

The background image is a photograph of the interior of a Gothic cathedral. It features tall, slender columns supporting a high, vaulted ceiling. Large, multi-paned stained glass windows with intricate blue and gold designs are visible, allowing light to filter through and create colorful patterns on the floor and lower walls. The architecture is characterized by pointed arches and ribbed vaulting.

Memetic Bleed

A tool for Societal and Political change

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Photo: Derek Σωκράτης Finch

Disclaimer

This is not The Truth

Consciousness

The having of perceptions, thoughts, and feelings; **awareness.**

Functions of Awareness
Experienced Consciousness



The Stained Glass Window

- Reality can be objectively described
- Our experience of it can not

«Memetic Bleed»

Memetic bleed describes the process by which a *meme* -- a unit of culture -- carries an idea, behaviour, thought, belief, ethical conviction, or similar cognitive construct between player and character and vice versa.

In addition, it describes the process by which *memeplexes* -- complex structures of memes -- are transmitted in part or in whole between players and characters that are part of a group, scene, or subculture and vice versa.



Tacit Cultural Knowledge

«Larp Democracy»

«Bad» Antagonists



Intersectional Feminism

- Design
- Organization
- Writing
- Casting
- Community

But how?

- Know what you want to communicate and stay on target
- Design within your own frames and contextualize specifically
- Know your players and cast with purpose
- Repeat, repeat and repeat.
- Cultivate your community
- *Don't tell anyone*



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