



*(scroll down for English)*

### **COS'È sibi?**

**sibi** è un generatore di istruzioni. È anche un'opera d'arte, un gioco, un cibertesto e un software, a seconda del punto di vista dal quale lo si considera. È stato creato nel 2012 da Roberto Fassone.

**sibi** è in grado di generare 53.597.878.848 set di istruzioni. I set sono sempre composti da 6 istruzioni, 3 riferite al medium (M), 2 al tema (A) (o aboutness, cfr. Danto) e una al titolo (T) del lavoro che il giocatore dovrà realizzare.

**sibi** è stato sperimentato nel 2012 al Politecnico di Milano e ad Asti, presso una playroom allestita ad hoc. Tramite il gioco sono state generate ad oggi più di 40 soluzioni, consultabili sul sito [www.sibisibi.com](http://www.sibisibi.com).

Il software, alcune soluzioni e il documentario 2C&B (<https://vimeo.com/56979184>) sono stati esposti a Torino (ARTISSIMA, Barriera) e Venezia (Fondazione Bevilacqua La Masa), con l'obiettivo di innescare una riflessione sulla questione dell'arte, sulle dinamiche sottostanti alla produzione di artefatti creativi e sul rapporto tra gioco, limiti e arte.

### **sibiN VIAFARINI**

In occasione della residenza in ViaFarini, Roberto Fassone continuerà la sperimentazione del software, invitando chiunque fosse interessato ad interagire con il software e creare nuove soluzioni. Ogni sessione di gioco sarà documentata e le soluzioni create andranno ad espandere l'archivio di sibi.

Le sessioni saranno gratuite e coordinate dall'artista stesso.

*Per prenotare una sessione sarà sufficiente inviare una mail a [robifax@yahoo.it](mailto:robifax@yahoo.it) o chiamare il 3336703948. (il numero ideale di partecipanti va da 1 a 5, il tempo necessario per giocare è variabile. Non è richiesta nessuna capacità particolare, solo la voglia di giocare)*

Di seguito alcuni esempi dei possibili set generati da sibi:

(M) you have to make a sculpture with objects that start with a vowel in italian and red/yellow/blue objects. objects from a category has to be much more numerous than the objects from the other category.  
(A) your work has to be about colors and about escape.  
(T) the title of the work has to feature number 4.

(M) you have to make a radiodrama, using different languages, with famous characters, structured in 3 acts.  
(A) your work has to be about words and about food.  
(T) the title of the work has to contain only words taken from the song Good Vibrations by the Beach Boys.

(M) you have to make an advertising. the advertising has to feature someone whispering and a guitar.  
(A) your work has to be about anecdotes and about ethic.  
(T) the title of the work has to feature the name of a color, the name of a person, the name of a place and the name of an animal.

(M) you have to shoot a photo. it has to be a cow-boy shot of an over 60 years old man, during an even day.  
(A) your work has to be about sadness and about voices.  
(T) the title of the work has to feature a part in parenthesis.

(M) you have to make an audio documentation, that takes place on the move, between the 10th and the 15th of the month and that features the noise produced by a diggin.  
(A) your work has to be about colors and about death.  
(T) the title of the work has to feature 2 adjectives and 2 verbs.

(M) you have to make a painting in which the elements placed on the top have to be lighter than the elements on the bottom, the background has to be composed by 3 parts and the canvas' height has to be longer than the canvas' width.  
(A) your work has to be about public and about mystery.  
(T) the title of the work has to feature a catachresis.

(M) you have to make a trailer. the trailer has to feature someone shooting and a guitar.  
(A) your work has to be about the antichrist and about death.  
(T) the title of the work has to feature +

(A) your work has to be about kissing and about man.  
(T) the title of the work has to be the literal translation of an english song or book into a non english language.



ENG

### WHAT IS sibi?

**sibi** is a software able to generate more than 50 billions set of instructions useful to produce creative works. Each set is composed by 3 instructions referred to the medium, 2 instructions referred to the theme and 1 referred to the title that the players has to deal with in order to give life to a creative work.

Roberto Fassone finished to design the software in 2012, then it's been tested at the Politecnico di Milano and in Asti (Italy). This project embrace his whole research , that deals with the concepts of game, art, creativity and limits. More than 100 persons already played the game, giving life to more than 40 solutions (check [www.sibisibi.com](http://www.sibisibi.com)).

**sibi** is an artwork, a game or a didactic tool depending from which point of view you consider it. It gives the opportunity to think about some interesting question such as: What do we consider an artwork? Which are the creative processes behind the creation of an artwork? Can we teach art?

### sibiVIAFARINI

During his residency in VIAFARINI, Roberto Fassone will keep to test the software, inviting anyone who is interested to play and give life to new solutiona. Every game session will be documented and every solution/work will be uploaded on the website, expanding the **sibi** archive.

Sessions will be free and coordinated by the artsit himself.

*In order to book a game session: [robifax@yahoo.it](mailto:robifax@yahoo.it) / 3336703948 (the number of participants could go from 1 to 5. The time necessary to play is variable. No particulare skills is requested, only the will to play)*

### Examples of instructions set generated by the software

(M) you have to make a performance featuring two performers and a bright object. the object has to be used someways.

(A) your work has to be about kissing and about man.

