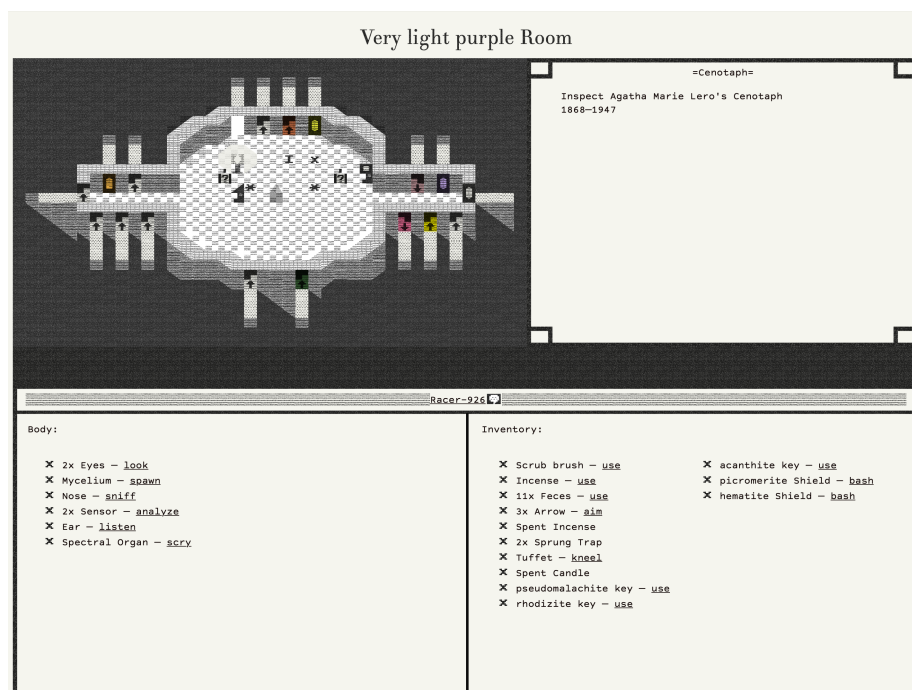# Portfolio of Creative Work

Wiley Wiggins
Concordia Humanities PhD Application

Grotto (2021-2023)

Networked Software

Grotto is an experimental, multiplayer, persistent, web-based game framework, developed by Wiley Wiggins and Paul Stiverson. Grotto reads genealogy data in GEDCOM format and creates a rudimentary dungeon game where every person in a family tree is represented by a room.

Links

- Grotto Web
- About the project

The project includes an API that allowed a number of different interpretive views for several iterative projects:

Mudroom (2022)

Projected Digital Game(Unity3D), kneeling pad, single channel video

Mud Room is a colloquial term for a transitional area between inside and outside of a home. "Mud Room" for me also recalls a room in a Multi User Dungeon (A foundational form of multiplayer interactive fiction). At my grandmother Dorothy's house the mud room was a place where work was done and a family tragedy occurred. It was also a children's room where my cousins and I played videogames. During the work of planning my grandfather's funeral, the family left my cousins and I back in the mud room with the Atari to keep us occupied. Mud Room retrieves memories of dilligently playing games that had themes of of hiding and searching, and compares the occluded eye of fantasy play with the puzzling and sometimes fearsome experience of childhood.
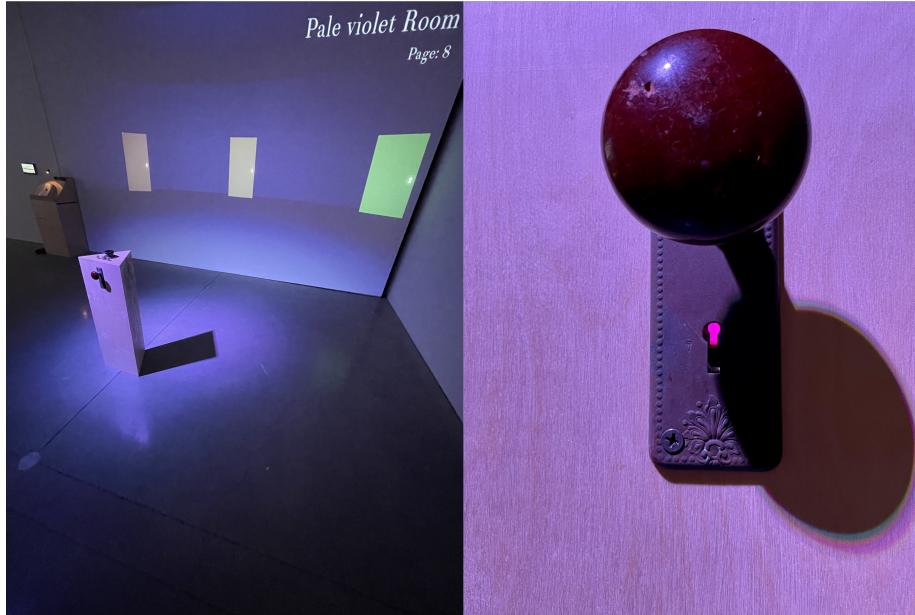
Exhibition History

