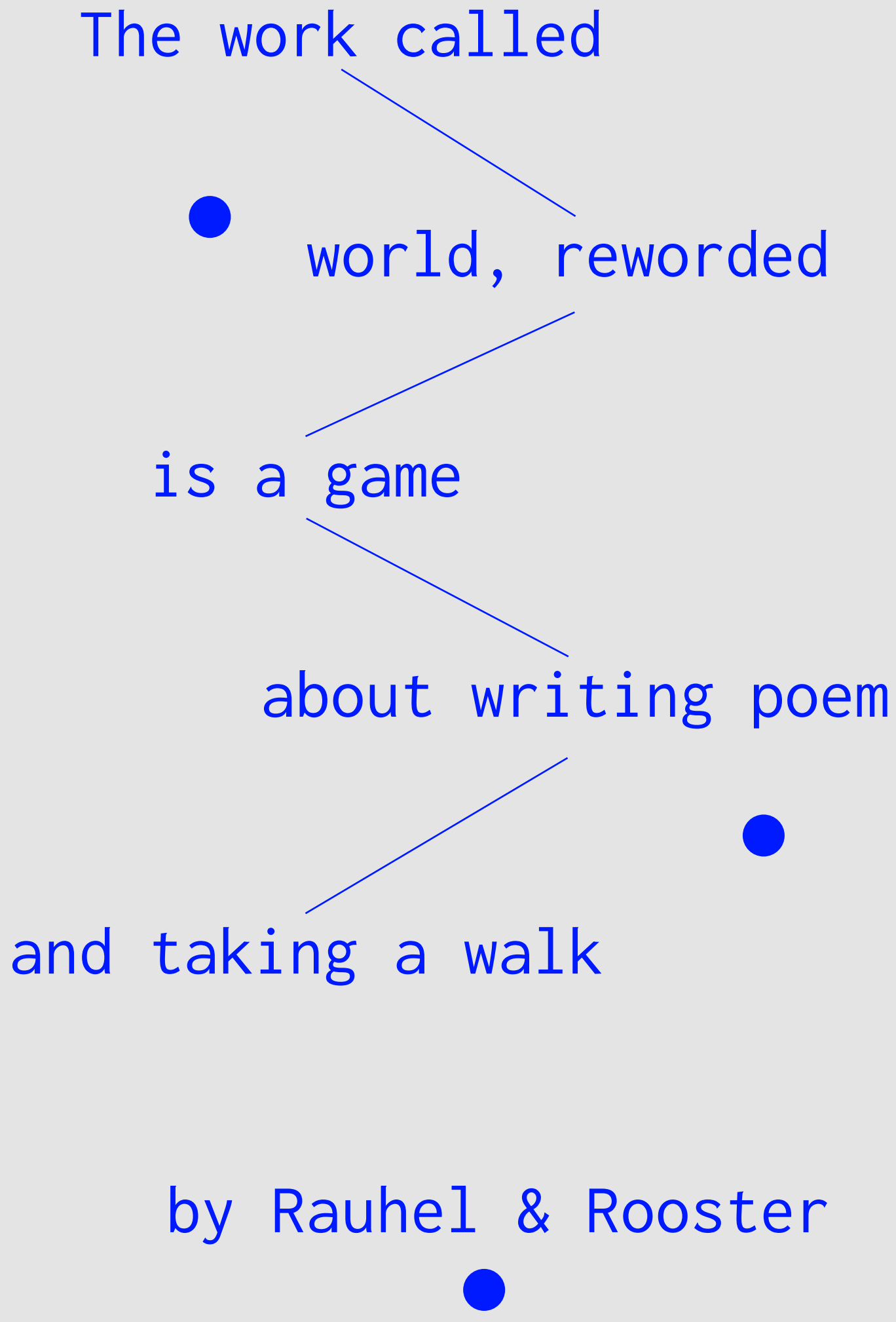
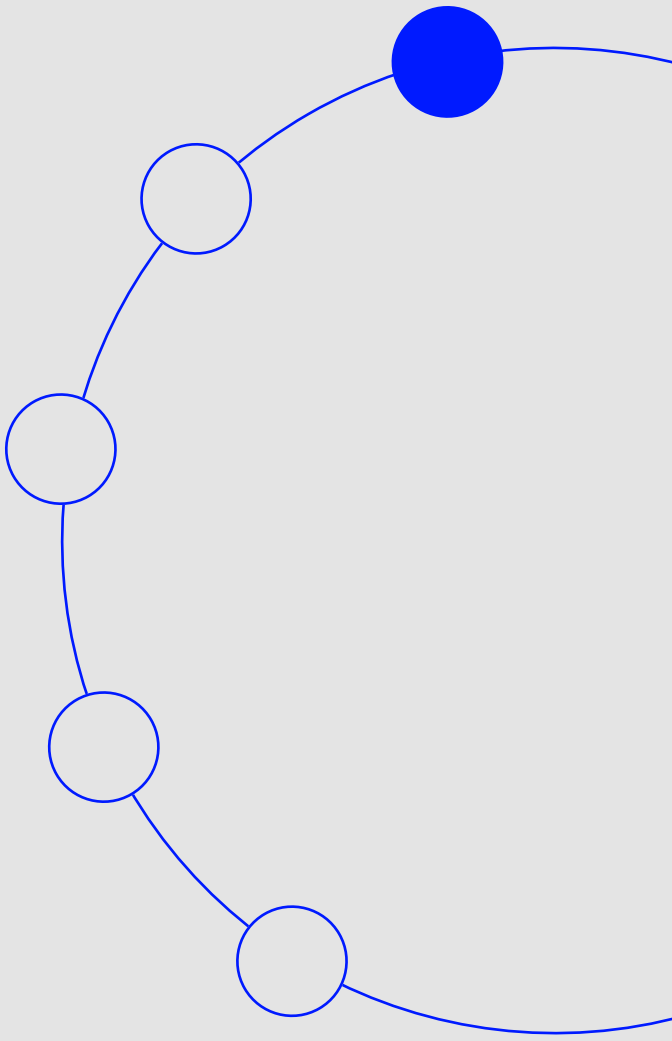

