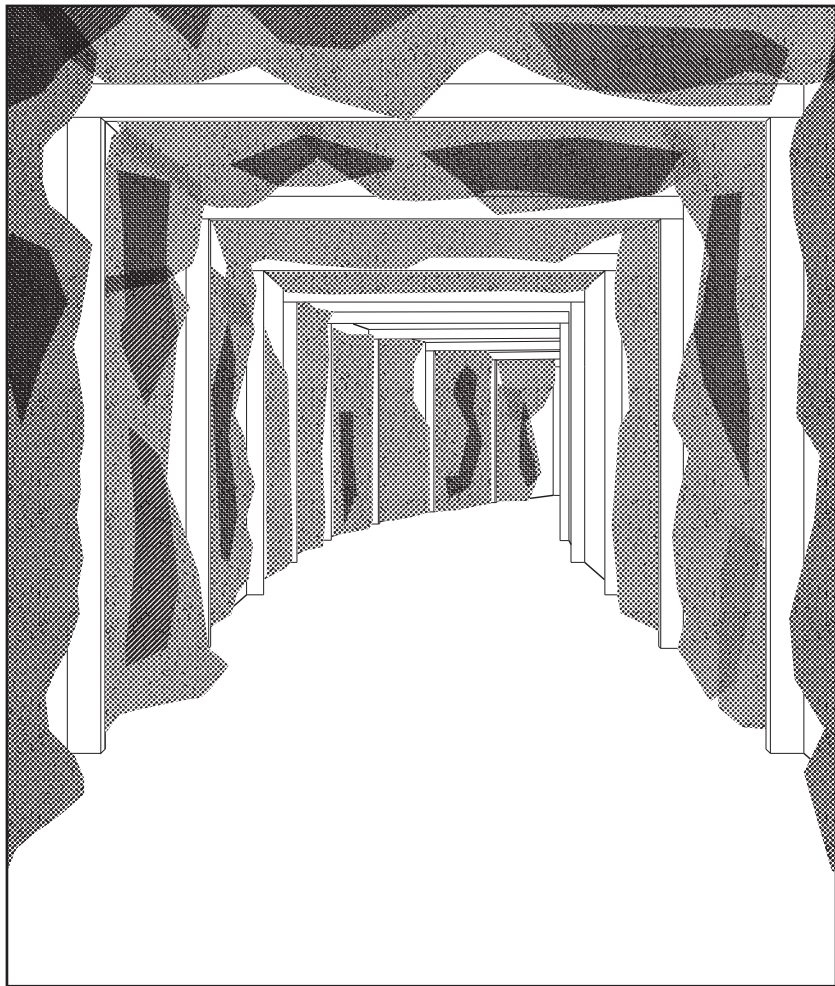


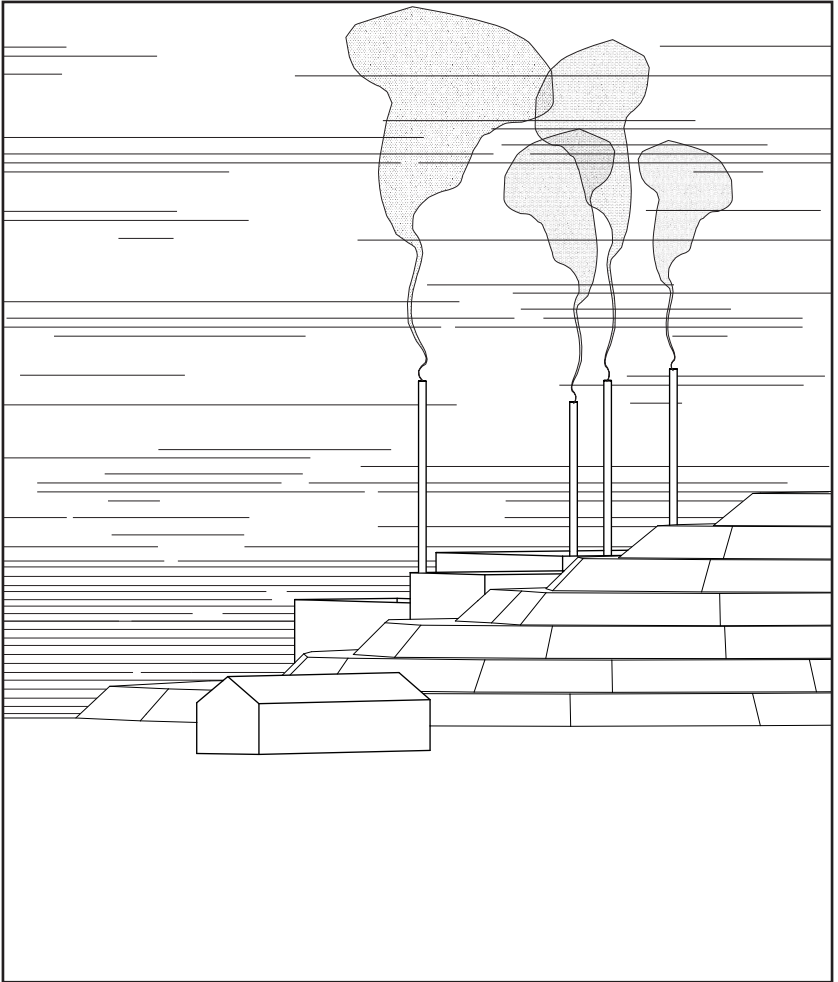
<scenario.1.1.1.the.mine>



<script> My experience of the city started underground, where I was a miner </script>

</scenario.1.1.1.the.mine>

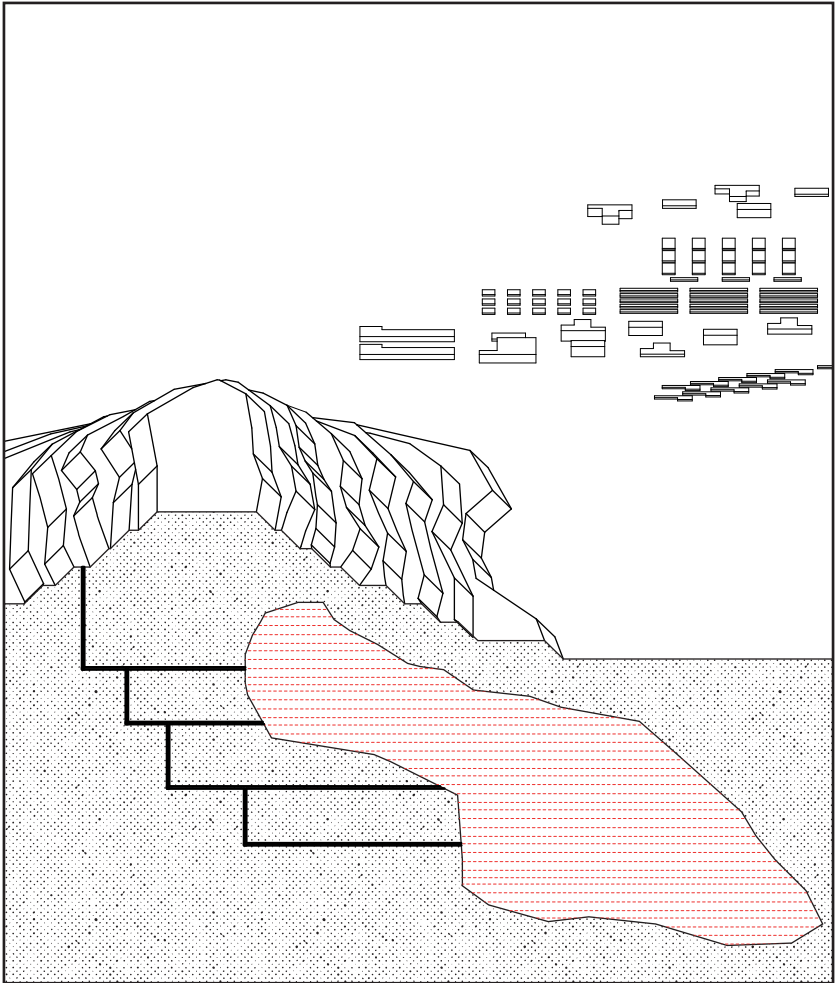
<scenario.1.1.2.destruction>



<script> I did this job to support my household but with every meter I dug, my house was getting closer to the verge of destruction </script>

</scenario.1.1.2.destruction>

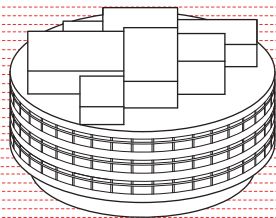
<scenario.1.1.3.schizophrenia>



<script> The hole I was digging was burying my city underground. Am I schizophrenic? </script>

</scenario.1.1.3.schizophrenia>

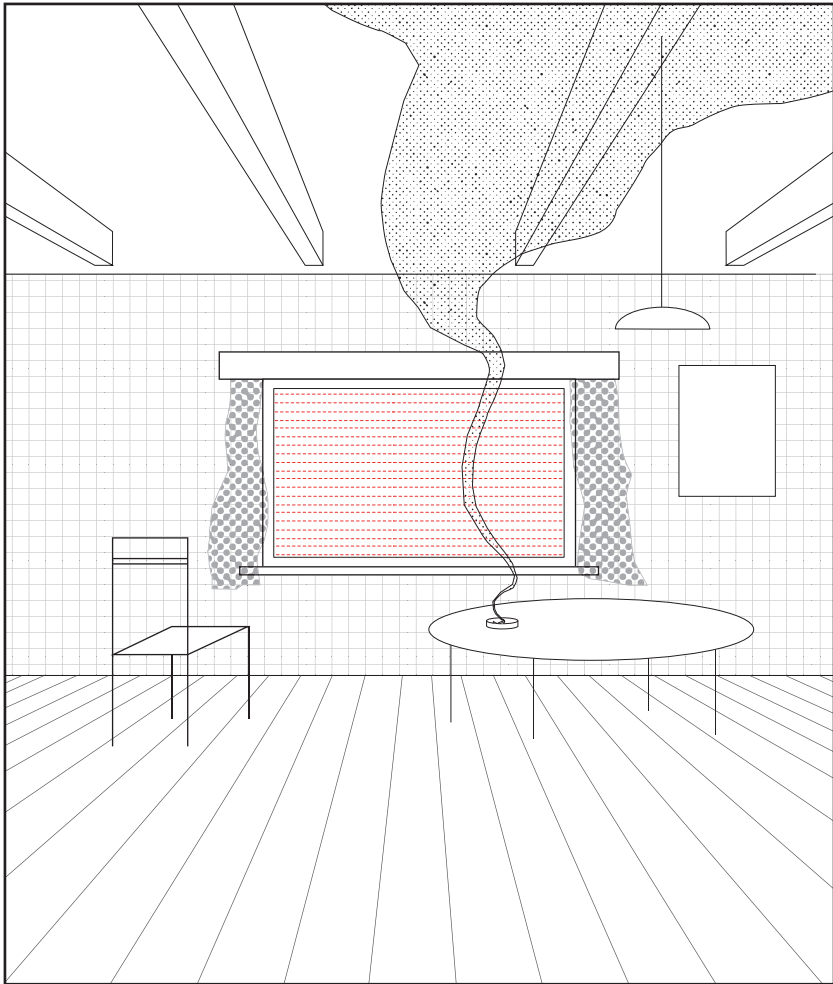
<scenario.1.2.1.displacement>



<script> The decision was taken that the city had to move. Little by little, our buildings started being displaced </script>