- UCLA Broad Center Graduate Gallery, April 5th-7th 2022

Links

- Mudroom

Doors (2023)

Projected Digital game(Unity3D) with controlled stage lights, custom controller, printed book.

Doors is a bare-bones exploration videogame that uses a book and unusual custom game controllers, including an heirloom doorknob and a kneeling pad. It uses colorful stage lights, projection and sound as feedback. Doors connects to the Grotto api to construct its maze. In its first incarnation, it drew on genealogy data to turn my family tree into a traversable ruin with hidden pieces of my family history.

Exhibition History

- UCLA New Wight Gallery, May 18th-June 1st 2023

Links

- Doors

Matriky (2025)

Hypertext journaling project connecting in places to the Grotto API. The writing focuses on ideas of family, genealogy, archives, citizenship and kinship.

Links

- http://wileywiggins.com/matriky/

Didaktik Gama (2024)

Solo show + curated game collection

Didaktic Gama was a collection of interactive experiments made in 2024 while I was developing a typographic/symbolic set of characters for use in other projects, including my current *Dungeon Mode Kit* project. These were game-like media and poetic artworks made with aesthetic and structural restrictions, accompanied by a collection of existing games and artifacts that contextualized them. Works in the space explore themes of history and fantasy, the home computer and a conception of the future, and of mining, extraction, and a cursed, subterranean past that never ended.
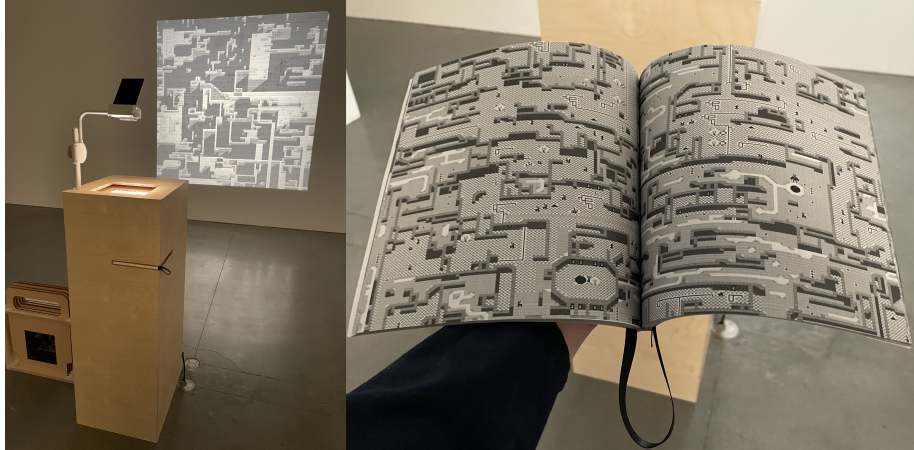
Exhibition History

- Recspec Annex at The Museum of Human Achievement, Austin TX, June 29th, July 6th 2024, July 13th 2024

Links

- [About the project](#)

Archon (2022)

Installation using overhead projector and artist book. Generated map-like images of imagined city-simulation games using wave function collapse algorithms. Examines the "arcology mode" of game-world apprehension through Paolo Soleri's megastructures, Constant's New Babylon, and games like SimCity and Dwarf Fortress. Investigates how visionary architecture and game design encode power relationships.