(T) the title of the work has to be the literal translation of an english song or book into a non english language.

(M) you have to make a sculpture with objects that start with a vowel in spanish and objects bought at the supermarket. objects from a category has to be much more numerous than the objects from the other category.

(A) your work has to be about the alphabet and about luck.

(T) the title of the work has to feature an abbreviation.

(M) you have to make a drawing using a blue and red pens on transparent paper, triangle format.

(A) your work has to be about definition and about friends.

(T) the title of the work has to feature the name of a city.

(M) you have to make a sculpture with light materials and heavy materials, higher than 100 cm.

(A) your work has to be about instructions and about water.

(T) the only consonants you are allowed to use in the title of your work are:

f,g,s,t,r,x,y,k,l,v,z.

(M) you have to make a sculpture/writing. it has to be in a fantasy language. the writing has to be a exclamation. the writing has to be on a living surface.

(A) your work has to be about syntax and about symbols.

(T) the title of the work has to feature a unite of measure.

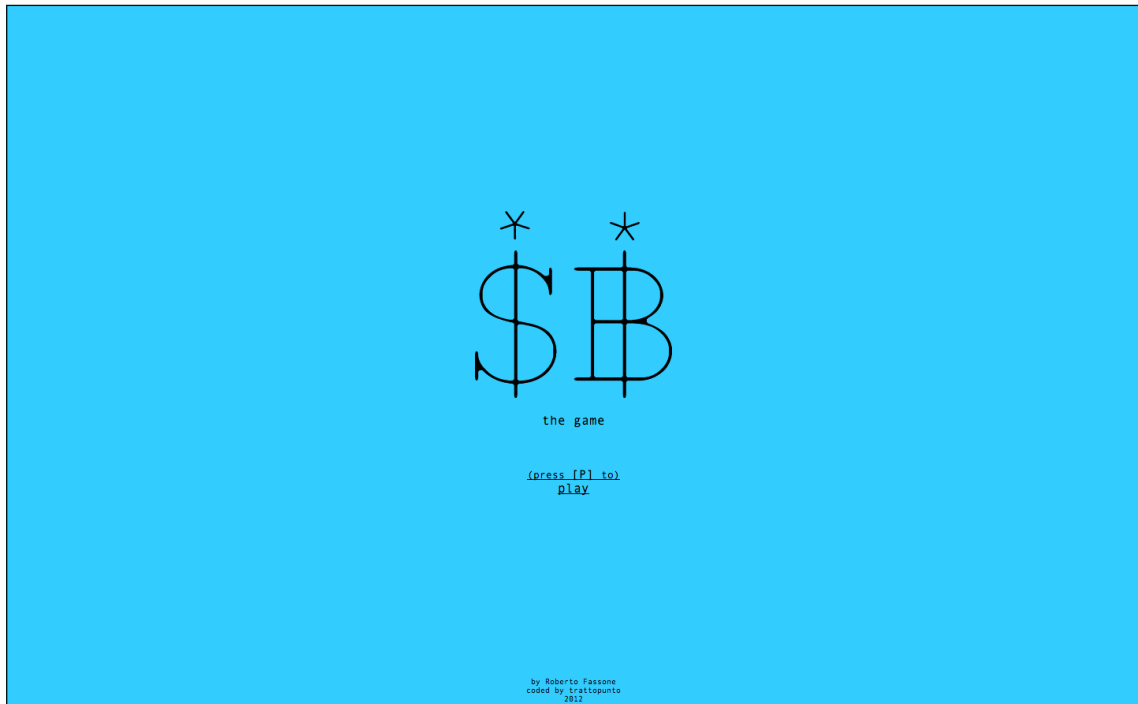
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**VIAFARINI**

CALL FOR PLAYERS



**BIO**

Roberto Fassone è nato nel 1986 a Savigliano. La sua ricerca si concentra sul rapporto tra arte e gioco utilizzando sia mezzi espressivi tradizionali, sia nuove tecnologie. Si è laureato allo IUAV di Venezia e ha partecipato a residenze per artisti alla Fondazione Antonio Ratti e alla Fondazione Spinola Banna per l'arte. È stato recentemente selezionato per la residenza in Viafarini a Milano e presso La Ene a Buenos Aires.

Tra le sue performance ricordiamo: una lezione senza mai usare la lettera "R", un periodo di tempo passato a non parlare male di nessuno e un concerto in playback sulle note di Prince.

Il suo ultimo progetto è sibi, un software in grado di generare diversi miliardi di istruzioni per la creazione di artefatti creativi.

[www.jamaicainroma.com](http://www.jamaicainroma.com)

*Roberto Fassone (1986) was born in Italy. His research is focused on the relationship between art and games. He graduated with an MA in Visual Arts in Venice (IUAV) and he attended the Fondazione Ratti residency in Como and the Spinola Banna Advanced Course in Visual Arts in Turin. He showed his works and performed in Turin, Venice, Milan, Ancona, New York and Slovenija. He's been recently selected to be artist in residence in Milan (Viafarini) and Buenos Aires (La Ene). Among his performances: spending three months without saying bad things about anybody, conducting a lesson without using the letter "R", lip-synching a Prince concert. He spent the last two years designing and improving "sibi", a software able to generate instructions in order to give life to creative artifacts.*

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