibition displays the metagame part of the multimedia installation "Deep Simulator". And it opens borders between reality and digital space. The artist focuses his attention on the player, a figure with numerous possibilities whose role each individual could claim as a result of the advent of the Internet, virtual dimensions and data technology. The player is the effect of a transformation process carried out by the artist over the years passing through the figure of the user presented on the occasion of the artist's second solo exhibition in Shanghai in 2017, and that of bot a software for crawler, presented at the House of Egorn gallery in Berlin in September 2018.

If the user is the main identity of the “Screen Generation” that lives exclusively in the network, and explores the implications on the individual of the use of websites, social media, applications and the economies of their related algorithms, the bot becomes a way to observe yourself from the inside, also focusing on the condition of the external body to the network and at the same time to the user. According to the artist, the co-presence of the user and the bot highlights the dilemma of truth. Deep Simulator investigates the so-called “fractures” caused by the passages of scenario and action modes of the player: if in the past the player has confronted with a limited view of space, in recent years with the simulator, a subjectively constructed space has been built. For the artist, these fractures are the basis of the birth of the “Manifesto of the new net identity”.

艺术家 Artists
Künstler*innen

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Larva Labs
Pixls
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!Mediengruppe Bitnik

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