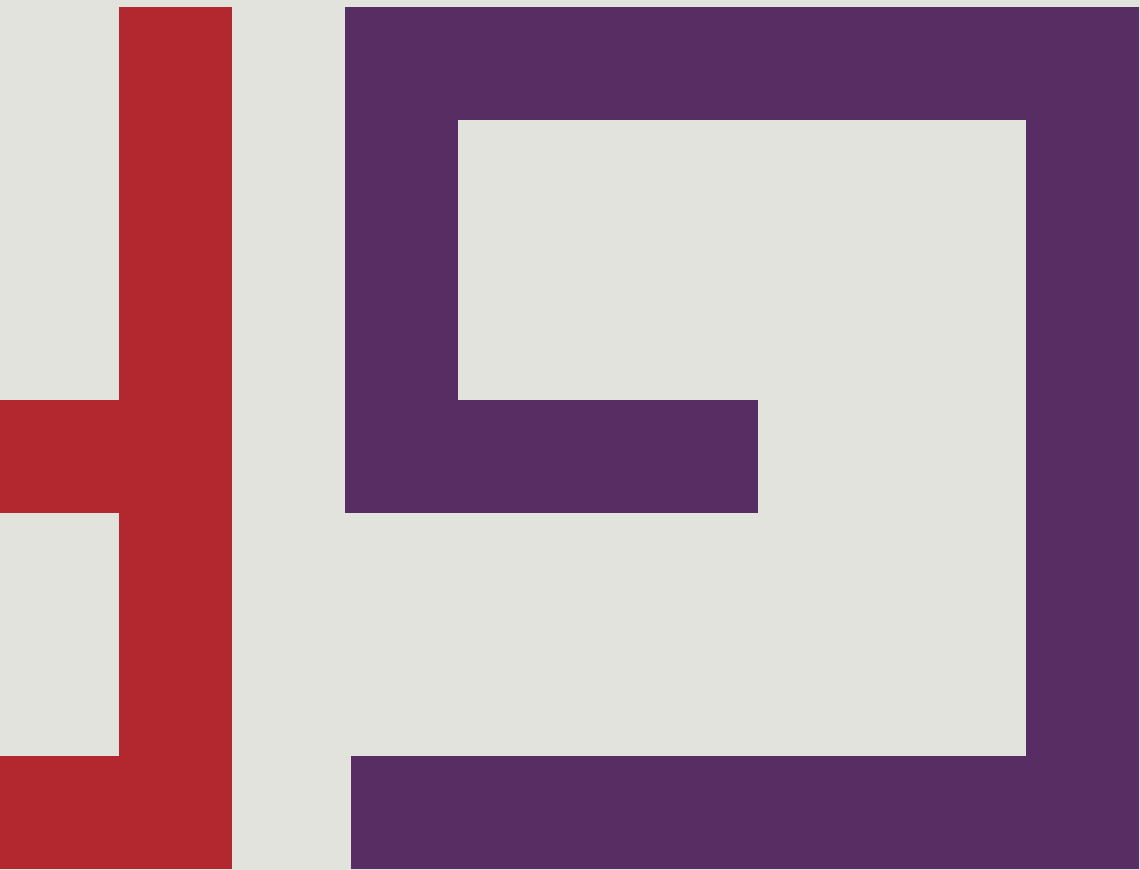




MUSIC



GAME



The background of the image is a screenshot from the music video of the song "Talk" by Coldplay. It shows two figures, one standing on a large, white, rectangular block and another figure standing on a lower block, both in a dark, industrial setting with smoke or steam in the air. The figures are silhouetted against the lighter background. The text is overlaid on the image in a light blue, monospace font, with each line of text enclosed in a semi-transparent blue rectangular box.

