
Unfold
Stories

TECH STORE

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When I was 7, my dad and I went to a store to buy me a PSP.

It was the first thing I spent my money on...

* big money *

100

PSP

19 years have passed, and my PSP lived more days forgotten than enjoyed.

THE SMALL COMPUTING GROUP BY DPP

AT first I thought I'd make sketches in Processing

SONY

BUT THE OLD PRECIOUS PSP was waiting for me in a drawer.. no cookies, no hidden subscriptions.. familiar in its flaws.

fuck.

PSP is unhackable.

Mattermost

oscar 03.02.26 22:31
hej dennis, could you help me with...

dennisppaul 03.02.26 23:00
hej oscar,...

days...
weeks...
months...

HfK

THE SMALL COMPUTING

Exhibition Halle I

with the help of dennis and some unknown people on the ; sonyt dev. forum, I did it.

i got my "bop it" game in around 2009, it was a chrismas gift.

i played it a lot at my friend's house. but once i had it i kind of lost interest.

but mom...

no.

i understand now why my parents don't buy everything a child wants.

it survived a lot of clean-up, when i got rid of unnecessary old stuff.

for the small computing i wanted to make a stuttering, annoying machine.

* bzzz*

* bzzzz *

like a fly that's sounding near your ear, an ultimate annoyance machine.

"smash the beaver" was also an inspiration.

* hehehe *

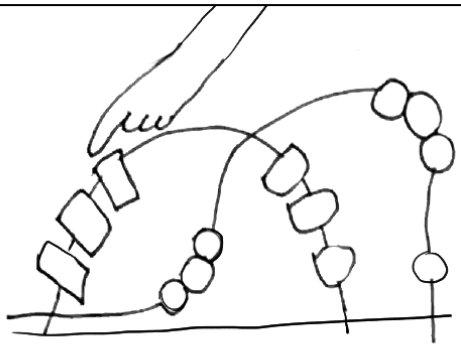
"bop it" is bossy, i wanted to amplify the demanding part of it

BOP! IT! (ALREADY)

for example i recorded voice to make it yell.


Pakistan
today we are going to learn the basics of cpp.
my intro to programming was cpp, and the professor was very bad!
unreadable gibberish
oh no...
so, when i read that small cpp, computing was about my reaction was: „no, no way!"
(f-ng) Outlook
inbox
Application to SCG
dear dennis,
send
but then a friend encouraged me to try. he said: just try and see what comes out of it.
i had no idea of a project – just began to play with unfold, and made a simple cat game.
although i'm really into cats, it was a dead end.
one day in the middle of semester my sister offered me a cookie
it contained a message in german.
Das hast Du Dir verdient.
Lächle, und die welt wird sich a verändern.
Dieses Lächeln steht Dir.
i thought: hmmm... this could be made into game.
Halb Glück
Press A
it was perfect for the course-small and simple.
you „eat" the cookie and receive a message of motivation


my favourite games are: pokemon, last...
of us 2, death stranding. what i like is...
simplicity that ...can be layered. and i hate multiplayer games.
in the small computing group dennis mentioned the blind fly game.
in Italy we call it mosca cieca.
that's when i thought it'd be interesting to design a game not around visual.
A GAME controller allows to use vibrations for orientation in space
you hit a wall.
for example, when you're in a maze, and
where thOfuck am i.....

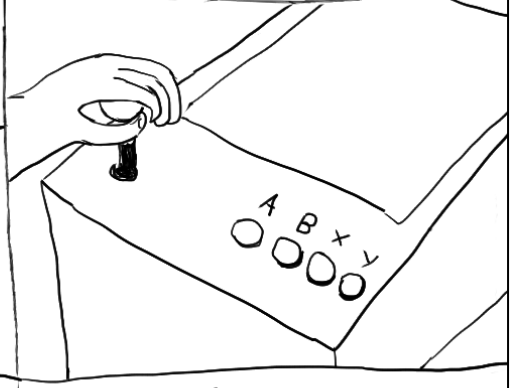


my main interest is sound and games, i always make instruments

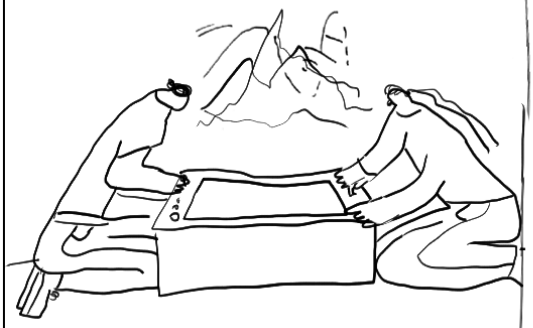


in the small computing i began with making small applications every 2 weeks

it led me to the creation of Klangspie - a two-player sound-game console.



i wanted to transform the competitive nature of a game into collaborative music making



PLAY
A: Klanggarten
B: PingPong

for the console i made 2 games - „Klanggarten" and „Ping Pong with Mask."

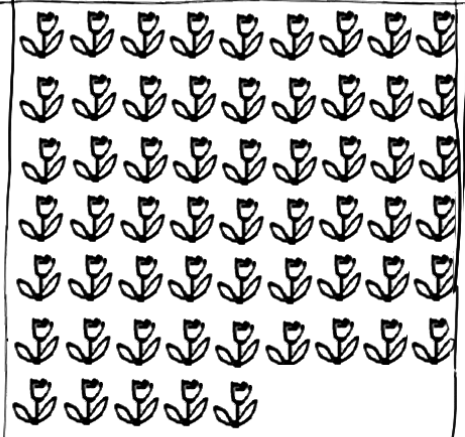


Klanggarten is made for my wife. her dog passed away and i decided to place them into a game.

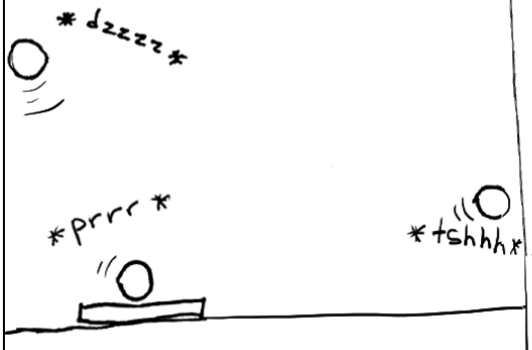




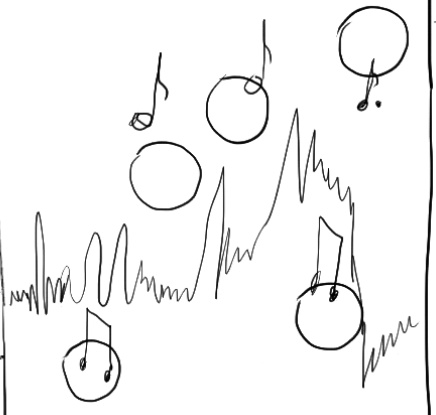
she said: „you should keep this game with only 2 characters." she was happy to play it.







③ and to the ping pong i added more balls and synthesised sound.



it was interesting to expand this classic game.



and for our exhibition, i made a website on umfold - but it's another story :)