The work called
world, reworded
is a game
about writing poem
and taking a walk
by Rauhel & Rooster

world, reworded



world-reworded.roosterwho.com

Games as Art Festival 2026
Tampere, Finland



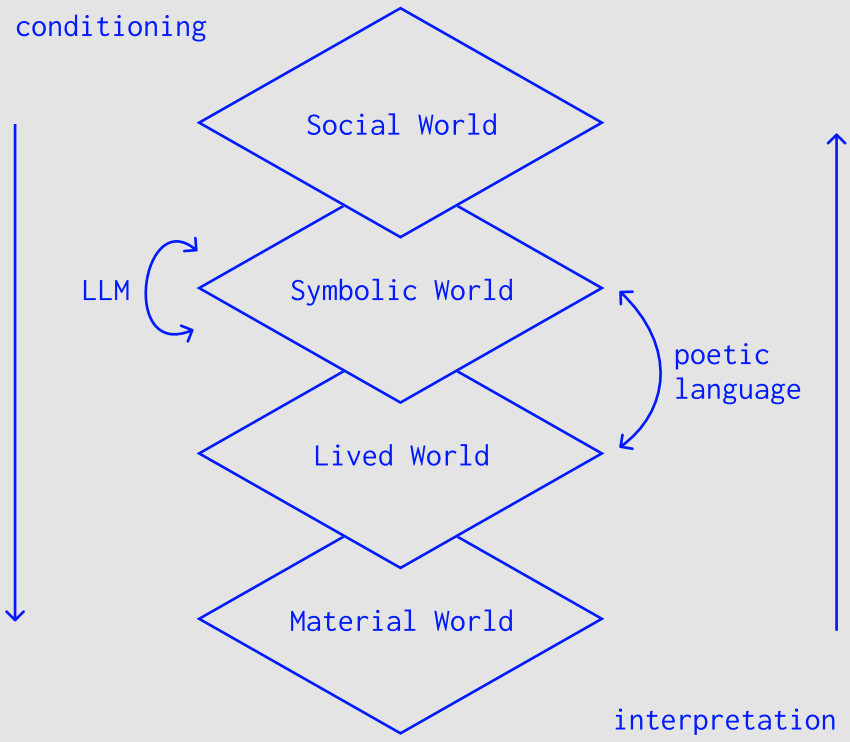
world, reworded

world, reworded is a walking game about writing poems from ordinary surroundings. Players follow small prompts, take a walk, and record objective things they notice. Through poetic diffusion, each plain observation branches into subjective poetry.
At the end, the poem is printed as a receipt – a small trace of how one place became another world through language.

Theory