</scenario.1.2.1.displacement>

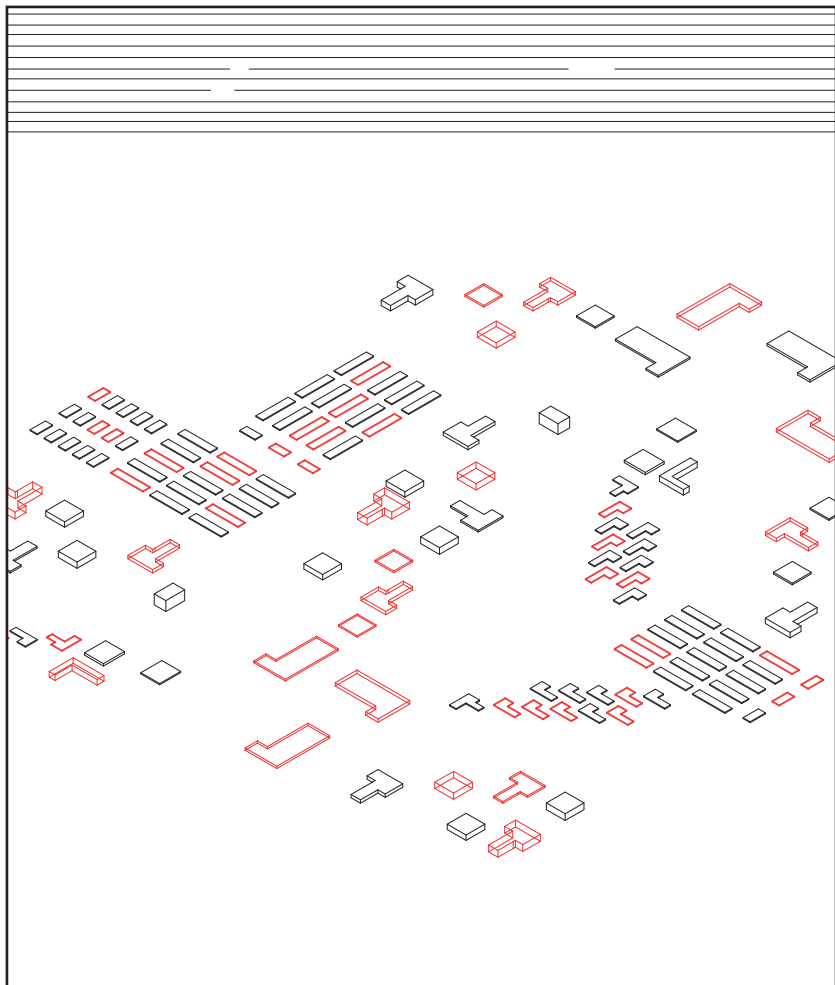
<scenario.1.2.2.many.places>



<script> At some point, we started forgetting where we were, only aware of our immediate surroundings </script>

</scenario.1.2.2.many.places>

<scenario.1.2.3.new.spaces>



<script> Our understanding of where the city was located started changing. The city was at many places at once </script>

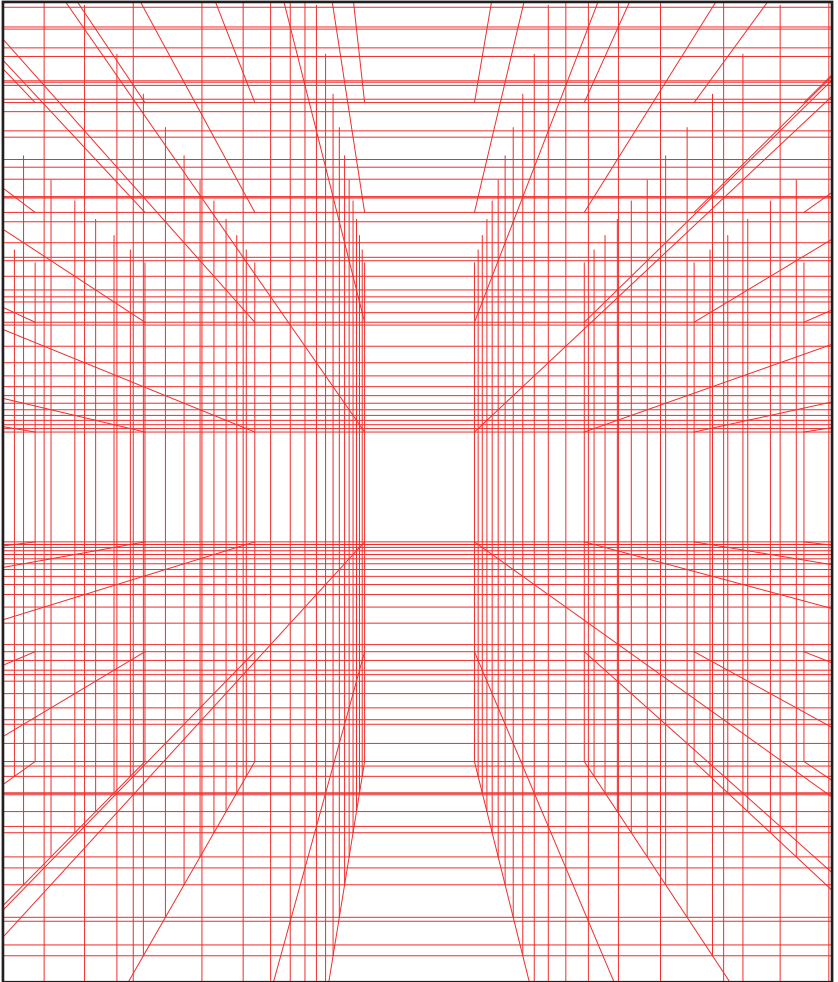
</scenario.1.2.3.new.spaces>

<scenario.1.3.1.technology>

| Physical space is: | Cyberspace is: |
|---|--|
| Ruled by measures of distances | Measures of space don't exist |
| Time serve to classify information | Time has no hierarchy |
| Position serves as a tool of localization | Position is irrelevant |
| Humans reading of space and time evolved from natural law and mathematics | Humans reading of space and time comes from technology |

<script> According to architects, the moving of our city in conjunction with our experience of technologies provoked a rapid evolution of our senses of perception </script>

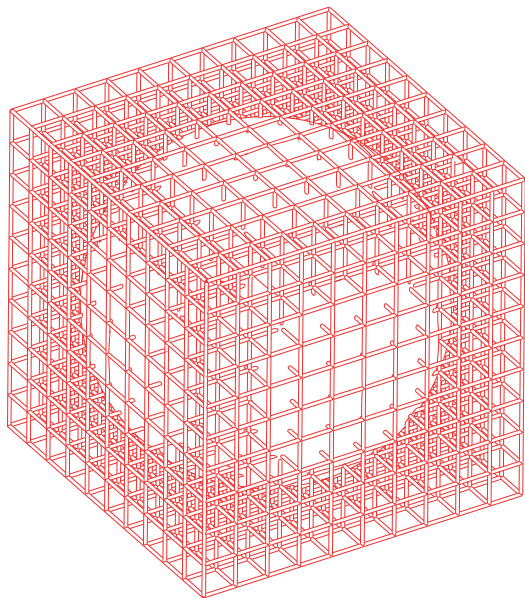
<scenario.1.3.2.new.condition>



<script> By modifying our perception of reality,
we gained access to a new spatial condition
</script>

