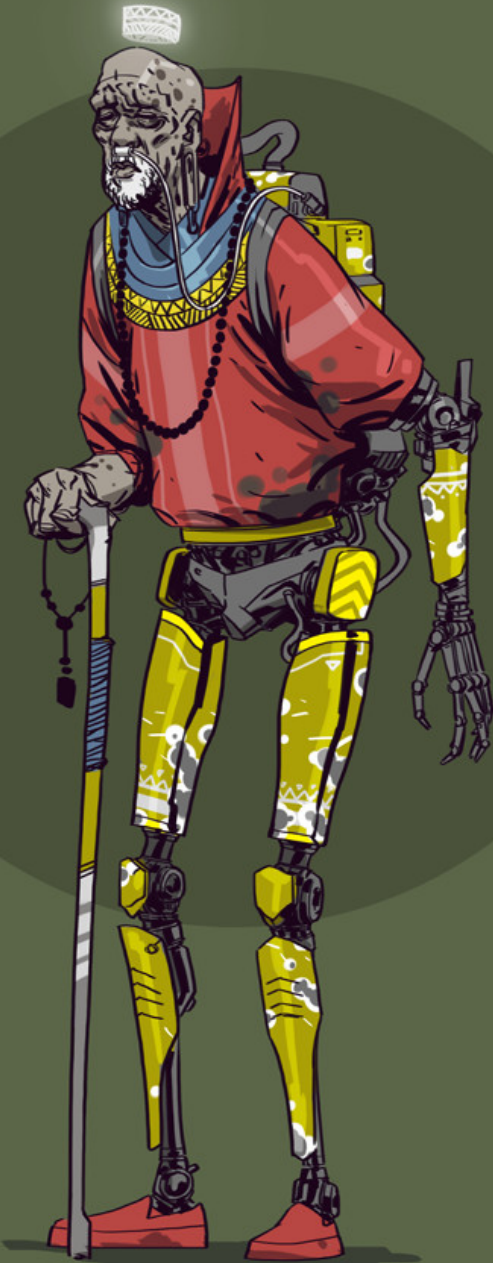


coded mythologies

new media and gaming in Kenya



computer game as
text / cyber-text
(Aarseth, 1997) –
coding

computer game as
interactive image /
a visible rendition
of the code

```
1
2 // animate a sprite part 1
3
4 // set a virtual resolution of 320 x 480
5 SetVirtualResolution ( 320, 480 )
6
7 // display a background
8 CreateSprite ( LoadImage ( "background.jpg" ) )
9
10 // create a sprite with ID that has no image
11 CreateSprite ( 1, 0 )
12 SetSpritePosition ( 1, 130, 200 )
13
14 // add individual images into an animation list
15 AddSpriteAnimationFrame ( 1, LoadImage ( "item0.png" ) )
16 AddSpriteAnimationFrame ( 1, LoadImage ( "item1.png" ) )
17 AddSpriteAnimationFrame ( 1, LoadImage ( "item2.png" ) )
18 AddSpriteAnimationFrame ( 1, LoadImage ( "item3.png" ) )
19 AddSpriteAnimationFrame ( 1, LoadImage ( "item4.png" ) )
20
21 // play the sprite at 10 fps, looping, going from frame 1 to
22 PlaySprite ( 1, 10, 1, 1, 5 )
23
24 // our main loop
25 do
26     // update the screen
27     Sync ( )
28 loop
29
```

‘The tendency has also been to disqualify Africa from claims of technological invention and innovation in favour of a discourse of tradition....’

