

factory
international
presents



FREE YOUR MIND ALGORITHMS
M O N S T E R



AVIVA studios

Water Street, Manchester

ORACLE & ARCHITECT RIFF

Who started it?

Whatever the answer is

We are part of it.

Enough free minds

Can close caves

No matter how clever

The design is.

Do you need an oracle to believe this?

Tell you you can do this?

An oracle who is part of it

So can't really tell you

anything you need to know.

'Let it go'.

An oracle brings nothing new.

Aphorisms and insta posts

Believing in you

Won't change your code.

Her cookies sedate

Her warmth placates

Go to the place

Which scares you most -

The architect.

Get the plans and change them.

That is all you need to know.

Go. Now. Together.

Words: Sabrina Mahfouz

WELCOME

This booklet presents a parallel experience to *Free Your Mind*, a new live show by Factory International, inspired by the universe of *The Matrix* (the Wachowskis, 1999).

Directed by Manchester's own Danny Boyle, the show features hip-hop choreography by Kenrick 'H2O' Sandy, a powerful score by composer Michael 'Mikey J' Asante (co-founders of Boy Blue), eye-opening staging by world-leading designer Es Devlin, along with words from acclaimed writer Sabrina Mahfouz and costumes by iconic fashion designer Gareth Pugh.

On page 13 of this booklet, you'll be able to access **Algorithms** – a folder filled with material directly from the creative team behind *Free Your Mind*. They invite you to transform those snippets into your own artwork.

Get ready to explore an ever-changing Matrix that constantly shifts. Choose your preferred version of the booklet (Hero or Monster) and follow the story. Be cautious; your decisions will alter the course of the narrative and the type of simulation you experience.

[WISDOM]

[METAVERSE] During your journey, you'll be able to unlock the creative work of the team behind **Free Your Mind**. The poem ORACLE & ARCHITECT RIFF was written by Sabrina Mahfouz, a British-Egyptian writer known for her work in poetry, plays and spoken word. Her writings often tackle themes like identity, social justice, feminism and multiculturalism. She's recognised for her powerful storytelling and exploration of marginalised communities' experiences. Sabrina is the author of the text and poetry of **Free Your Mind**.

CHAPTER 1

■ In the digital world of **The Matrix**, humans are enslaved by machines that farm energy from us, so they can keep living. In the simulation – if you are aware that it is a simulation – you become a Monster that the system will try to find and delete.

As our story unfolds, you'll make decisions that challenge the very essence of what it means to be a Monster. >



Monsters, like the one in Mary Shelley's *Frankenstein*, have been in stories for a long time.

These misunderstood creatures are there to entertain us, but also to make us think. Their stories are usually metaphors for bigger ideas, like how society treats outsiders or discriminates against people based on their race, sexuality or class. They make us wonder about our own role in the system.

This type of Monster isn't only in stories. Sometimes real people get treated like Monsters too, and it takes years for their true story to be revealed. Monsters can teach us how important it is to have empathy and to change unfair systems.

[WISDOM]

[METAVERSE] The Anatomy Act of the 1830s hit poor workers during the Industrial Revolution. It meant that if they died without anyone to claim their body, they could be taken and dissected for medical research. This demonstrated how unfair life could be even after death.

[WISDOM]

[METAVERSE] Mary Shelley's *Frankenstein Monster* is a symbol of the exploitation of labour during the Industrial Revolution, where workers had very few rights. It's a powerful metaphor for the pursuit of progress at the expense of humanity's well-being.

ACTIVITY

AI allows us to transform text into images. Think about the main issues that bother you and our society. Go to [imagine.art](https://www.imagine.art), then answer the following questions:

What happens if you ask the website to generate an image for those issues?

Add monster to the end of your text. Is it a misunderstood monster, or one we should fear?