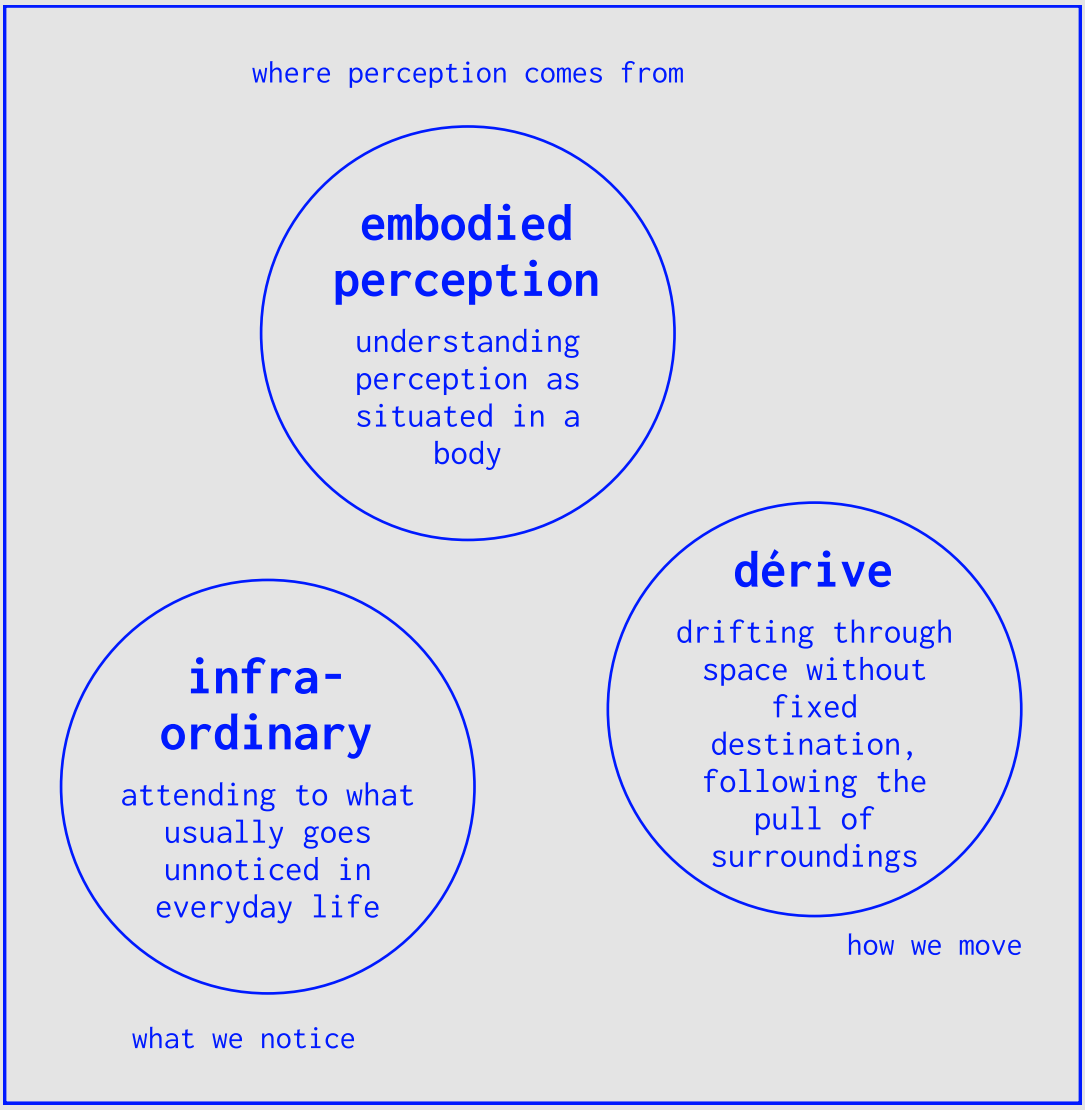
The project is built on the belief that language does not simply describe the world; it shapes how a world becomes visible.
Drawing from the infra-ordinary, dérive, phenomenology, and poetic language, the system invites players to walk, notice, and write ordinary observations from their surroundings. These objective sentences are then transformed through poetic diffusion: an AI-assisted process that branches stable descriptions into subjective poetic possibilities. At the end, each poem is printed as a receipt — a small physical record of how one shared place became another world through language.