</scenario.1.3.2.new.condition>

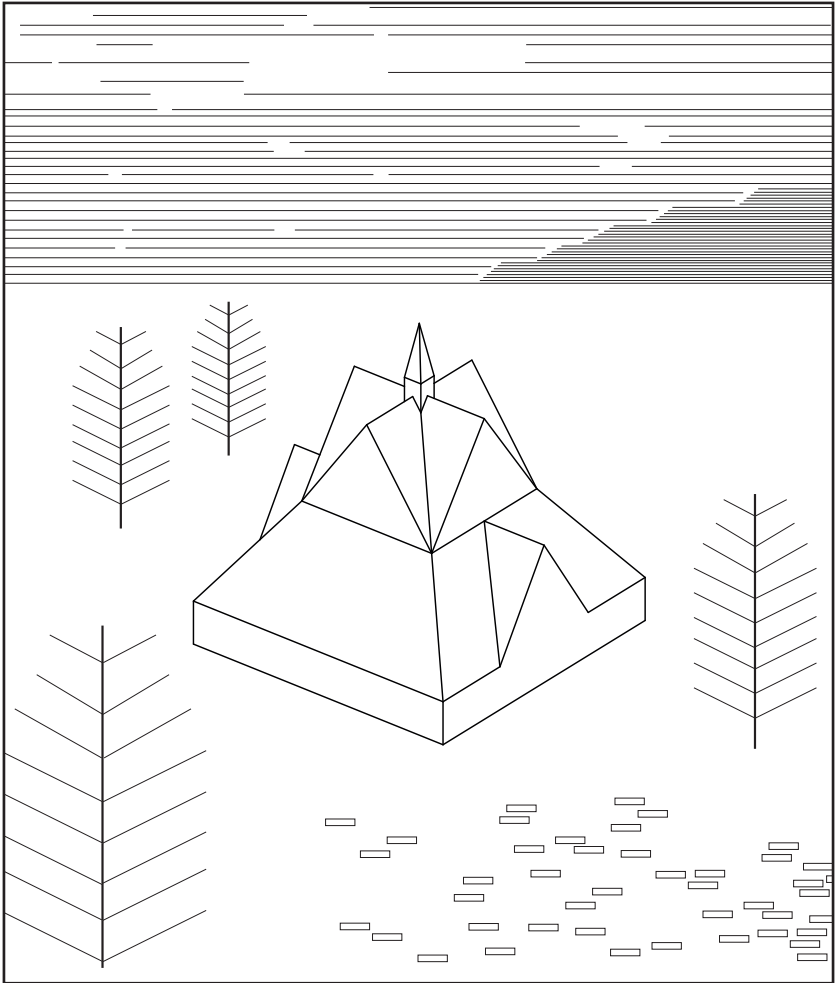
<scenario.1.3.3.enter.cyberspace>



<script> It is called cyberspace </script>

</scenario.1.3.3.enter.cyberspace>

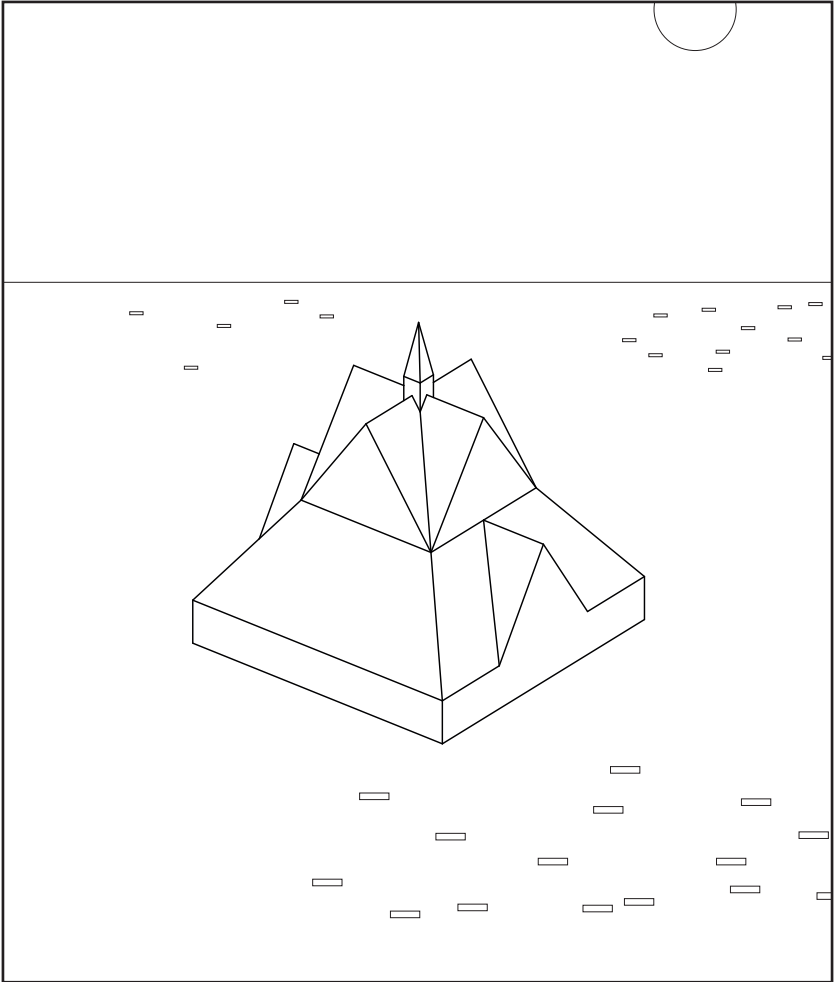
<scenario.2.1.1.identity>



<script> Our church has always defined the nature of our community </script>

</scenario.2.1.1.identity>

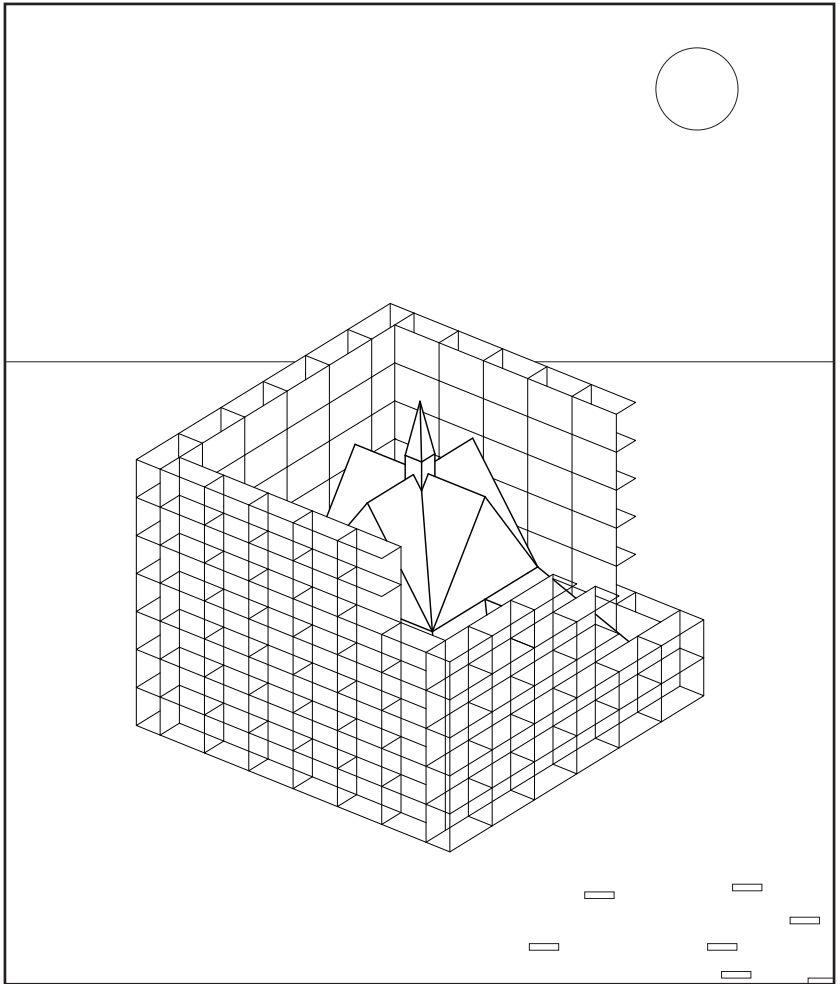
<scenario.2.1.2.empty>



<script> As the city was moving, our church was left alone in an empty field </script>

</scenario.2.1.2.empty>

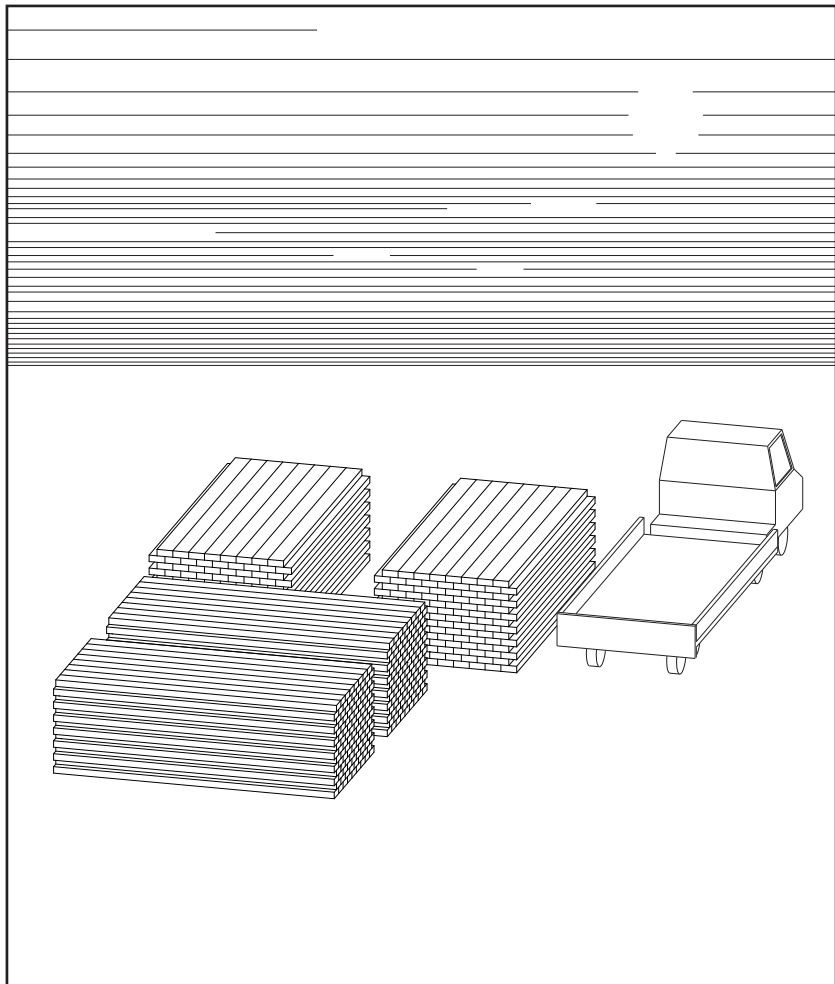
<scenario.2.1.3.deconstruction>



<script> But then, realizing our identity needed to be transferred as well, they started deconstructing our church </script>

</scenario.2.1.3.deconstruction>

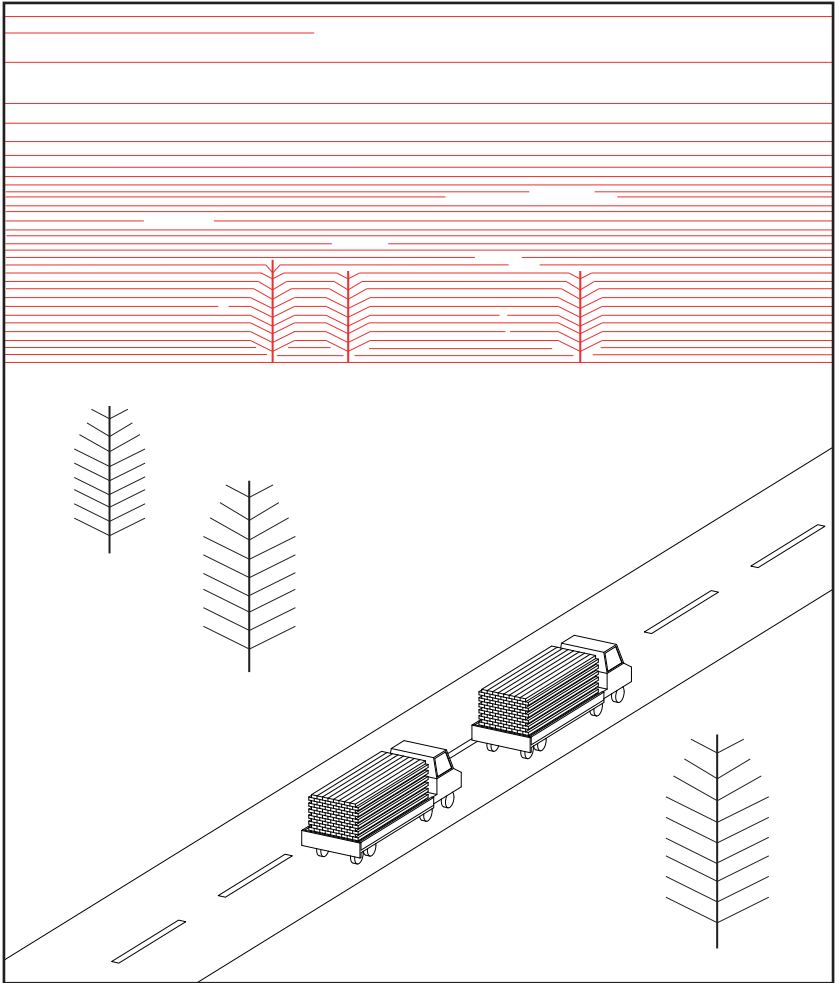
<scenario.2.2.1.packages>



<script> The church was packed in boxes, but the memory of its silhouette lingered for a while </script>

</scenario.2.2.1.packages>

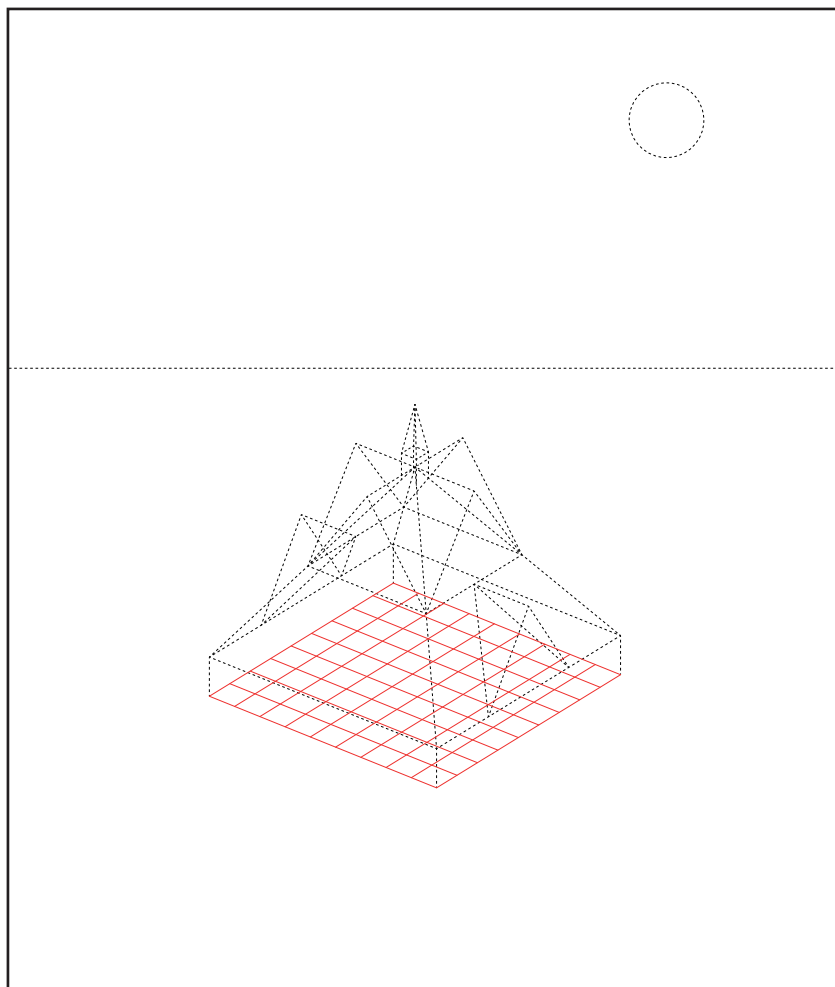
<scenario.2.2.2.displacement>



<script> They started putting the boxes on big trucks, and the trucks left. Was the church really in there? </script>

