

MESHCODE

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At the time of publication, this is a working version in progress and a newer revision may exist. Please check the source, as the changes may be significant. - author

An electronic and digital space for the exploration of the meaning of Life and Humanity as observed in the forms of the Actor and in the actual experiences of the technologies of the commonly perceived Internet. "Meshcode" is a unified outline of a group project serving the transceptive nature of the quality of paradigm shift felt necessary at the threshold of the possibility of the continuation of the sympathetic emergence of Humanity with the Ecological growth of the planet Earth. This is the central node of intentionally syndicated and hyperlinked "meshcode" content - harvested and cooked from encounters with World Traditions, from the theatre of Daily Life, Profession or Path, and from the fresh emergence and deep impact of Social New Media.

At meshcode we begin with nothing at each step and move towards a deep investigation of what is possible.

We are compelled to source, experientially, the human condition as observed through teachings given to us in the Great Traditions, to verify the possibility of the evolution of human consciousness, to see our presence now, to struggle together with attention and a thirst for real self-knowledge, to be. We intend to share this in our Web identities by experimenting with emerging connective technologies of today.

In life, here and now, which for us in the meshcode group is the human Stage of downtown Toronto today, we include the INTERNET in our form of study. After years of its contemplation here, we have noticed the Internet as the single most important human invention lacking in any Serious study while gaining total ubiquity and absorption into common everyday life. Facebook has changed the way Toronto residents use their bodies in less than one year. For this reason, the Internet is thrice-timely: a remarkably wonderful "something" as well as a potentially terrifying "something" and it is also that "something" that it is.

The nature of city life amidst the deep ECOLOGICAL ENVIRONMENT within and without Humanity is in a questionable state. For one, why are the waters continually polluted? Who are we?

In this line, the Web of the Internet today is revolutionary. The Earth as a planet, as part of the complex ecosystem of our Selves is in need of such a revolution of a more conscious human connectivity. The hidden power of the rising trend of Social Web Applications and the mystery of shared online social emergence is part of the substance of work at meshcode. The other part is Being and the harmonious action of human beings in a deeper cosmological relationship with the planet.

The meshcode project began online in the summer of 2008. The roots run deep to an earlier time. "We" refers to those of us in the meshcode group who have at some point

experienced a certain "nothing at all". This compels us towards an exploration of "everything". The word "meshcode" was developed to identify us online, where we transpose our work into a digital "mesh". It is a term derived from the words "mesh" and "code". A "mesh" is a type of relationship between points of concentration. In this case, the type of connection between elements which identifies the quality of relations is a mesh topology of devices perceptible to humans and used in common communication. A mesh is valuable because each node is connected to another in the network. This allows for dynamic and complex forms of transcription to take place, even beyond human grasp. The current initial stage of "meshcode" presents only selected work of the founder, as the forces against others seem too great. The full word "meshcode" was "sourced" by the founder under circumstances of the possibility of the merging of many days of reflection on a single word which was seen as being able to conduct the charge of energy for this project.

The online aim of meshcode is to provide a practical glimpse into the possibilities of the Internet at this time. We are interested in the pulsation of the mesh of the Web of the Internet and of the Web of Life. We begin by learning observation, and begin with ourselves. For this we use, each on our own, a connection to true masters in a tradition or path. Next, we learn from the vehicle of theatre about how to act. Finally we observe the outer, our interest in the Internet. From there we develop our work online.

Not everything on this site is common sense. Our approaches are not necessarily "nice" or "reasonable". Our intention is to display the boundaries in the limitations of our work capacity. We do not attempt to cover up a lack of understanding with rainbows of words.

Our principal aim is to balance knowledge of our Selves within the contemporary world, with the advent of a semantic web. Learning itself may take new forms under such circumstances.

The core of our work is a need for awareness. Life compels us to investigate the human and practical meaning of New Media tools of the emerging World Wide Web.

The work at meshcode can be seen in three subsections: Sourcing Origins, Developmental Projects and Current Forms. Their branches follow an order: Sourcing "I am", Development of Presence, Form of the Performer; Sourcing the Internet, Development of Identity, Form of the Social Web Sharer.

The significant work of meshcode involves intentional striving towards understanding of ourselves (innerly, experiential) and of everything outside (outerly, experimental) and what emerges. The action may be called "sourcing" which means working towards the source, with the source, or away from the source or any combination. The source is analogous to the great mystery of human origin and existence. To create an understanding we must first study the language of the Self and then the language of the Internet. The experiential investigation at meshcode begins for each actor with the question "Who Am I?". The steps taken are those that may lead to an attentive encounter with oneself and one's Self.

Meshcode projects (the development aspect of the work) have their foundation in the sourcing (the experimental and experiential research) within the meshcode group. In order to observe the possibilities of harmonious existence, exploration is taken under the headings of Theatre and the Internet. As a vehicle, Theatre, when it touches our most profound inner experiences, can lead on the path of self-discovery, an active awakening. At this time, this struggle is providing enough fuel for tending a relationship with an influential current for us here today, in Toronto: the Internet. In a new sensitivity which may be developed by necessity for seeking new experiences of careful attentivity, we can begin to be a presence in the delicate, sacred, quivering pulse of the moment. Like a shimmering dewy spider-web during a sunny clearing after a rain storm, the Web of Life in a developed presence seems more closely related to its simulated, albeit just as real, Web of the Internet and its data flow. We begin with the body since this is where the most accessible sensitivity can develop. The human condition allows us to experience ourselves in and out of a deeper awareness. The state which allows for this sensing in our Self may be called dismemberment when we are disconnected and re-memberment when we are connected and present to the needs of our possible sensitivities.

We build online identities for the Web of the Internet. This is a study of electric and digital representations of ourselves and our Self. With an affinity towards the hacking community, we experiment by means of a highly attentive deconstruction and reconstruction process of Web experiences and technologies, noting their origins and conceptions, psychologically and otherwise. For example, we are equally interested in electricity and binary communication as we are interested in programming interactive social web applications. We develop APIs, mashups, wikis, web services, location-aware mobile social web applications, search engines, radio communications computing devices, nameless objects and impossible extrapolations.

The meshcode group welcomes people interested in these mentioned directions. A principal requirement in the nature of involvement with the group is an initiated presence, or simply an account dedicated to this project in a few personally relevant Social Web Applications. These are later aggregated for the emergent aspect of "meshcode", visible to those involved. When you sign up for an account on a public social network and wish to have this account connected to the work of meshcode, you are responsible for all your contacts who come in touch with meshcode. This is why a dedicated account is recommended, aside from a casual account: one that is relevant to the work being done here. It seems useful to have the same alias on all the sites. One of the aims of meshcode digitally is to do online that which is not being done, and this includes experimentation that may seem inappropriate under certain publicly-accessible contexts, always on the boundary of civil disobedience. Using a casual network for this reason is not even possible under certain circumstances. The initial stage of developing a "meshcode" identity on social networks is being run by the founder, Mateusz Kuiavski.

Everyone involved is referred to as an Actor. Practically, that is an aim here, even if one is a professional actor. Currently the nature of this project revolves with Social Media Web Content Developers and Designers, and Actors of Film and Theatre.

With carefully developed online identities for the purpose of working together under the heading of "meshcode", the group members use new tools of the Emerging Social Web with care and a raised awareness of their possible significance today. This is for an aim aside from but inclusive of our professional and personal pursuits.

The meshcode group is based in the neighbourhood of the Kensington Market, in Toronto, Canada and was formed in May of 2008.

- Mateusz Kuiavski (creative director) May 2008 - May 2009

(FAQ: this whole text is about the location of the content)