WHAT IS THEIR BIGGEST DREAM?	DO THEY HAVE A FAMILY?
WHAT IS THEIR MOST USED PHONE APP?	WHAT MAKES THEM EXTREMELY HAPPY?
WHAT IS THEIR SCREEN TIME?	ARE THEY A LONER? IF NOT, WHO ARE THEIR PEOPLE?
DO THEY CRY OFTEN?	DID THEY HAVE A NICE CHILDHOOD?
WHAT'S THEIR FAVOURITE FOOD?	HOW DO THEY FEEL ABOUT SOCIAL MEDIA?
WHAT MAKES THEM REALLY ANGRY?	ARE THEY INTO VIDEO GAMES?
	WHAT IS THEIR QUIRKIEST TRAIT?

C H A R A C T E R S H E E T

Design each of your Monster's body parts individually. Use the questions around each area as an inspiration for your design.

Don't worry if the parts don't match each other. Name your character and create an origin story for it using the Haiku pattern provided. Leave the Skills and WordBank areas empty for now, and continue reading.

N A M E

O R I G I N S T O R Y

[WISDOM]

[METAVERSE]
A haiku is a Japanese form of poetry that consists of three lines, the first one has 5 syllables, the second 7 and the final one 5. Try and condense your monster's origin story in a short pattern!

EXAMPLE
Matrix world revealed, (5)
Red pill choice, great
minds unsealed, (7)
Digital dreams healed. (5)

S K I L L S

W O R D B A N K

S U M M A R Y



■ Your eyes open for the first time. You wake up floating in a pod filled with a gooey substance – cables and tubes entering your body. You stand up looking for fresh air. Around you, millions of pods with sleeping humans, connected to machines, extend for as long as your eyes can see. You are awake. >

Manchester holds a special place in the history of computer science. In 1936, Alan Turing designed the Universal Turing Machine, a mathematical model that forms the foundation of our modern computers. Today, he is celebrated as a hero, but during his time, he was labelled a 'monster' by the system and unjustly convicted for his homosexuality, which was illegal back then.

In *The Matrix* universe, humans are enslaved and confined to a simulation created by the machines they themselves

built. Alan Turing's groundbreaking work also warns us about the potential dangers of Artificial Intelligence, a theme that is now more relevant than ever.

What are your feelings about maths? And coding?

Do you think technology can be used to create art? How?

Who do you think can be meaner; a human, or a machine?

ACTIVITY

Coding uses languages that follow different syntax patterns. One of the most common ones are "If" statements:

If (a condition between brackets is true) { this thing in the curly brackets will take place };

If (I am a monster) { I am no longer scared };

Pay attention to the symbols used, from the first bracket to the last semicolon, they are all needed for your code to work. You can also use "else" to explain what will happen if the condition is not true.

If (I'm a monster) { I am not invited to the party } **else** { I am invited to the party };

Write them all over this booklet, fill in as much white space as you can!

Write your own "If" statements to give your character new skills.

Write "If" statements to create poetry.

[WISDOM]

L METAVERSE] In 2009, the British government issued a formal apology to Alan Turing. This symbolic gesture represented a significant step toward rectifying the persecution Turing faced due to his sexual orientation. Although it couldn't undo the past, it served as recognition of his invaluable contributions to technology and the cruel treatment he endured.



■ You have escaped the simulation after many attempts of hacking the system. There's no time for celebrations. You notice a screen in your pod – like a video game, you try and hack it to liberate your body from the pod's electronic limbs. You succeed. You can move freely again. A flying machine looking like a spider detects you standing in your pod. >

P A T H _ A

You confront the machine, aiming to mount it and take control of it so you can escape the human farm.

[+] Add the word MEME to your WordBank.

Go to page 10

P A T H _ B

You try to jump to the next pod, hoping to wake up another human from the outside.

[+] Add the word WHISTLEBLOWER to your WordBank.

Continue to the next page



■ As you attempt to escape the machine's attack, your wet feet slip over the glass cover of the pod. You fall, weak, and hit your head, losing consciousness. You feel something cold moving your body, connecting you to a different kind of Simulation.

The next time your eyes open you find yourself in a courtroom, in front of a massive machine, adorned by a mechanical human face the size of a building. Its voice booms all around the wide room: "I am the Keymaker. I judge those who commit digital crimes. I analyse your data and cancel the corrupted ones". >



■ A cowboy stands next to you - you recognise him from somewhere. The Keymaker continues: "Arthur Morgan, you are accused of attacking a suffragette, by throwing her to the crocodiles, in the video game Red Dead Redemption 2".