1. Language Shapes Worlds



The world is not given to us as a single, transparent reality. Matter becomes experience through the body; experience becomes meaning through language; language becomes reality through shared social use.
At the same time, shared meanings shape how we perceive matter again. Language does not invent the world from nothing, but it organizes how the world becomes visible, nameable, and livable.

2. The Ordinary, Re-attended



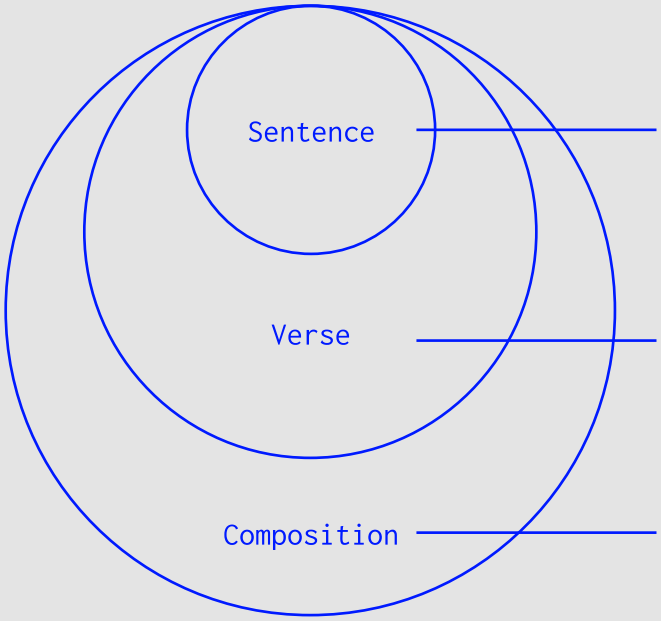
a method of noticing what habit hides

The ordinary world is not empty.
It is only too familiar.

Habit turns daily surroundings into background: a stain is only dirt, a sign is only instruction, a sound is only noise. To re-attend is to interrupt this automatic seeing. By noticing what usually goes unnoticed, drifting without a fixed destination, and sensing a place through the body, the ordinary becomes readable again.

