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MOBILE JOURNEYS

SYDNEY OPERA HOUSE EXHIBITION HALL
AUGUST 9 TO SEPTEMBER 4 2005

The Kill Yourself Game

Rebecca Cannon and Karen Jenkin

The Kill Yourself Game is a Java game for the mobile platform, designed for people who are so bored they'd rather be dead. Mobile games, are after all, a catharsis for transient boredom. This parody shoot'em up game involves choosing a character who 'looks like you feel', and repeatedly killing them whilst listlessly meandering through 'Happy Town'. The game is designed to increase in difficulty relative to player self-hatred.

About the artists

Rebecca Cannon is a digital media artist, curator and writer interested in computer games as an art form, the politics of software licensing and freedom of information. She currently curates the online archive of art games 'Selectparks'. Karen Jenkin has worked four years with Telstra Research Laboratories designing prototype mobile applications that utilise advanced technologies, such as speech recognition and intelligent agents.

Mobile Journeys

Mobile Journeys is a national arts initiative dedicated to exploring the creative potential of mobile devices and to fostering the development of Australian mobile culture. Find out more online at www.mobilejourneys.com or through your phone by texting "Journeys" to **0427 232 623** (results will depend on your handset's capability).