Vice Versa Versus Etcetera
Behavior of the digital screen
Shallow space
Data baiting

VVVE Paintings [in order]
1, 2, 3, 4, 5, 6, 7, 8, 9, 10,
11, 12, 14, 15, 16, 17, 18, 19

a companion project to “Violent Video Games Are Good for Children..., 2014”

i-o-i-p, graphic narrative
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