System

1. How a Walk Becomes a Poem

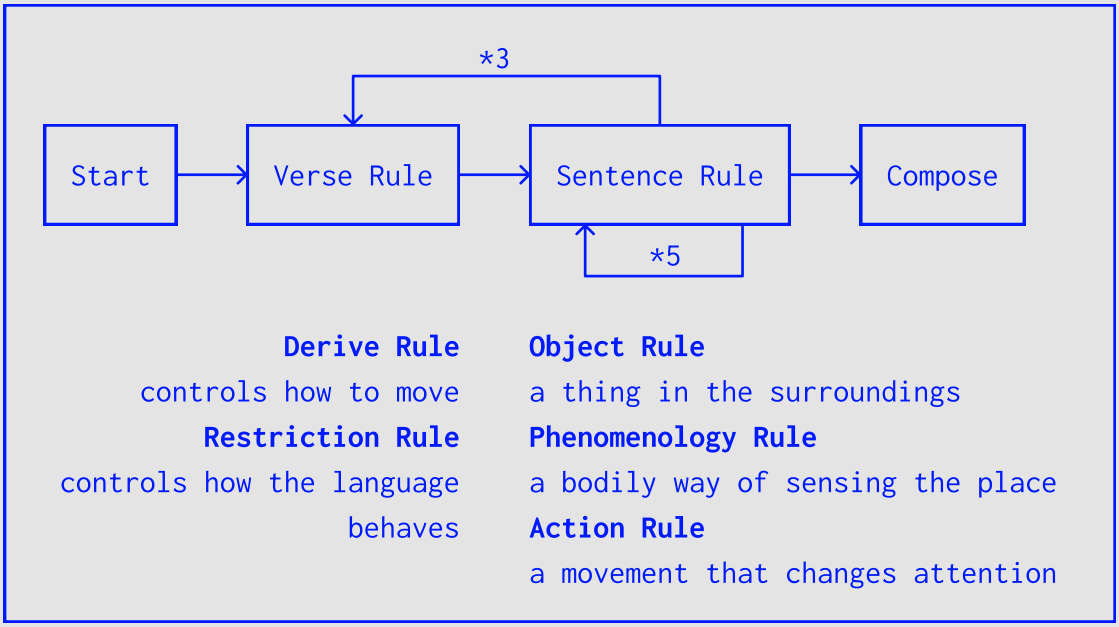


A sentence is one moment of attention, guided by a prompt and grounded in something noticed in the surroundings.

A verse is one stage of the walk, shaped by a direction for moving and a restriction for writing.

A composition gives the whole walk a poetic form, deciding how long the poem is and how it is structured.

What makes up a poem?



It is not just a list of notes.
Movement gives the poem a path. Verses give the walk stages. Restrictions give each stage a form. Repeated sentences create rhythm. Accumulation gives the poem its body.

2. Poetic Diffusion

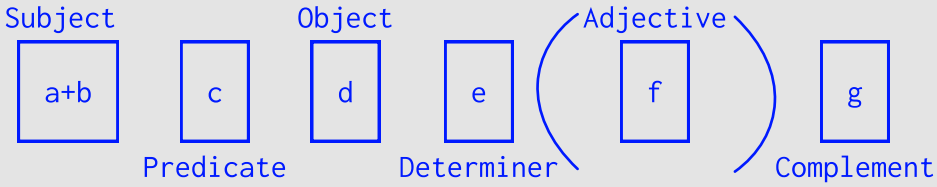
For each sentence, it opens each part of the sentence into possible poetic branches.

Steps **Samples**

objective sentence

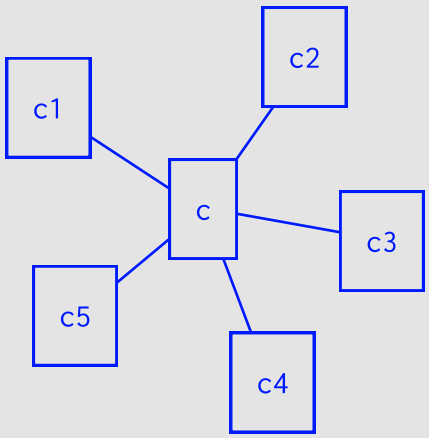


split into parts



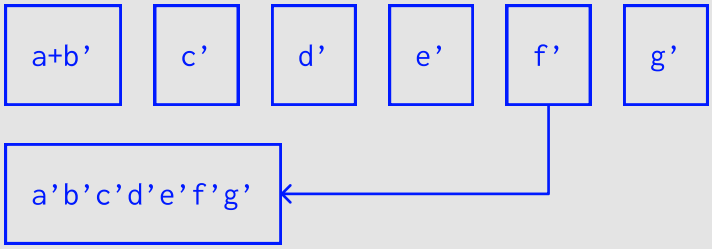
The sentence is split by grammatical role and meaning, not word by word.
similar parts may merge
missing parts may be skipped
original order and punctuation are preserved