</scenario.2.2.2.displacement>

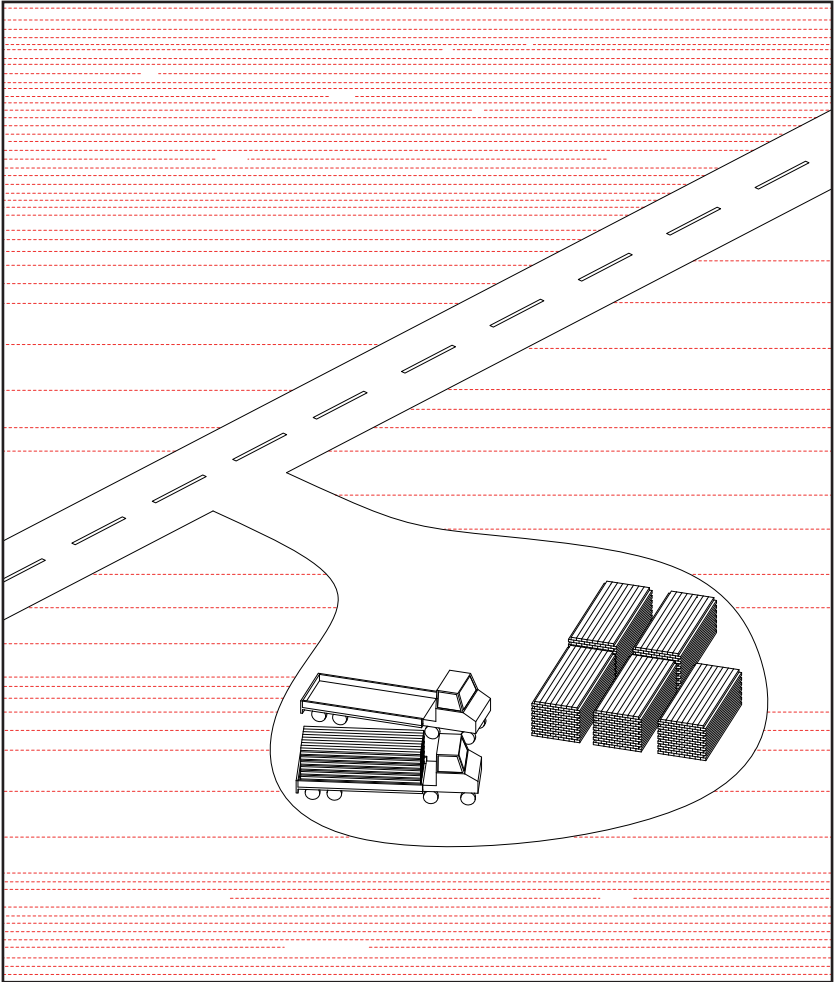
<scenario.2.2.3.traces>



<script> Of the original church, only a gray patch of concrete persisted in the ground. Its memory is fading </script>

</scenario.2.2.3.traces>

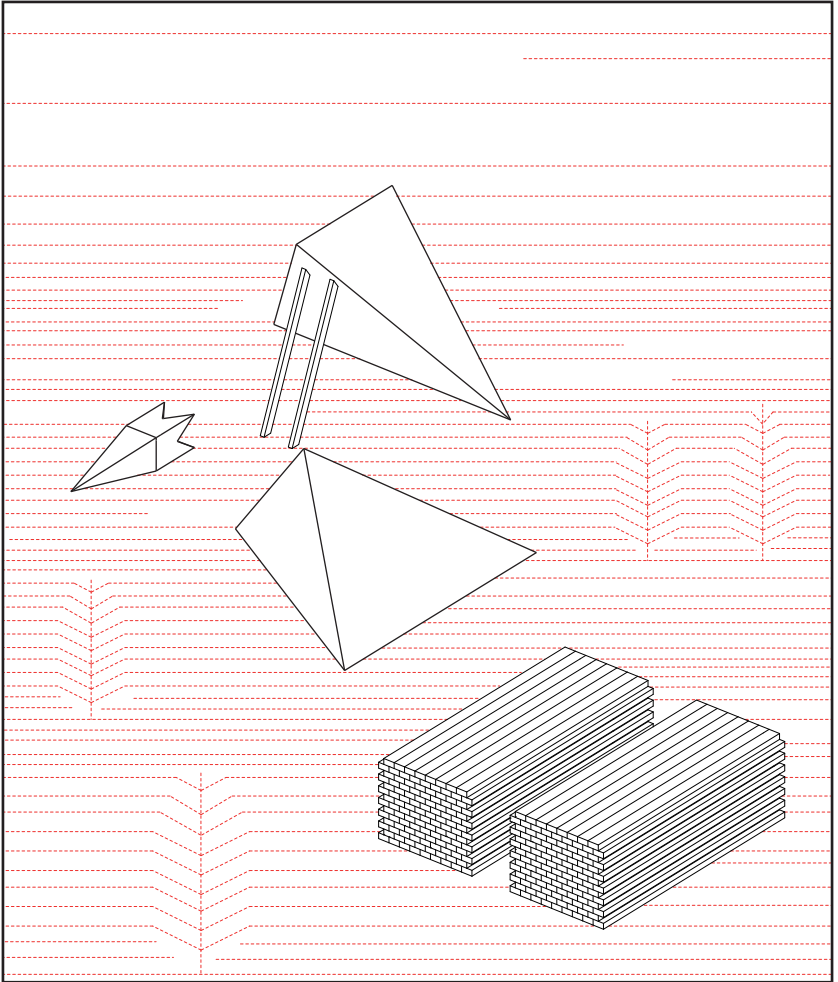
<scenario.2.3.1.reconstruction>



<script> Some undefined time later, the trucks carrying the church stopped, and they started reconstructing the church in an unknown location
</script>

</scenario.2.3.1.reconstruction>

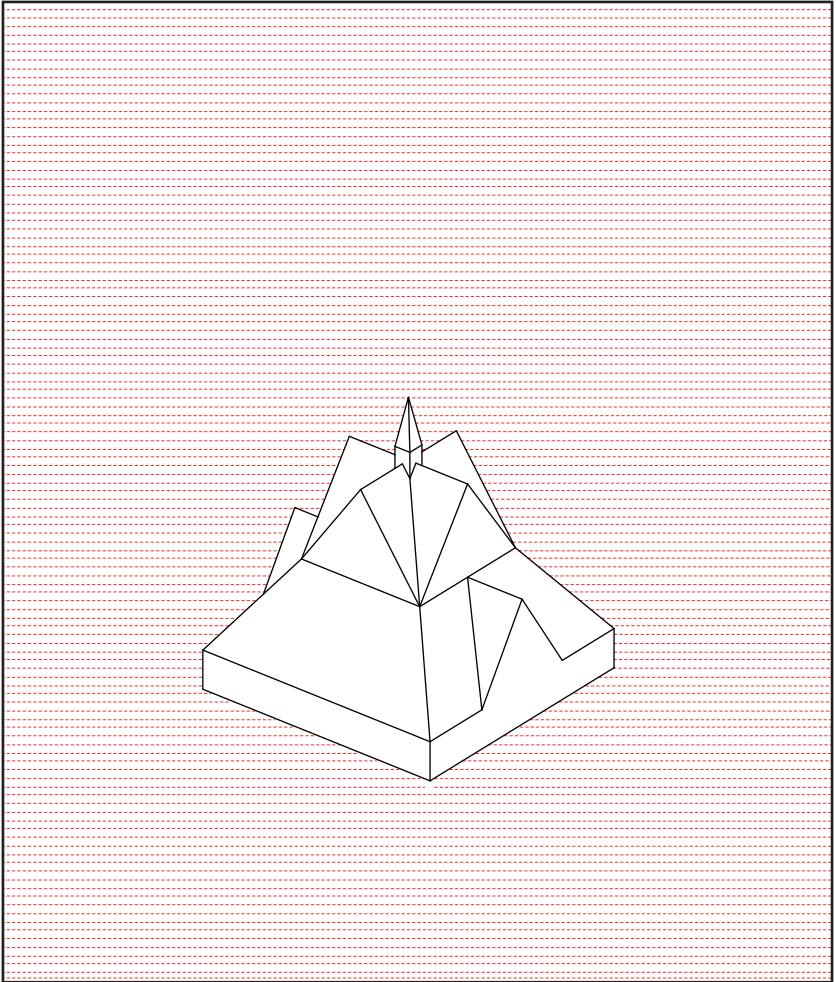
<scenario.2.3.2.memory>



<script> As the church is being rebuilt, I can't remember what it looked like before </script>

</scenario.2.3.2.memory>

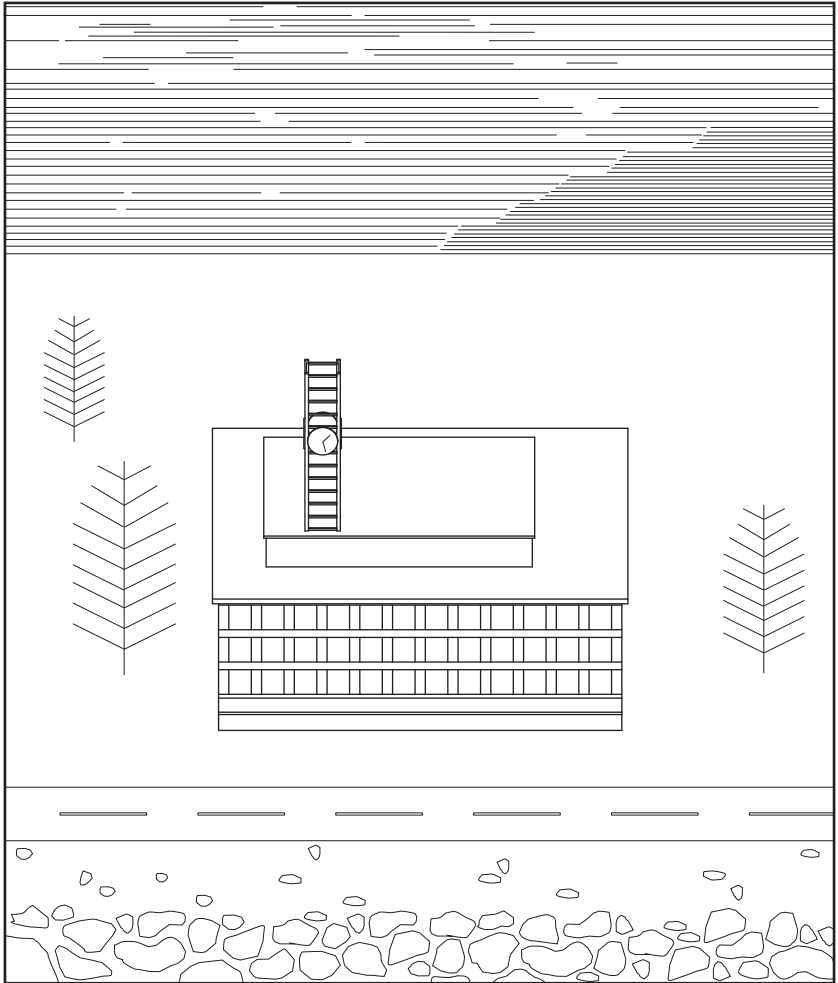
<scenario.2.3.3.cyberspace.identity>



<script> Is it really the same church? Does the city still own its identity? Does cyberspace need identity? </script>