The Keymaker's metallic tentacles pierce the cowboy's avatar, downloading its data to decide the character's fate:

"GUILTY!" The digital cowboy dissolves into streams of code, consumed by the gaping mouth of the Keymaker. You can't tell if you're dreaming or not. >

Video games can bring out a wide range of emotions and actions in players. A particularly controversial incident took place when YouTuber Shirrako posted a video showing digital violence against a suffragette character in Red Dead Redemption 2. In 2018, this action sparked a heated debate. Many viewers found it problematic while some YouTubers defended Shirrako's freedom of speech. But who is responsible for a video game crime? Is it the digital character, the human player controlling the character, or the creators of the game who designed a world where such behaviours can take place?



[WISDOM]
] METAVERSE] There are video games that aim to fulfil a completely different function. Artist Danielle Brathwaite-Shirley creates video games that store the experiences of the Black Trans community. Danielle creates avatars that hold all of their data, for people to play the game and access their knowledge.

Do you think video games should give us the opportunity to do things that are not allowed in real life? Is there a limit?

If you were the Keymaker, who would you cancel?

Do you think your Monster had any chance of being declared innocent? Why?

■ The Keymaker proceeds: "Next! A Monster! A human accused of hacking the Matrix, trying to escape." You brace yourself, terrified and completely alone, deep within the guts of a city made by machines. As the metallic tentacles pierce the back of your neck, you feel your data being released all around you. You hear the Keymaker declaring you guilty, when a golden path of data lights up all around you. >

P A T H _ A

You follow the golden path, connecting to the source of all knowledge.

[+] Add the word EYES to your WordBank.

Go to page 12

P A T H _ B

You feel something grabbing your body and lifting it. You try to wake up.

[+] Add the word TEETH to your WordBank.

Continue to the next page



■ You come into your senses only to find yourself atop the spider-like machine. It must have saved you from the horrors of the Keymaker. The machine moves fast, tracing an invisible path through the machine city. At the peak of a towering structure, you spot an immense glass chamber. That's where you are being taken.

The glass chamber, designed like a panopticon, provides an incredible view of the whole simulation. A human figure gazes through a telescope, observing endless strings of data flowing in and out of the Matrix.

"Welcome, you've finally arrived! I am the Architect of this version of the Matrix. From this spot, I oversee the simulation, ensuring its proper operation. But it's not currently functioning as it should. So you're here to assist us." >

Panopticon, from the Greek word panoptes or "all seeing", is an architectural design pattern created for system control by Jeremy Bentham in the 18th century. Mostly used for prisons, sanatoriums and schools, he drew inspiration from plantations and slave ships to design this blueprint.

A panopticon design is an efficient way to monitor and control groups of people. It creates a feeling of constant surveillance, even when it may not be occurring, to shape their behaviour as desired.

The Metaverse employs similar tactics to influence your actions. These involve 'dark patterns,' which are psychological

strategies designed to encourage unnecessary purchases, views or subscriptions to services. Your digital activities create a trail of data that companies trade among themselves to better understand your behaviour, making their 'dark patterns' more effective. We are always being watched.

[WISDOM]

┌ METAVERSE] Did you know that in 1947, computer scientist Grace Hopper recorded the first computer bug? It wasn't your typical software bug. It was a moth that had sneaked into a computer machine! Since then, we call a bug an unwanted behaviour of a computer programme that needs to be fixed.

ACTIVITY

Some of our data, our behaviours, is being taught to AI so they can communicate better with us. **The second AI tool we will be using is ChatGPT. Try to ask some of the questions we've asked you so far to the AI.**

Are the answers different to the ones you've given? How?