"oh I wanna talk to you

you can take a picture of something you see

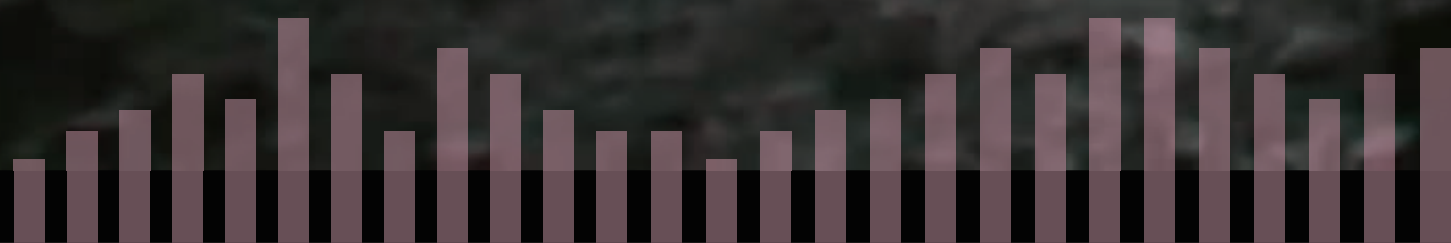
in the future where will I be?

you can climb a ladder up to the sun

or write a song nobody has sung

or do something that's never been done"

Screenshot from the music video of "Talk", song of Coldplay, produced by EMI, 2005

A decorative bar chart at the bottom of the image, consisting of vertical bars of varying heights in a light blue color, set against a dark background.

"TALK"

Recommended by Maxwell YANG

Coldplay

Year: 2005

Country: The United States

With these sincere words to the beloved late brother, the meaning of the particular action “talk” is no longer limited to spoken language, but covers more a lot, either tangible or intangible. A photo can be a way of talk, an unrealistic dream can be a way of talk, a manuscript of a lyric can be a way of talk. Communication can be done in numerous modes, and we can get a sense of connectivity by doing a lot of things other than using existing language systems. Never trap yourself into solidified thoughts that communication should be in certain fixed forms, it is a flexible item that interpreted differently by each person.

Death Stranding

An action game developed by Kojima Productions, 2019

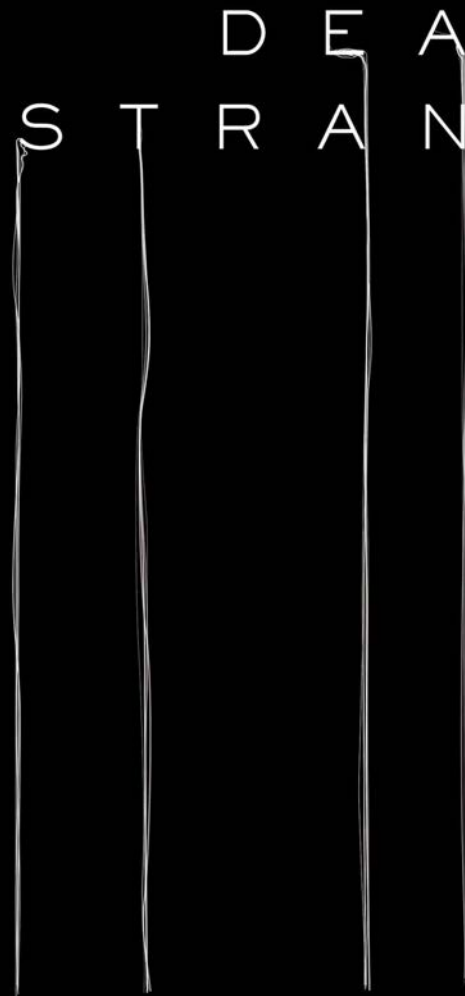
Country: Japan

Recommended by Esther ZENG

The game is set in an apocalyptic United States, where a cataclysmic event known as the "Death Stranding" caused a huge damage to country's infrastructure, making the remaining population confine themselves to remote colonies known as "Knot Cities". Transportation and the internet are breakdown, and people are living in isolation because of the danger outside. The main character, Sam, as a courier, his job is to be the one connects every colonies by delivering supplies, information and setting up the network.

Connection is the main theme of the game. It is not only interpreted in the plot, but also shown in the system. Death Stranding provides the players with a kind of hybrid single player/multiplayer experience. As the player make the ways across America, he may build structures to help him overcome obstacles—a rope to descend mountains, or a bridge to cross a river.

This is what Kojima, the leader of Kojima Productions wants the players to feel in the game, being connected to someone. "There are so many people who play games feeling like that, like they don't belong in this society. They don't really feel comfortable," he says. "The game is about connecting the world and you're trying to connect this fractured society by yourself...Just knowing that, you won't feel alone anymore."



If the player leaves them behind, other players connecting to the Internet would find them.

If a rugged path is walked by so many players, it would become plain.

If another player is shouting at an exact location you are, you would be able to hear their voice.

You will never see another player in the game, but you can find their traces everywhere.

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