Exhibition History

- Amid Tears: DMA MFA Preview, UCLA New Wight Gallery, October 13th 2022

Links

- About the project

Obelisk (2021)

Obelisk is a work about debt, extraction, and the relationship between our aspirations for the future, our memories of the past and the materiality of the present. Obelisk is a book, a computer game, and a collection of 3D objects.

Exhibition History

- Online, created for the UCLA Design Media Arts undergraduate capstone, 2021

Links

- About the project
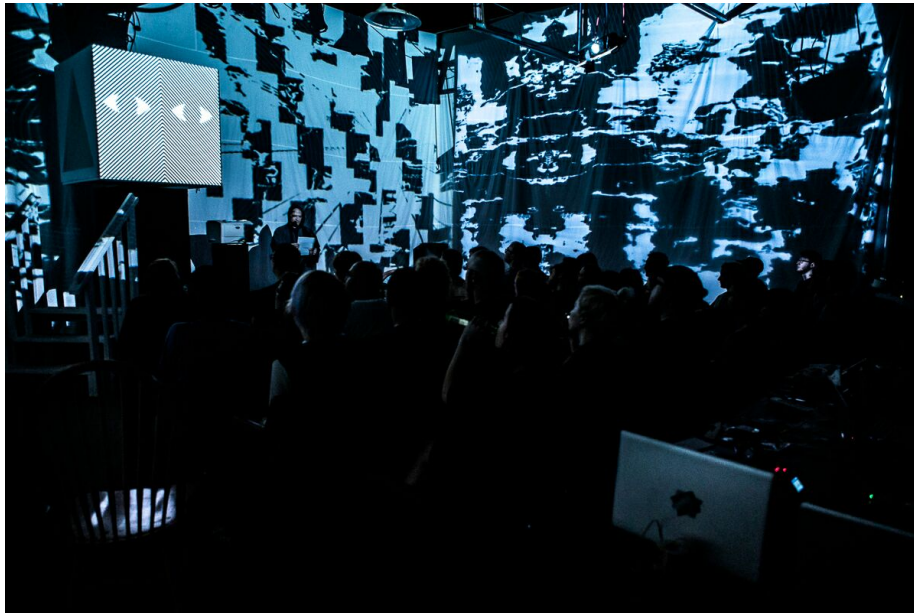
Sea of Objects (2020)

Networked Software

Python-based MUD multiplayer satirical text game, depicts a post-scarcity seasteading utopia built after Marie Kondo's organizational philosophy, pair project with Megan Anderson.

Links

- Sea of Objects

Shapes (and Other Shapes) (2015)

Live performance and projections

Concept, Art + Production Design and misc tech by The Octopus Project, Everest Pipkin and Wiley Wiggins. Live performance by the Octopus Project accompanied by projections and a live reading of generated texts built from a corpus of creation and destruction myths. The texts were generated live each performance and printed out on stage for a ritualized reading. An automated telephone system was also created as part of the performance.

Exhibition History

- Part of The Museum of Human Achievement's ALTAR Series, in collaboration with Fusebox Festival, Austin, TX, 2015

Links

- About the project

Fantastic Arcade (2012-2018)

Producer and curator for international experimental games festival in Austin, Texas. Curated selections emphasizing avant-garde practice, international perspectives, and games as cultural artifacts.

Links

- Fantastic Arcade

Computer Chess (2011)

Directed by Andrew Bujalski. Beyond acting in the film, I helped acquire, test, and program vintage computers used in production.

Links

- About the film
- *Computer Chess* on Kanopy

Additional portfolio and documentation: https://wileywiggins.com/projects.html