

Inspirations for The Yards Project: distributed derive and street game.

Inspiration One: @blasttheory: Can you see me now? (2001) helping real people to interact really and virtually in real and virtual contexts.

Inspiration Two: @mediengruppe\_bitnik: Surveillance chess (2012), 'the one-dimensional monitoring system is transformed'

Inspiration Three: @biancoshock: SEVEN DEADLY SINS, (2017): 'the ironical and detached reinterpretation of public areas'

Inspiration Four: @insa\_gram: GIF-ITI (2010): 'street art that paradoxically is only viewable online'

Inspiration Five: @clemencedebaig\_art: Unwired Dance Theatre (2021): 'exploring new forms of live interactive work online'

Inspiration Six: @stanza\_dna, 'The Binary Graffiti Club' (2019): 'see the city as performative canvas to create change'