(Elizabeth C. Hamilton 2017, *Afrofuturism and the Technologies of Survival*)

Salim Busuru & Avandu Vosi (2017),
<http://africandigitalart.com/2017/04/featured-artists-avandu-vosi/>



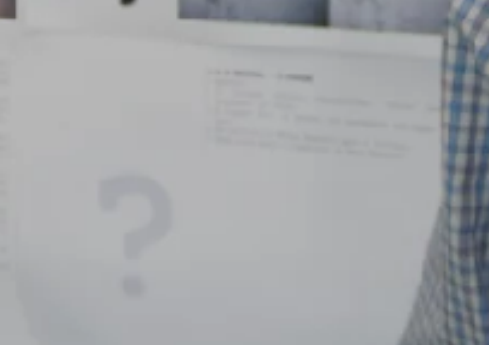
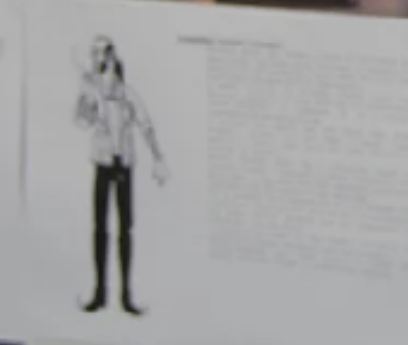
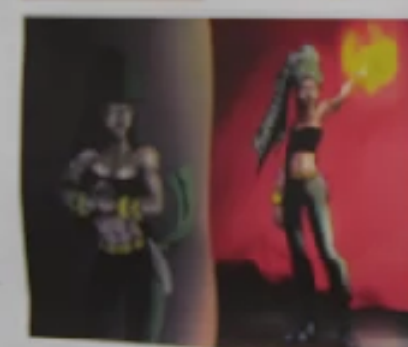
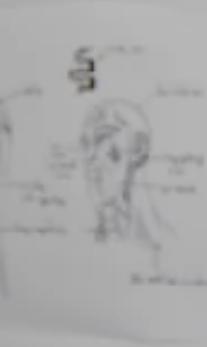
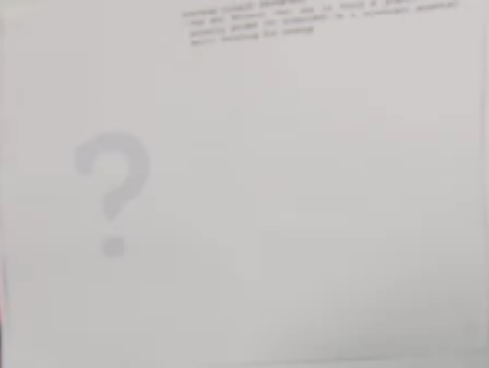
so-called 'modern myths' (Barthes, 1972)

games as re-appropriation of history and myth (borrowing from the past)

or

games as texts that constitute the contemporary myth

FUTURE / PAST





Wesley Kirinya

Educational background in sciences

Self-taught programming and coding from online resources

In 2005 setup a games studio called Sinc Studio

The Adventures of Nyangi (2007)

Leads to investment and collaboration with Eyram Tawia in Ghana and the formation of **Leti Arts**



69%

69%



PLAYER SELECT



SHAKA



WUZU



SHIZO



RUDDY



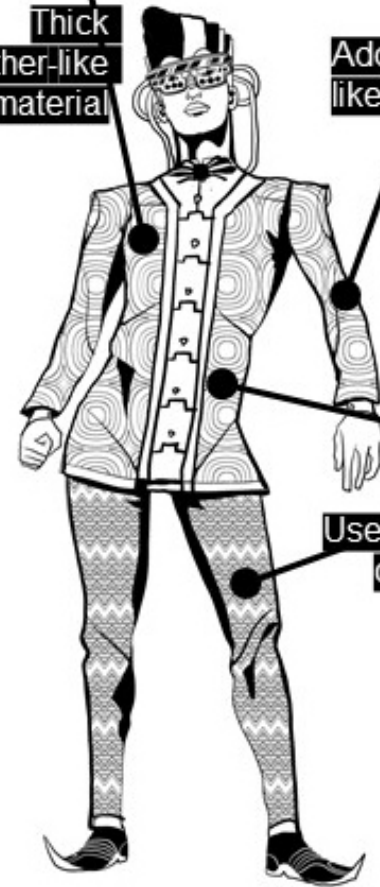
‘From the beginning, I was interested in African stories, legends and mythologies.
(Kirinya, 2016)

"Africa's Legends" a combination superhero game and comic had more than 100,000 downloads



