

Mendes, B. (2019). *SuperMarioWord: ERROR*. Abstract from 21st International Consciousness Reframed Conference, Porto, Portugal.

Each person has their own nature including multiple types of intelligence. Some of these intelligences can be mimicked in artificial intelligence (AI) and through artificial thought as when programmed into a video game or computing structure. Error is something that exists within all of this premise. I propose to talk about the process and idea behind my video game called “SuperMarioWord: ERROR....” (played on a console) in which I have created an artificial virus that causes a glitch in the video game while the person is playing. In this duality between the video game's artificial thought / artificial form of intelligence and the gamer, new meaning can be created and new learning may be developed in this hybrid praxis.