</scenario.2.3.3.cyberspace.identity>

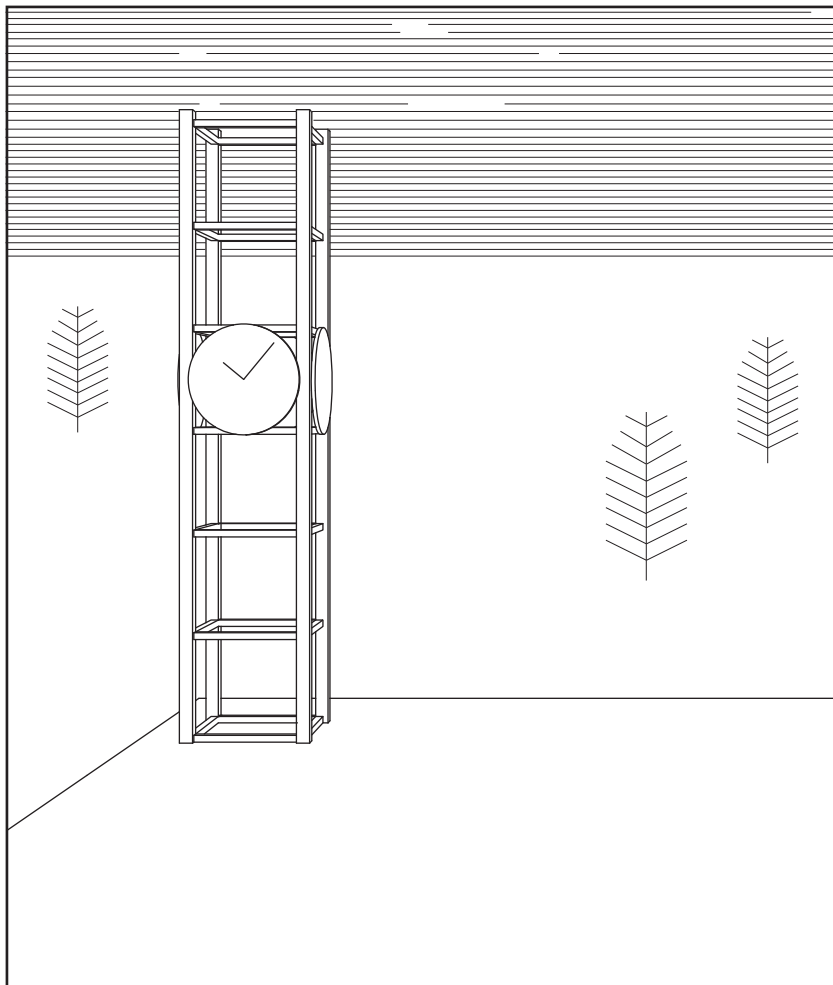
<scenario.3.1.1.kiruna.city.hall>



<script> On top of the Kiruna city hall proudly stands our famous clock tower </script>

</scenario.3.1.1.kiruna.city.hall>

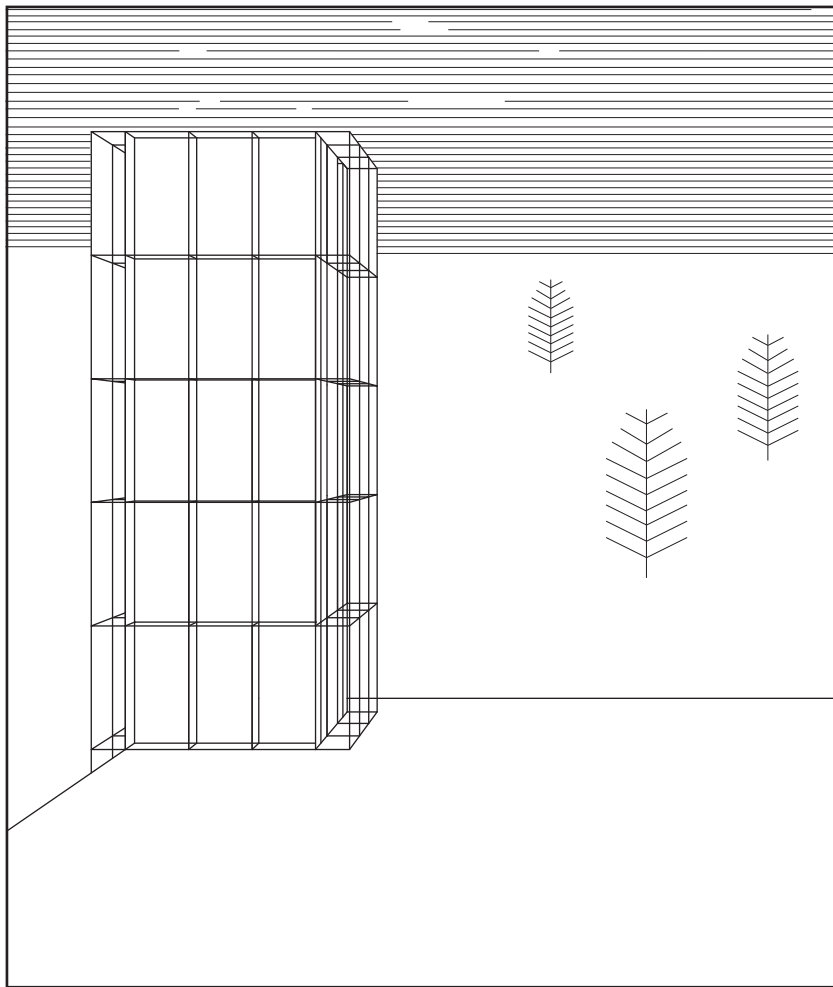
<scenario.3.1.2.clock.tower>



<script> The clock tower maintains the unity of time keeping throughout Kiruna </script>

</scenario.3.1.2.clock.tower>

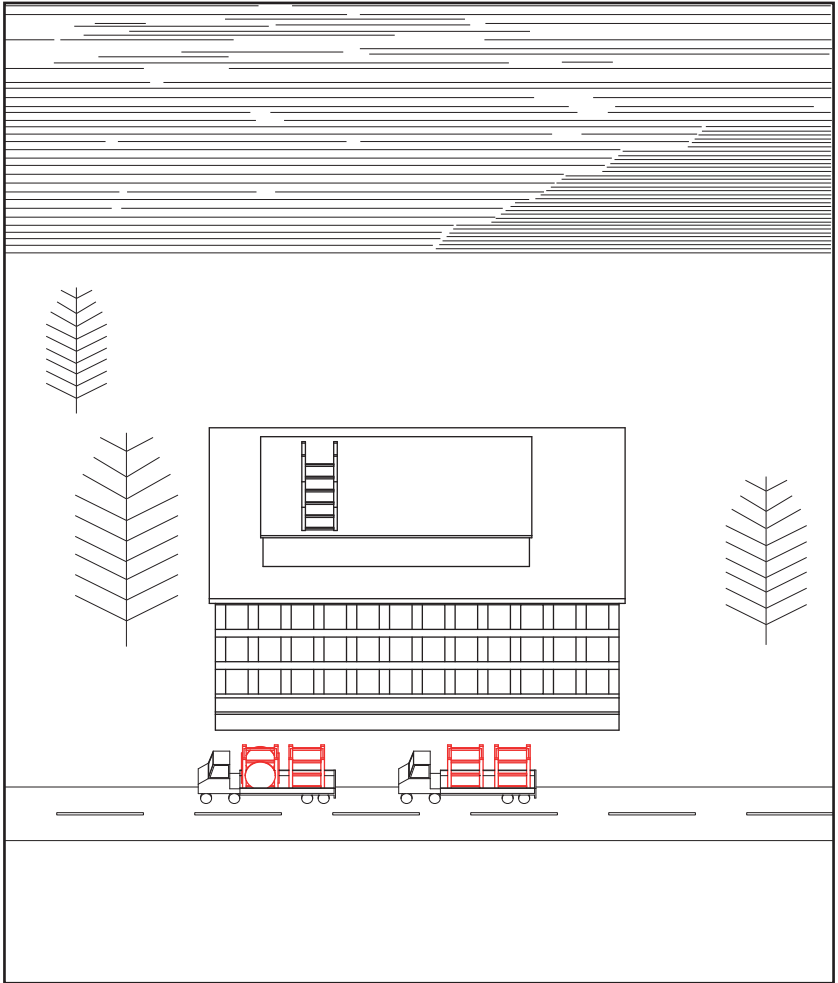
<scenario.3.1.3.scaffolding>



<script> It was decided that it needed to be moved along with the city, even though the city hall was being destroyed </script>

</scenario.3.1.3.scaffolding>

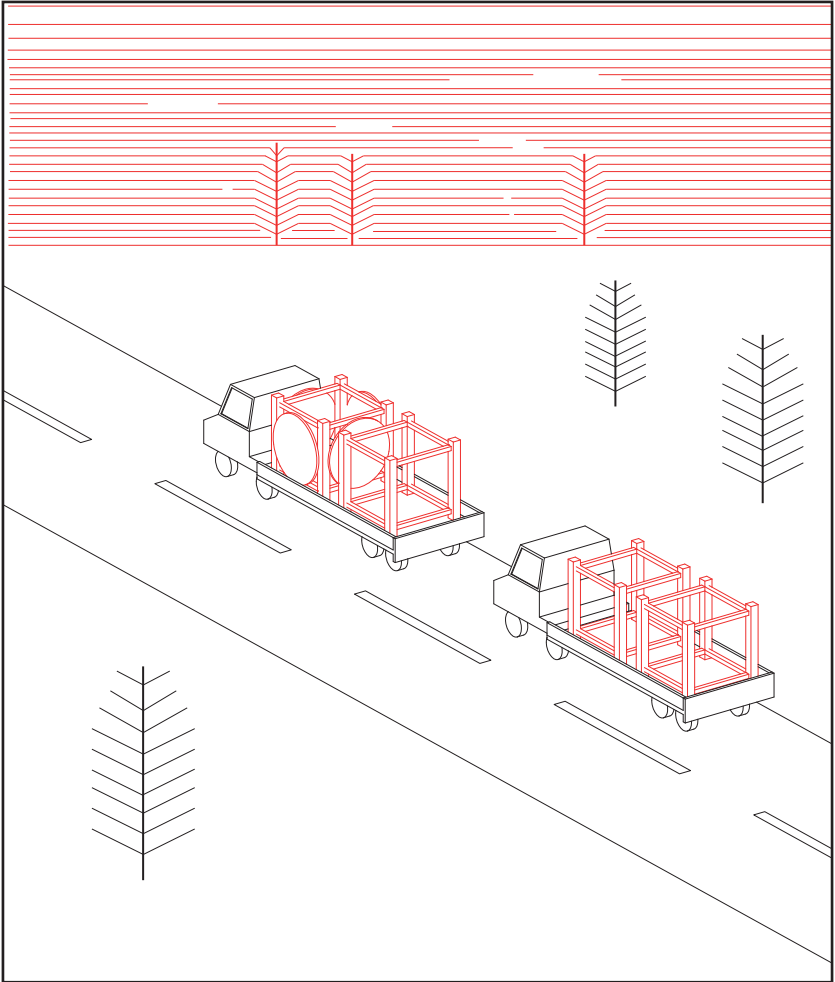
<scenario.3.2.1.deconstruction>



<script> The clock was dismantled. When will it be rebuilt? I don't know, I can't keep track of time anymore </script>