branch each part



Each part generates several poetic alternatives.
keep the original if needed
make it more vivid and image-rich
enrich nouns and poeticize verbs
allow metaphorical shifts
pursue poetic and emotionally resonant language

recompose the sentence

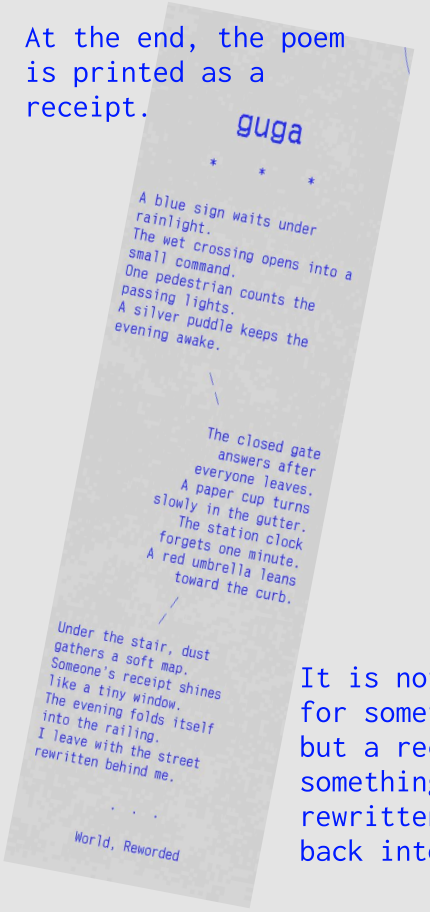


The player chooses one alternative for each part.
selected parts return to the original order
punctuation is restored
the sentence becomes a subjective poetic line

After the Poem

1. Receipt as Output

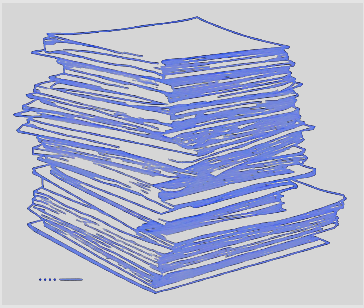
At the end, the poem is printed as a receipt.



It is not a receipt for something bought, but a receipt for something noticed, rewritten, and carried back into the world.

2. Shared Archive

When many receipts are placed together,
they form a small archive of subjective realities.



The same place can leave many different poems.