Thick leather-like material

Add plating/joins so it looks like an armoured suit

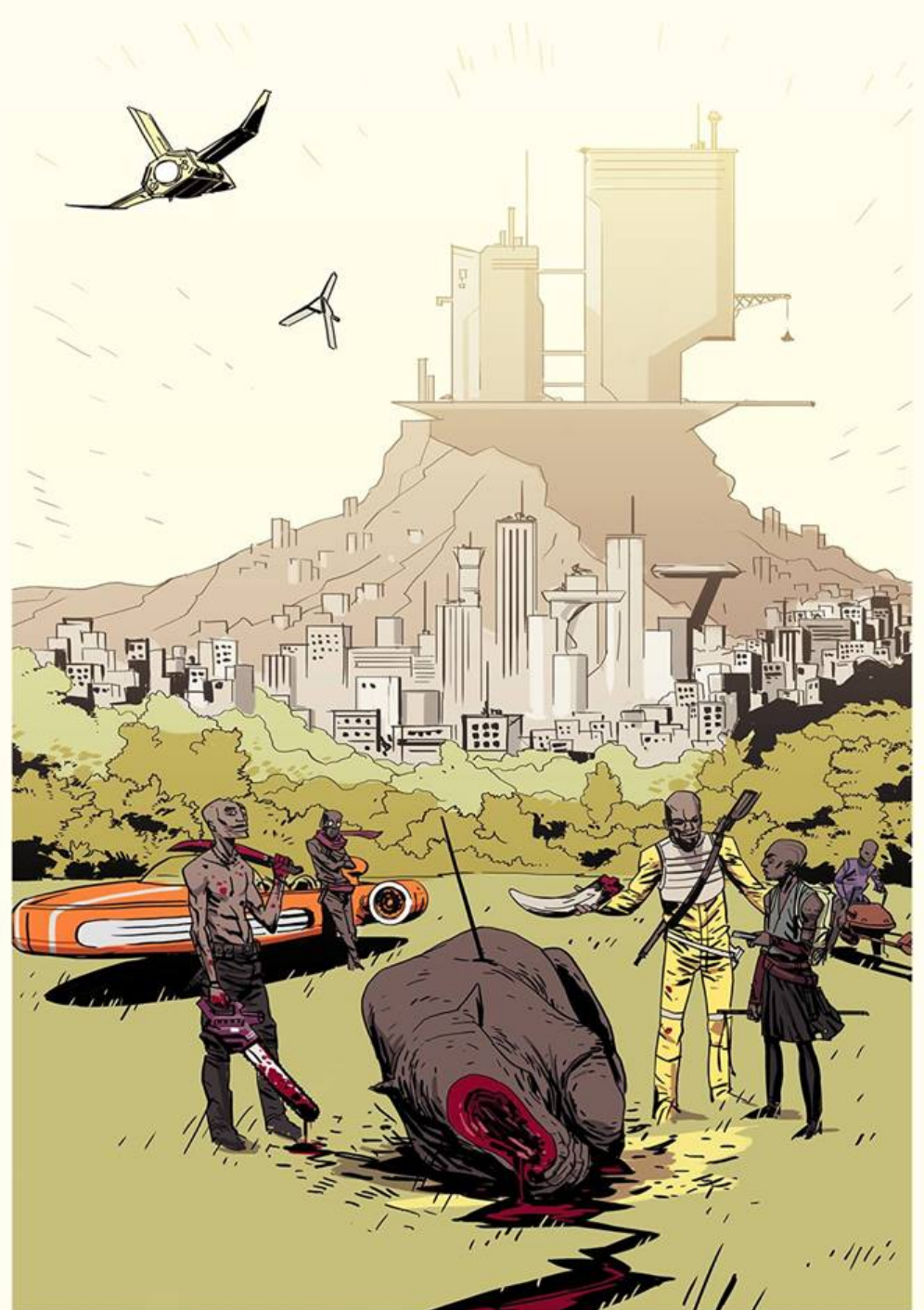


Use Kente colours



cultures of comics and gaming

‘Creating games is increasingly recognized as creating worlds’ (Hong, 2015: 38)





‘why don’t aliens ever come to Africa?’ (Kaggia, 2015)



reimagining of
the African Superhero
and new mythologies

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