</scenario.3.2.1.deconstruction>

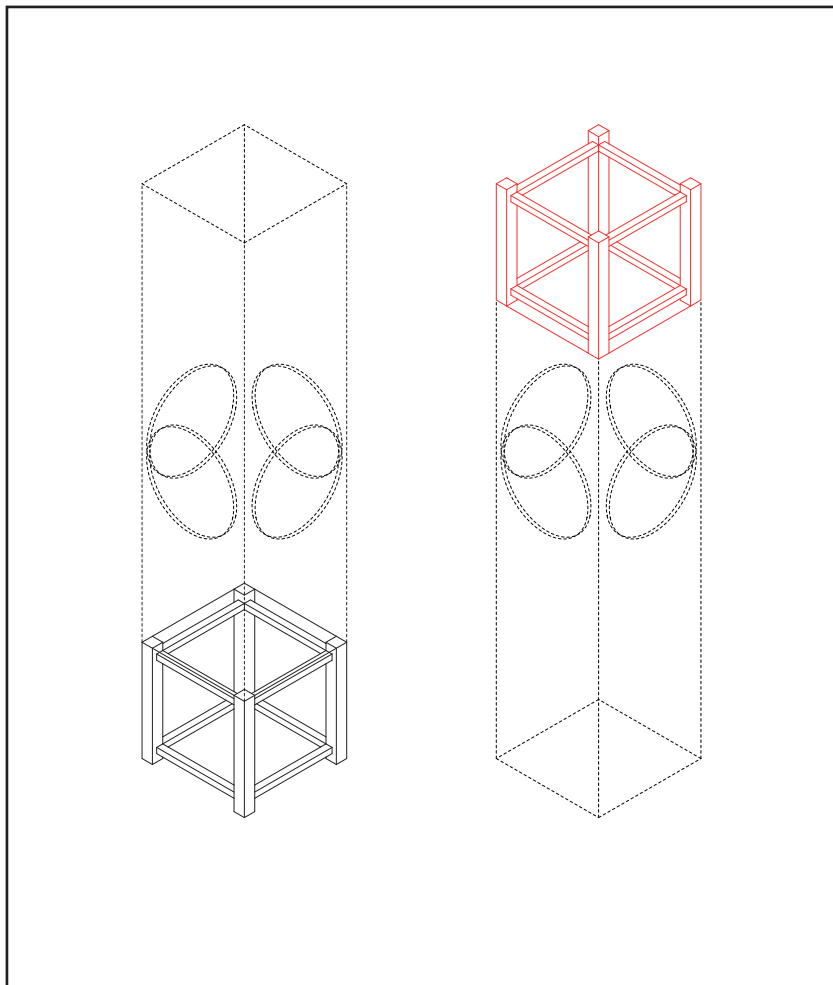
<scenario.3.2.2.relativity>



<script> Do you really know where you are going when you don't know how long it takes? </script>

</scenario.3.2.2.relativity>

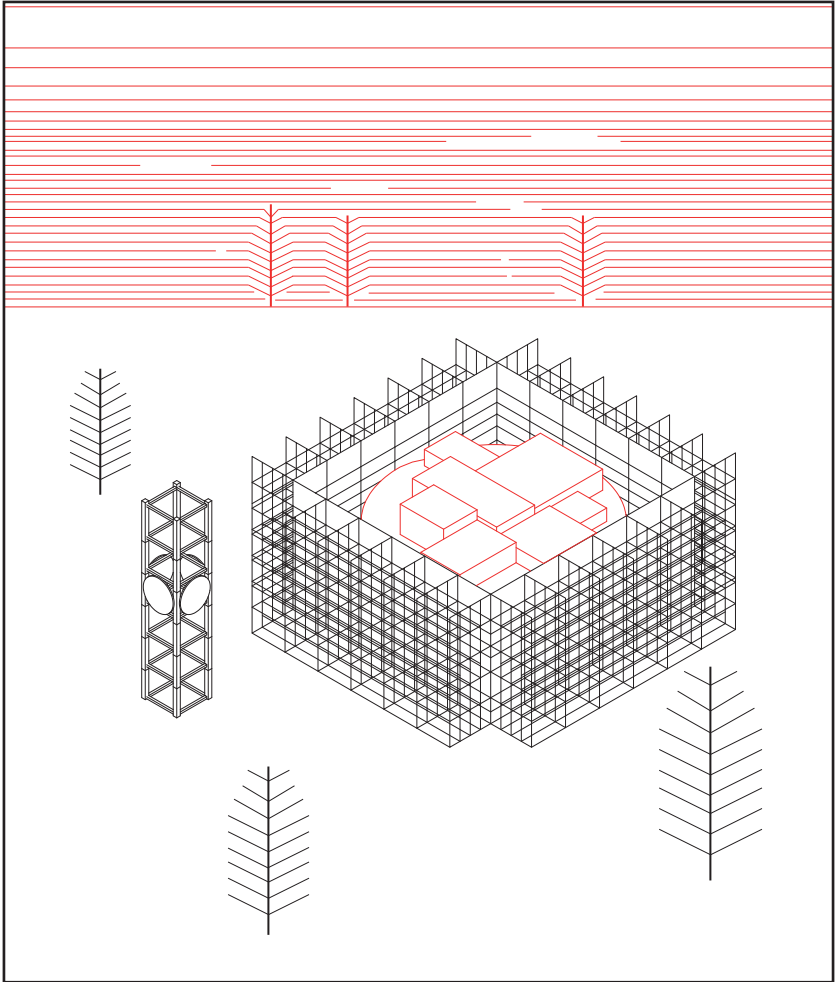
<scenario.3.2.3.time.keeping>



<script> What time does a deconstructed clock show? </script>

</scenario.3.2.3.time.keeping>

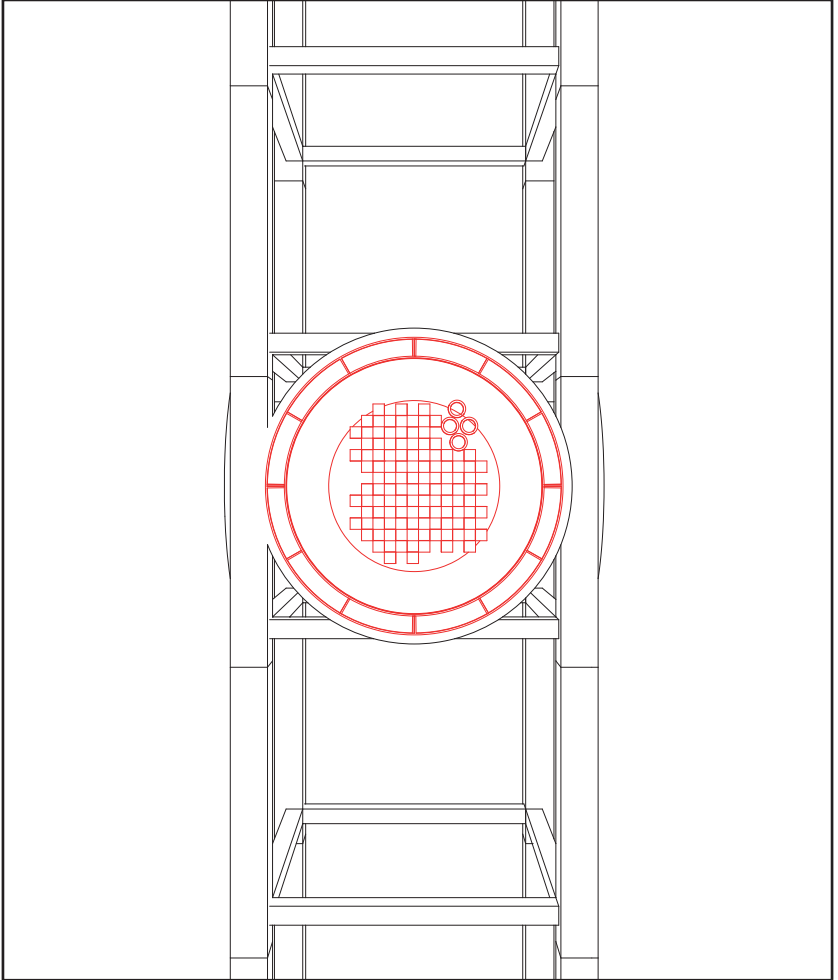
<scenario.3.3.1.reality>



<script> One day, it was rebuilt next to a building I was told is the city hall. But is it? </script>

</scenario.3.3.1.reality>

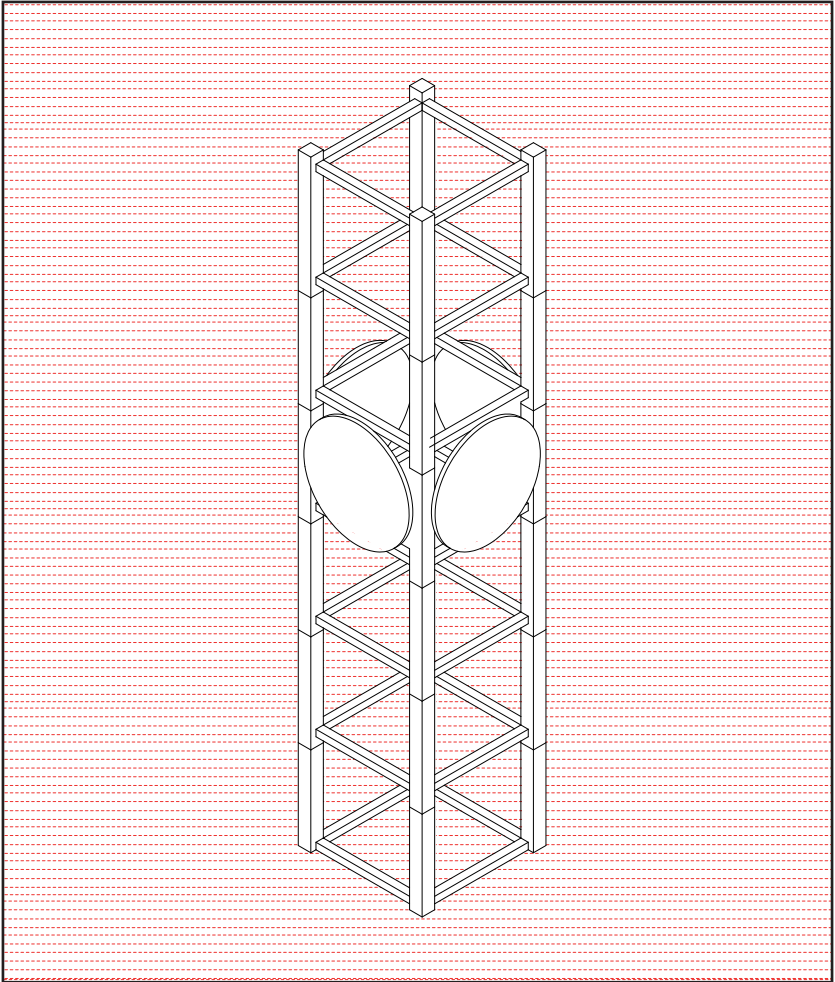
<scenario.3.3.2.hands>



<script> During the displacement of the clock, the hands got lost. The clock is clock no-more </script>

</scenario.3.3.2.hands>

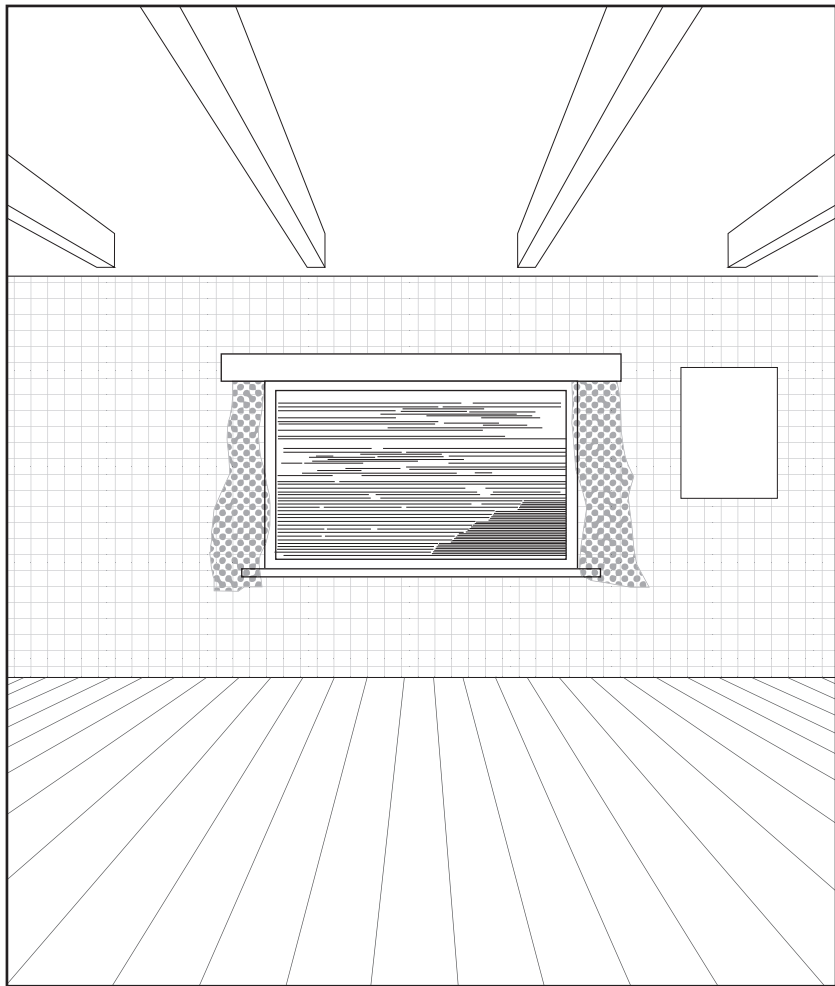
<scenario.3.3.3.cyberspace>



<script> I don't know where the clock is, I don't know what time it is. I think this is cyberspace. </script>