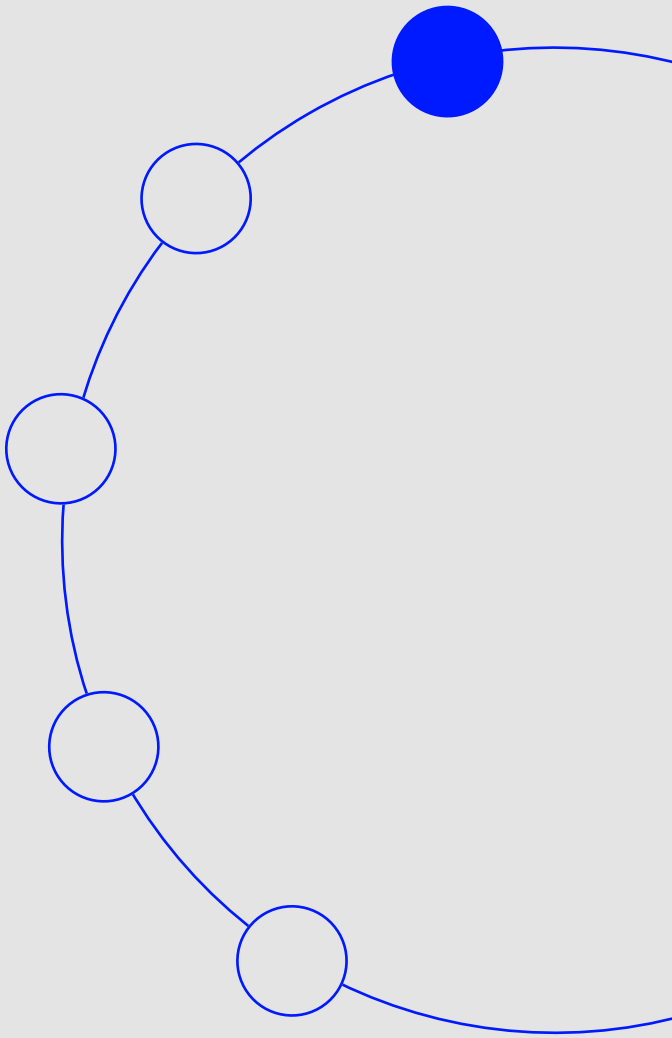
3. Critical Reflection

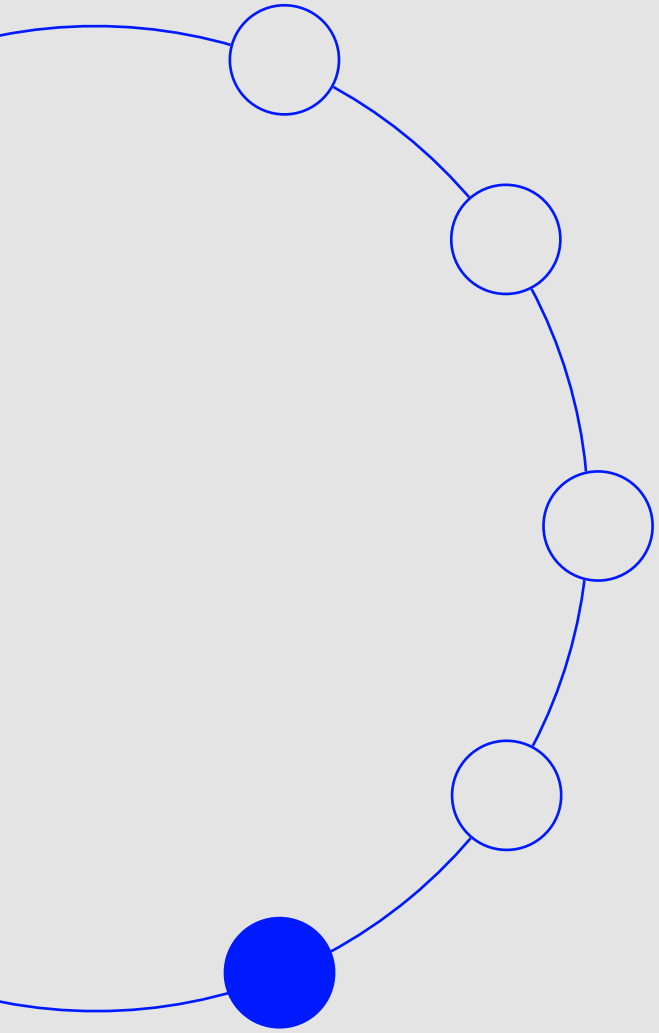


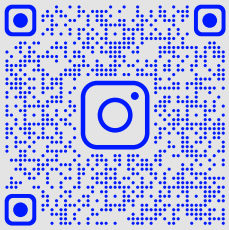
What if a game about writing poems does not begin with self-expression,
but with attention to a place?

In world, reworded, authorship is distributed:
between the walker, the surroundings,
the prompt system, the language model,
and the printer.

The goal is not to make AI write better poems,
but to make visible how one shared place
can be reworded into many subjective worlds.

