

Celeste Pedro (Instituto de Filosofia, University of Porto) and Terhi Marttila (Independent artist-researcher)

Hacking João de Barros' 16th century Dialogo [...] em modo de jogo, a combinatorial game about moral vices and virtues

BIOGRAPHICAL NOTES

Celeste Pedro is a communication designer graduated from the Fine Arts Faculty in Porto, Portugal. Her main focuses have since been typography and editorial design. She holds a master's in Design and Intermedia from the University of Barcelona. In recent years, she specialised in early printed books and palaeography while conducting her PhD research on the History of Portuguese Print Culture in the Sixteenth Century, funded by FCT. Recently he was a post-doc researcher for the project “From Data to Wisdom - Philosophizing Data Visualizations in the Middle Ages and Early Modernity (13th-17th c.)” at the Institute of Philosophy of the University of Porto, where she now continues her research on medieval and early modern authors and diagrams.

Terhi Marttila is an artist-researcher and a postdoctoral fellow at the eGames Lab (ITI/LARSyS). Terhi creates playful interactive works that orbit notions of digital literature, often working with recordings of her own voice or with the voices of others, including machines. In her practice-based research, she explores topics such as attitudes towards refugees, migration inequality, her own relationship to place and migration, gendered beauty ideals, our relationship to technology and lately, our relationship with the natural environment and speculation on the effects of climate change. Her works have been published in The New River Journal, raum.pt, nokturno.fi, in the Electronic Literature Collection 4 and shared at various conferences, including ELO, ACM SIGGRAPH SPARKS, Consciousness Reframed, Videojogos, Art of Research, among others. Visit her website at: <https://terhimarttila.com>

ABSTRACT

In this workshop, led by Celeste Pedro and assisted by Terhi Marttila, we'll take a hands-on approach to a sixteenth-century board game that teaches Aristotle's Ethics. This workshop aims to introduce the electronic literature community to a historical game and its diagrammatic visual tradition while also challenging participants to get acquainted with a simple computational platform and to adapt it to address contemporary social and moral issues.

The *Dialogo [...] em modo de jogo* (1540), by João de Barros, is a book and a game created as a tool to teach moral theory to the youth of the Portuguese court. The game is of interest because it takes an algorithmic and game-based approach to philosophy and education, striving to translate theory into practice. Furthermore, Barros' game concept is part of a broader lineage of medieval diagrams, known as *volvelles*, in which concentric rotating circles are used to engage with complex concepts and multifactor data, such as astronomical

motions, calendrical calculations or prognostics. We challenge participants to compose their own digital literary works for the rotating *volvelles* interface specially developed for ELO2023. Moreover, we will provide participants with access to the yet unpublished, first-ever English translation of Barros' book. More information available at: <https://historicaltype.eu/hacking>

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