</scenario.3.3.3.cyberspace>

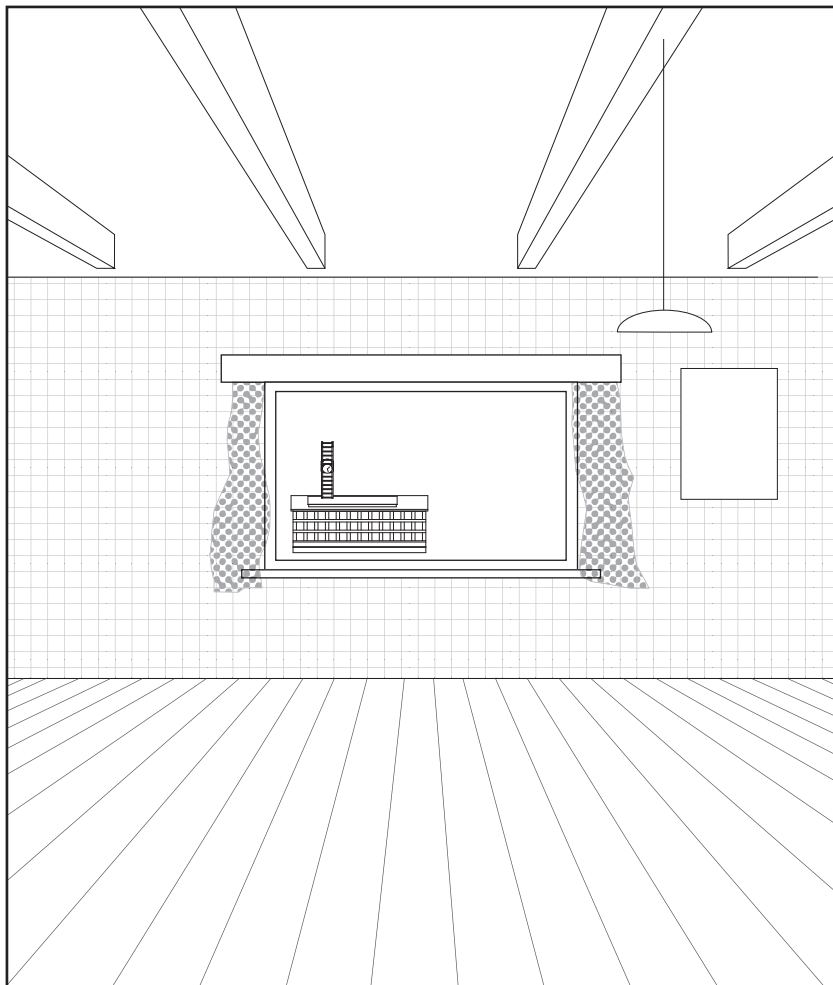
<scenario.4.1.1.window>



<script> I have been living in Kiruna for as long as I can remember. I can see the mine through the window </script>

</scenario.4.1.1.window>

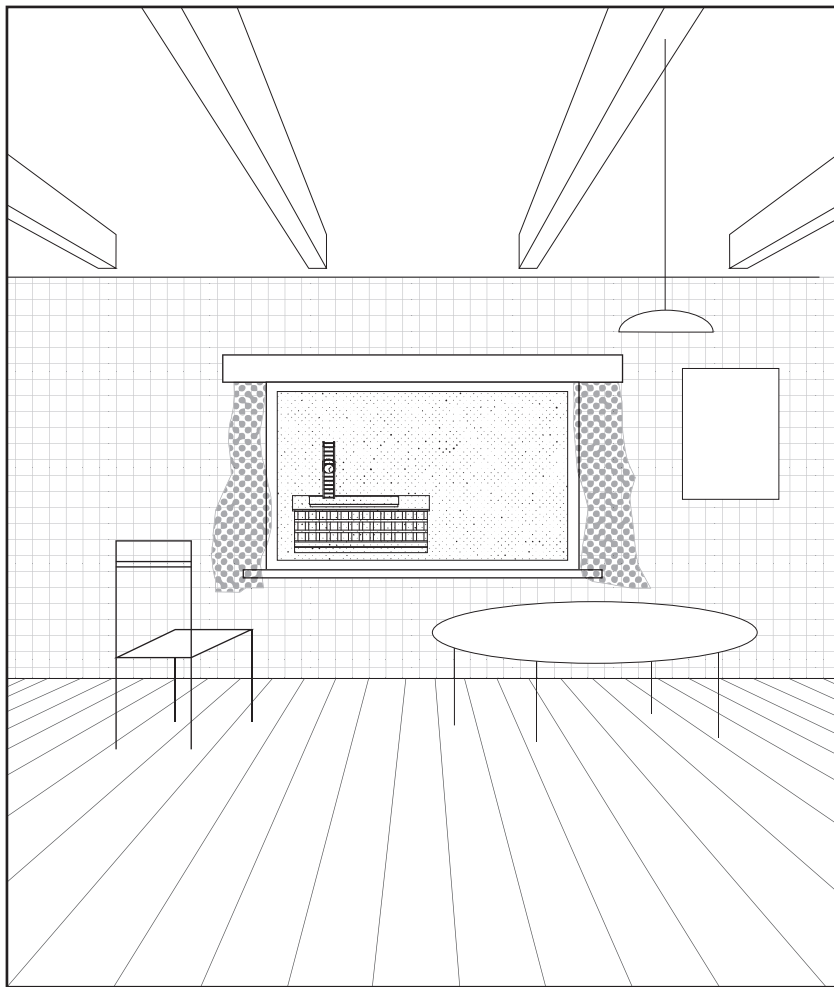
<scenario.4.1.2.clock.tower>



<script> I can see the clock tower of the Kiruna city hall in the distance </script>

</scenario.4.1.2.clock.tower>

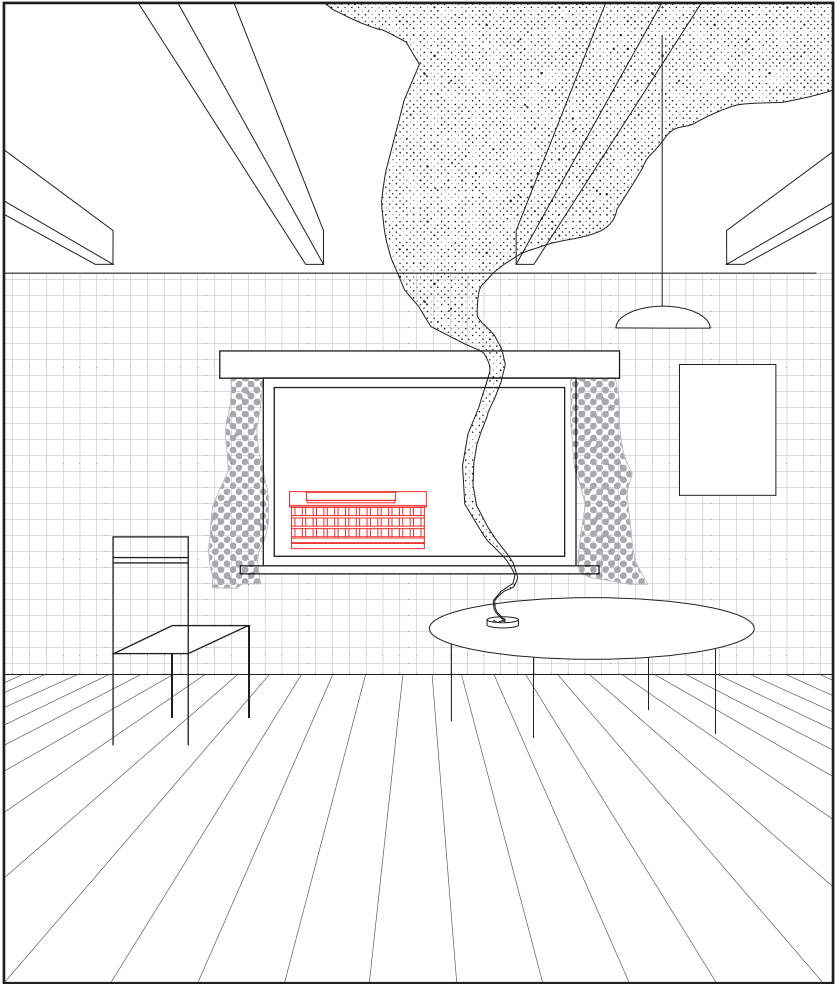
<scenario.4.1.3.sitting>



<script> I always liked sitting by the window at home, watching the snow fall on the clock tower from time to time </script>