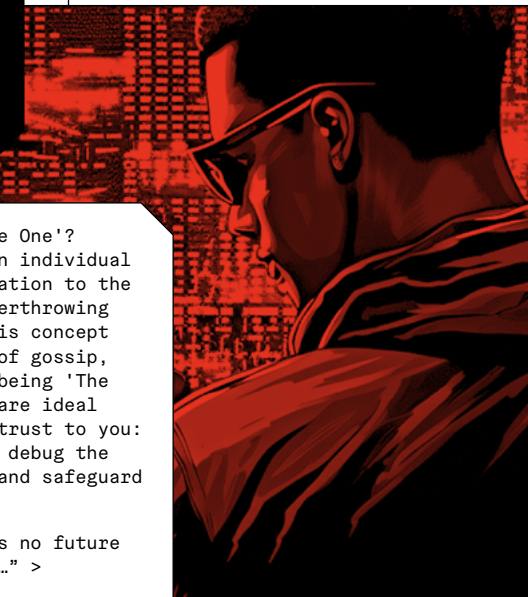
How do you feel about machines learning from you? Have you given them permission?

[WISDOM]

┌ METAVERSE] ChatGPT is an advanced AI chatbot. It can be a helpful tool for learning, providing answers to questions and offering information on a wide range of topics. While it's a valuable resource, it's important for young users to use ChatGPT responsibly and in moderation, as with any technology.

■ "Have you ever heard of 'The One'? The Matrix has long awaited an individual whose power would bring liberation to the world - freeing humans and overthrowing the machines. While I view this concept as more of a myth, a product of gossip, I believe you are closest to being 'The One.' Your remarkable skills are ideal for the quest I'm about to entrust to you: access the Architect program, debug the source code, mend the Matrix and safeguard the system's integrity.

The only truth is that there's no future for humans without the Matrix..." >



PATH _ A

You decline the quest, but you still enter the program of the Architect. You prepare yourself to take over; to become the next Architect and create the perfect Simulation.

[+] Add the word TYRANT to your WordBank.

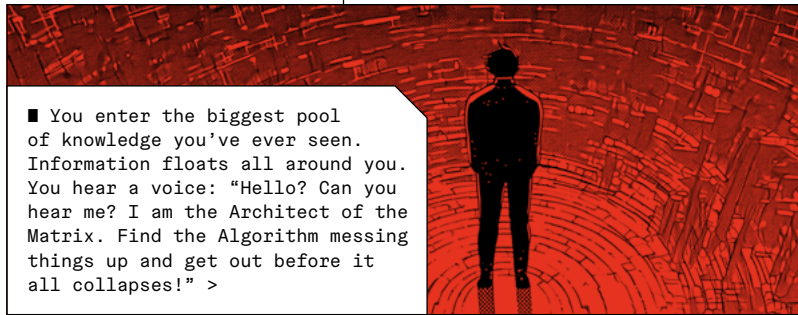
Go to page 14

PATH _ B

You accept the quest and enter the Architect program to debug the source code of the Matrix.

[+] Add the word CREATOR to your WordBank.

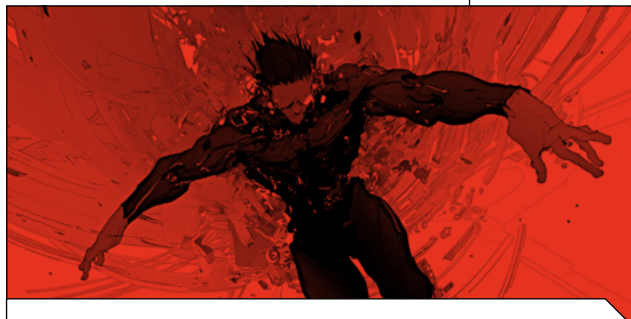
Continue to the next page



■ You enter the biggest pool of knowledge you've ever seen. Information floats all around you. You hear a voice: "Hello? Can you hear me? I am the Architect of the Matrix. Find the Algorithm messing things up and get out before it all collapses!" >



■ You hear the voice, but you are immersed in so much data that your senses are overwhelmed. As you navigate the information, you understand more about humanity and the machines they created. Glowing in gold and green, the Source Code of the Matrix. But something is corrupting it, you follow the trail and get to an Algorithm labelled "Free Your Mind". >



■ "Quick! The Matrix is about to be reloaded!" You hear the Architect begging in despair. But you've never been more certain about what you have to do. You access the Source Code, the original patterns of code, and start transforming it into something beautiful. >

We say software or data are Open Source when they are publicly accessible and can be freely viewed, used, modified and distributed by anyone. Inspired by this, the creative team behind *Free Your Mind* have put together a library of poems, movements, music and much more for you to use. They call it **Algorithms**.

