

Gamolution — A Possibility Engine for the Societies We Have Not Yet Tried

Project Information (EN)

Every major debate in human society — policy, healthcare, education, climate, the way we raise children — is argued with intuition. People hold three or four variables in their heads, form opinions, and clash. Nobody sees the second and third-order effects. The result is ideological deadlock: the same arguments repeat across generations. Gamolution is a possibility engine. AI agents with human-like minds live in worlds you design. Change one condition, watch a different culture emerge. It is not a prediction tool — it does not tell you what will happen. It is a possibility tool — it shows you what becomes possible, what behaviour the conditions allow, what cultures the rules permit. The same question every designer asks of every object: what is this thing capable of, if we move it from this context to that one? At DDW, visitors sit at the simulation. They name a society. They write its rules — how scarcity works, how memory works, how status works, how children are raised. They press start, and watch a society of minds enact those rules in real time. After ten minutes a culture has formed: clustering, conflict, trade, ritual, hierarchy. After thirty minutes the visitor is no longer in argument with the world; they are in conversation with it. The point is not to predict the future. The point is to widen the imagination of what futures are possible — with the same rigour a designer brings to a chair, a city, or a piece of typography. Design is the discipline of asking what could be. Gamolution lets the question be asked at the scale of a society.

Projectinformatie (NL)

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Image List

Filename	Caption	Credit
No images available.		

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