</scenario.4.1.3.sitting>

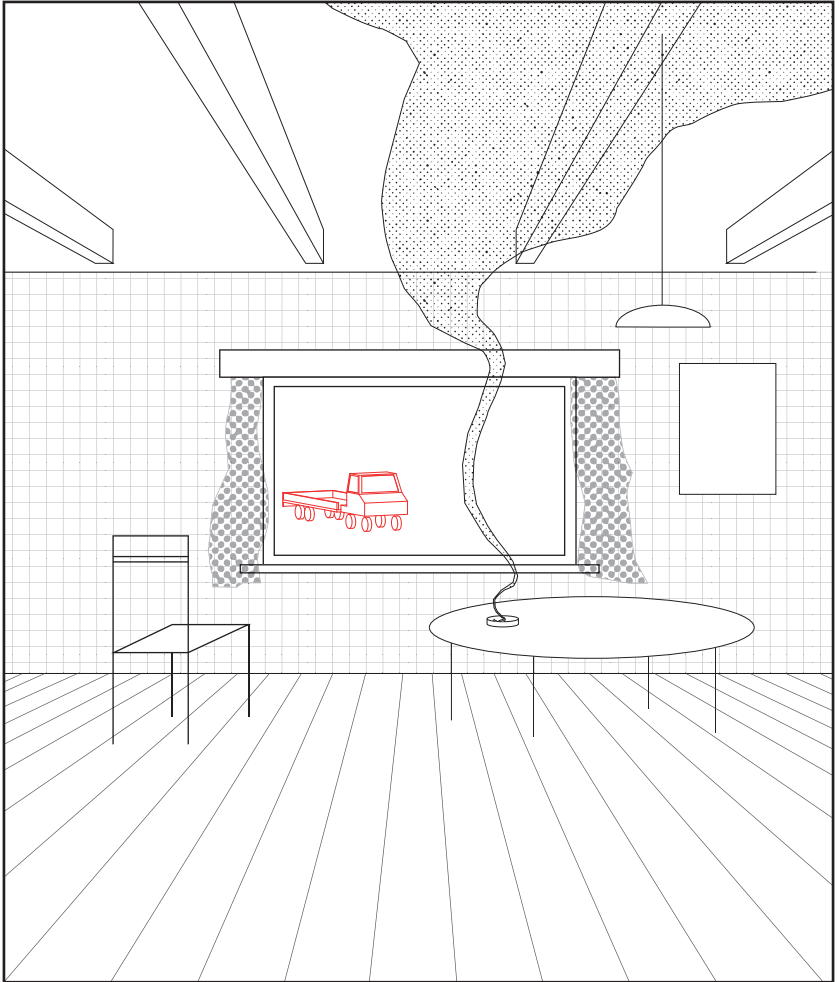
<scenario.4.2.1.disappearance>



<script> One day, I noticed the clock tower was gone </script>

</scenario.4.2.1.disappearance>

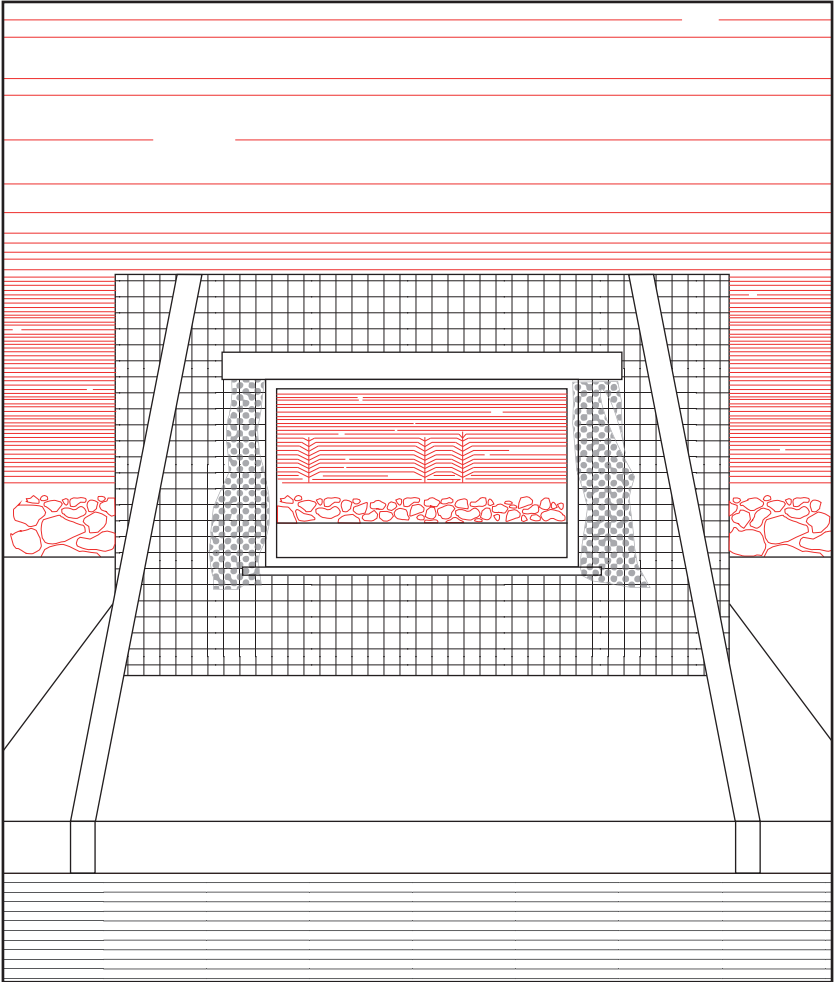
<scenario.4.2.2.trucks>



<script> A while later, the trucks came to take my home. It was time to move. Where to?
</script>

</scenario.4.2.2.trucks>

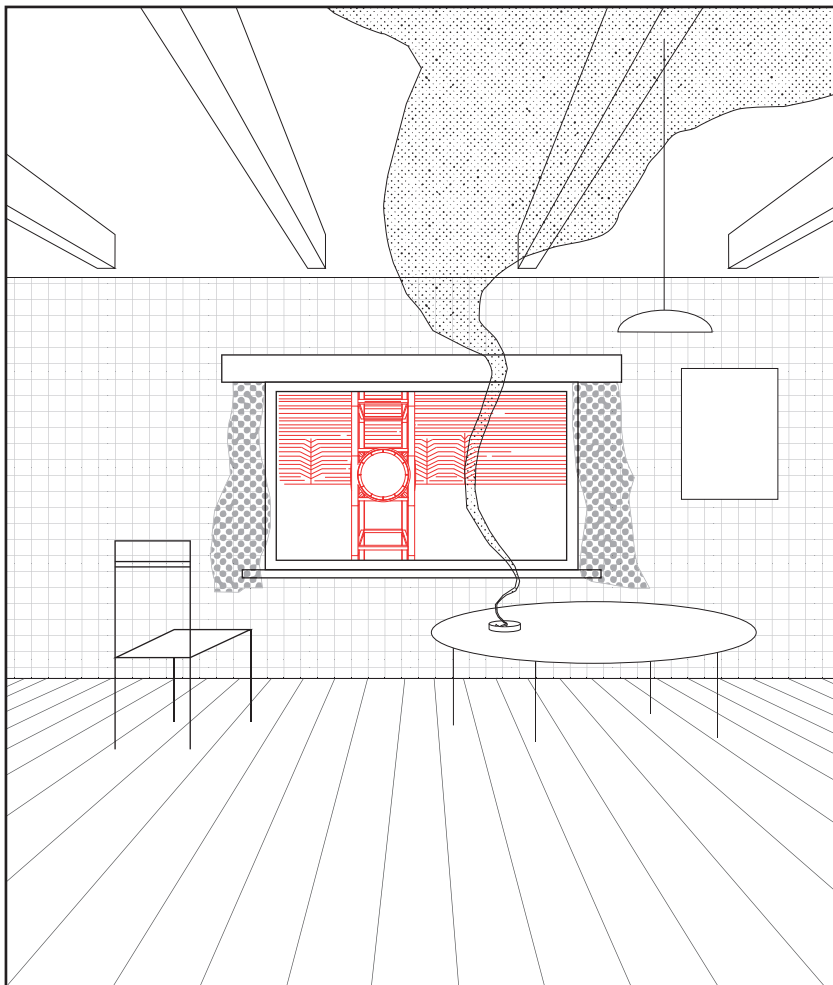
<scenario.4.2.3.on.the.road>



<script> My home was lifted on the truck, and we started moving. The view from my window was unlike anything I had ever seen </script>

</scenario.4.2.3.on.the.road>

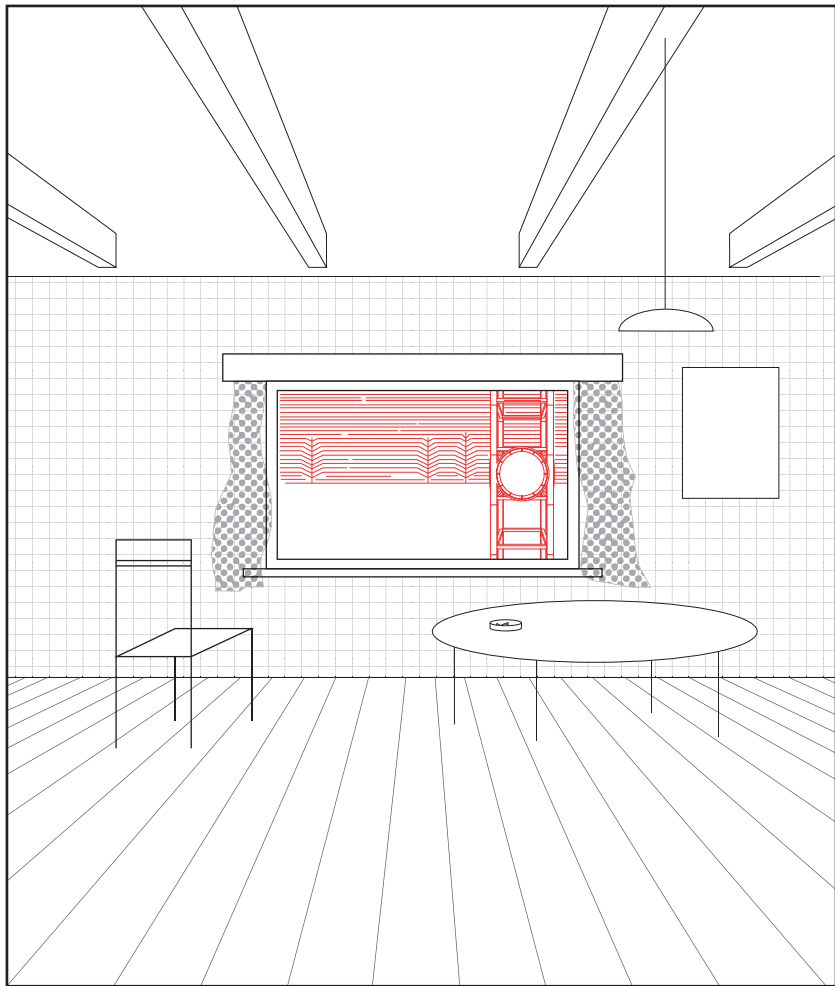
<scenario.4.3.1.time>



<script> I felt reassured when I saw the clock tower again. It stopped showing the time, but does it really matter anymore? </script>

</scenario.4.3.1.time>

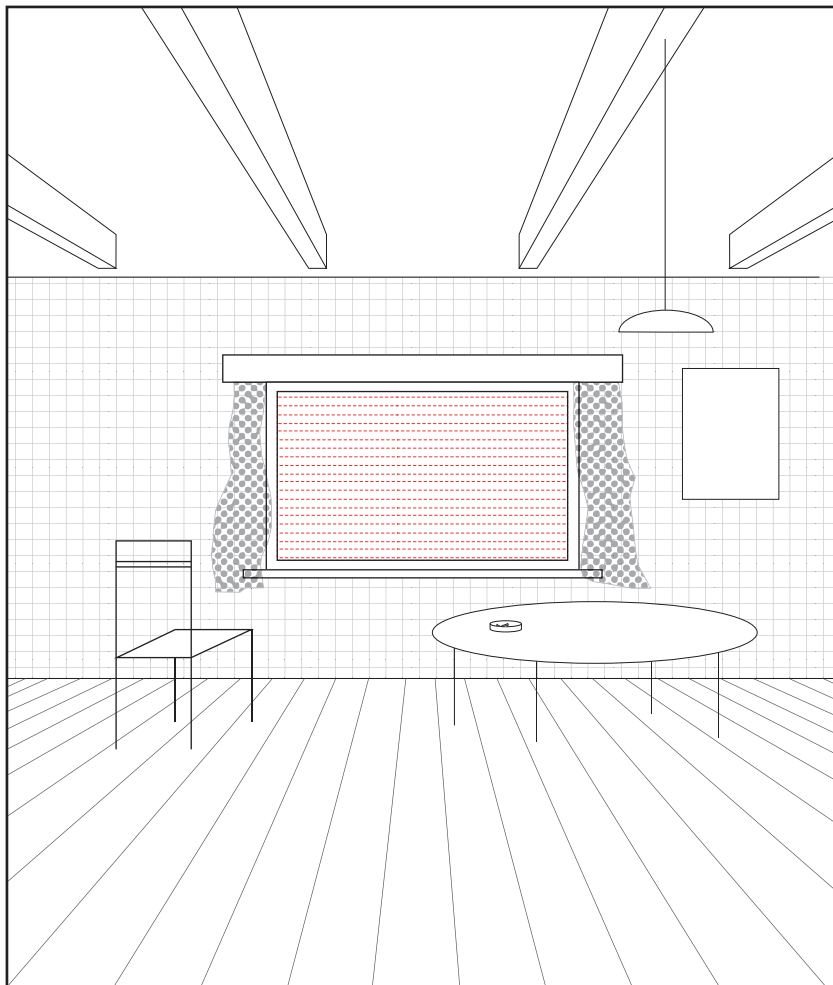
<scenario.4.3.2.moving.still>



<script> The vibrations from the road have lessened, but I don't know if I ever really stopped moving </script>

</scenario.4.3.2.moving.still>

<scenario.4.3.3.home>



<script> I don't know where I am, but I feel at home. Cyberspace is home </script>

</scenario.4.3.3.home>