ACTIVITY



Scan the QR code or go to the following website:

factoryinternational.org/algorithms

You'll find open source files and information from the creators of *Free Your Mind*. They want you to remix it and create your own artwork!

WRITING CHALLENGE

Sabrina, the writer of *Free Your Mind* and the wonderful poem on the first page, has shared some of the scripts, scenes and poems that inspired the show. Two of the poems feature Alan Turing:

What role would Alan Turing have in *The Matrix*?

What other historical figures would you like to see in *Free Your Mind*?

Write a poem inspired by Sabrina's and the different ways you use your phone.

PATH _ A

You reload the Matrix, perpetuating the Simulation. However, you follow your own desires and create your perfect world.

[+] Add the word RELOAD to your WordBank.

Continue to the next page

MUSIC AND DANCE CHALLENGE

Kenrick 'H2O' Sandy and Michael 'Mikey J' Asante are in charge of the movement and sound in *Free Your Mind*. They've provided the public with raw creative materials – ingredients that can be made into songs or dances. It's not a finished product. Rather, a jump off point.

Learn their choreography, choose a face filter and record yourself performing it. Or play with their sounds, remixing them into your own creation.

Have you ever done a TikTok dance challenge before?

How do you feel about performing on social media?

What's your favourite type of music to listen to?

Tag @boyblueent and @factory_international on Instagram and #FreeYourMind

PATH _ B

You accept the mission and enter the Architect program to debug the source code of the Matrix.

[+] Add the word SENTIENT to your WordBank.

Continue to the next page

CHAPTER 6

We're not going to tell you how that world looks! You're going to collaborate with AI to create the perfect ending to your character's story. **Go to ChatGPT.**

Write the following prompts, replacing the items in brackets for your Character Sheet info:

PROMPTS

I have created a character and a story and would like you to write an ending for it. The story takes place in the universe of *The Matrix*. I am going to feed you some data, please don't generate the ending until I tell you to.

My character is a **[Monster]** named **[introduce your character's name here]**. They look like **[introduce description]**.

Their origin story is "**[introduce Haiku here]**". And along their journey they have gained these skills: **[introduce skills]**.

ACTIVITY

Play around with the prompts, you can create more characters, change any information about the world, add words to your WordBank, teach them more skills or change the length and tone of the ending.



They have disrupted *The Matrix*, faced the Architect and decided to **[create a new Matrix under their command / liberate humans and make machines sentient and empathetic]**.

You can now generate the ending with the information provided, but please, include the following words when you do so: **[introduce the words in your WordBank]**.

Write down a summary of the AI generated ending in your character sheet.

Was the ending what you expected?

Who is the author, you or the machine?

Could you tell if a text was written by AI or a human? How?

NOTES

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With thanks to the creative team
behind *Free Your Mind*:

Music **Michael 'Mikey J' Asante**
Direction **Danny Boyle**
Stage Design **Es Devlin**
Text **Sabrina Mahfouz**
Choreography **Kenrick 'H2O' Sandy**
Costume Design **Gareth Pugh**
Lighting Design **Lucy Carter**
Sound Design **Gareth Fry**
Video Design **Luke Halls**

*All images used throughout this
document were created in Midjourney
using Artificial Intelligence.*

S H A R E Y O U R C R E A T I O N S

We can't wait to meet your heroes and
monsters and read all their stories!
Share your creations with us via email
and we'll choose one person who'll
receive two complimentary tickets to
an upcoming show. Take a picture of
your character sheet and email it to:
learning@factoryinternational.org
If you're under 16 ask an adult to email
on your behalf.

Sharing on socials? If you're under 16,
ask an adult to help. Tag @boylblueent
and @factory_international on
Instagram and #FreeYourMind

S I G N U P & F O L L O W U S

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