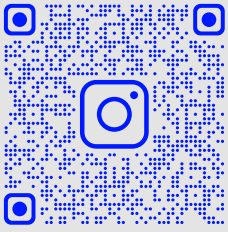






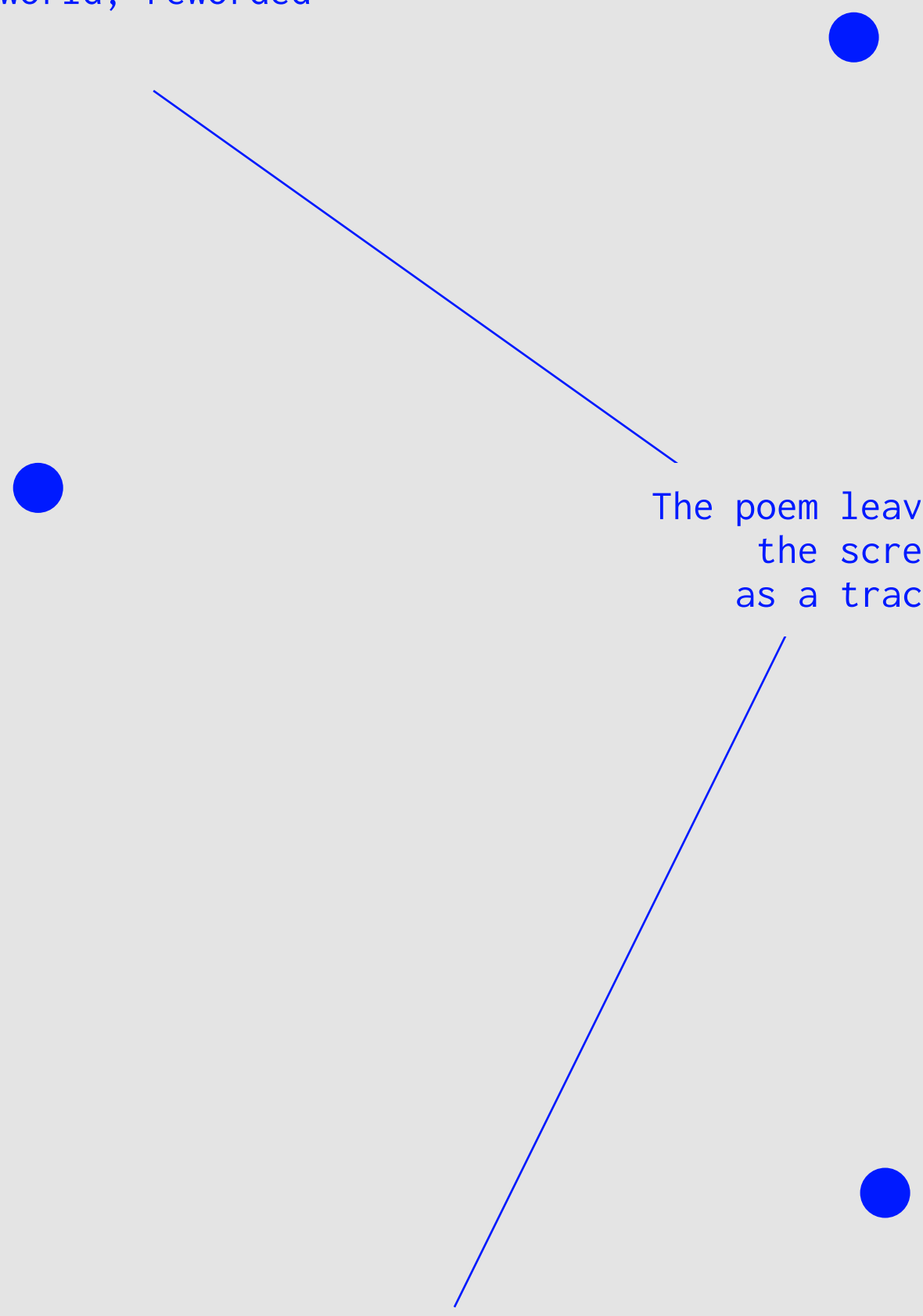
Rauhel

Exhibited at
Games as Art Festival 2026
Tampere, Finland



Rooster

world, reworded



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