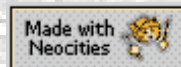


THE

(DIS) **CONNECTING**...

CLUB!



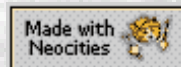
Flash warning!

THE

(DIS)CONNECTING

...

CLUB!



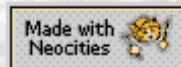
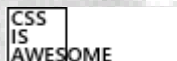
THE

what is this?

(DIS) CONNECTING

...

CLUB!



THE

(DIS) CONNECTING

what is this?

...

CLUB!

who is that



THE

(DIS)CONNECTING

what is this?

...

CLUB!

when do we start
webcrafting???

who is that



when do we start
webcrafting???

Agenda for the Session 1

1. Club description
2. Introductions
3. Minigame: I Spy
4. Introduction to the Indie Web
5. Webcrafting (kind of)

when do we start
webcrafting???

Agenda for the Session 1

- 1. Club description**
2. Introductions
3. Minigame: I Spy
4. Introduction to the Indie Web
5. Webcrafting (kind of)

What is this club?

A club for taking back the internet,
which requires connecting and disconnecting.

THE
(DIS)CONNECTING...
CLUB!

What is this club?



`<html>`

By **disconnecting** I mean:
- slowly becoming less dependent on
Microsoft, Meta, Apple, Google, etc.



World Wide Web

The WorldWideWeb (W3) is a wide-area [hypermedia](#) information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an [executive summary](#) of the project, [Mailing lists](#) , [Policy](#) , November's [W3 news](#) , [Frequently Asked Questions](#) .

[What's out there?](#)

Pointers to the world's online information, [subjects](#) , [W3 servers](#), etc.

[Help](#)

on the browser you are using

[Software Products](#)

A list of W3 project components and their current state. (e.g. [Line Mode](#) ,X11 [Viola](#) , [NeXTStep](#) , [Servers](#) , [Tools](#) , [Mail robot](#) , [Library](#))

[Technical](#)

Details of protocols, formats, program internals etc

[Bibliography](#)

Paper documentation on W3 and references.

[People](#)

A list of some people involved in the project.

[History](#)

A summary of the history of the project.

[How can I help ?](#)

If you would like to support the web..

[Getting code](#)

Getting the code by [anonymous FTP](#) , etc.

This is a motherfucking website.

And it's fucking perfect.

Seriously, what the fuck else do you want?

You probably build websites and think your shit is special. You think your 13 megabyte parallax-ative home page is going to get you some fucking Awwward banner you can glue to the top corner of your site. You think your 40-pound jQuery file and 83 polyfills give IE7 a boner because it finally has box-shadow. Wrong, motherfucker. Let me describe your perfect-ass website:

- Shit's lightweight and loads fast
- Fits on all your shitty screens
- Looks the same in all your shitty browsers
- The motherfucker's accessible to every asshole that visits your site
- Shit's legible and gets your fucking point across (if you had one instead of just 5mb pics of hipsters drinking coffee)

Well guess what, motherfucker:

You. Are. Over-designing. Look at this shit. It's a motherfucking website. Why the fuck do you need to animate a fucking trendy-ass banner flag when I hover over that useless piece of shit? You spent hours on it and added 80 kilobytes to your fucking site, and some motherfucker jabbing at it on their iPad with fat sausage fingers will never see that shit. Not to mention blind people will never see that shit, but they don't see any of your shitty shit.

You never knew it, but this is your perfect website. Here's why.

It's fucking lightweight

This entire page weighs less than the gradient-meshed facebook logo on your fucking Wordpress site. Did you seriously load 100kb of jQuery UI just so you could animate the fucking background color of a div? You loaded all 7 fontfaces of a shitty webfont just so you could say "Hi." at 100px height at the beginning of your site? You piece of shit.



what is this club?

By **connecting** I mean:

- organized resistance

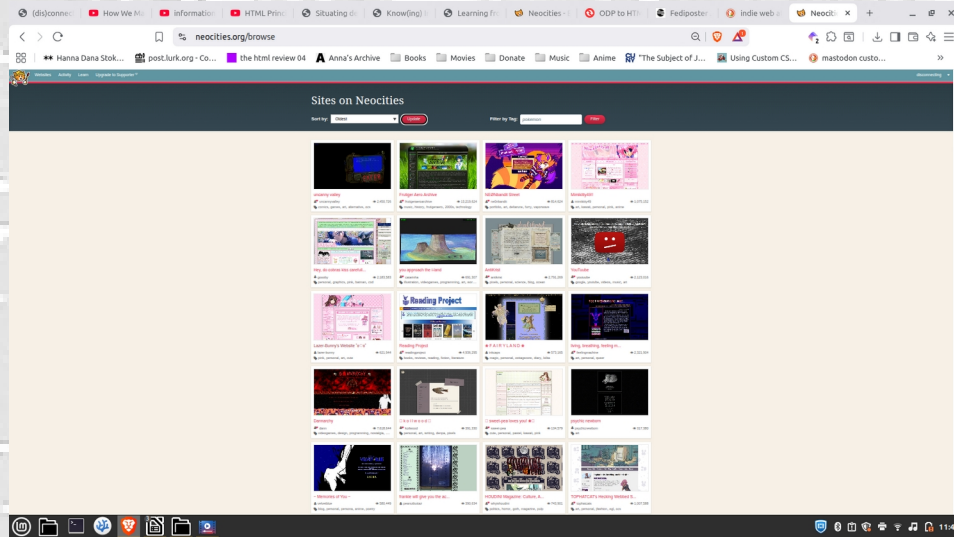


what is this club?

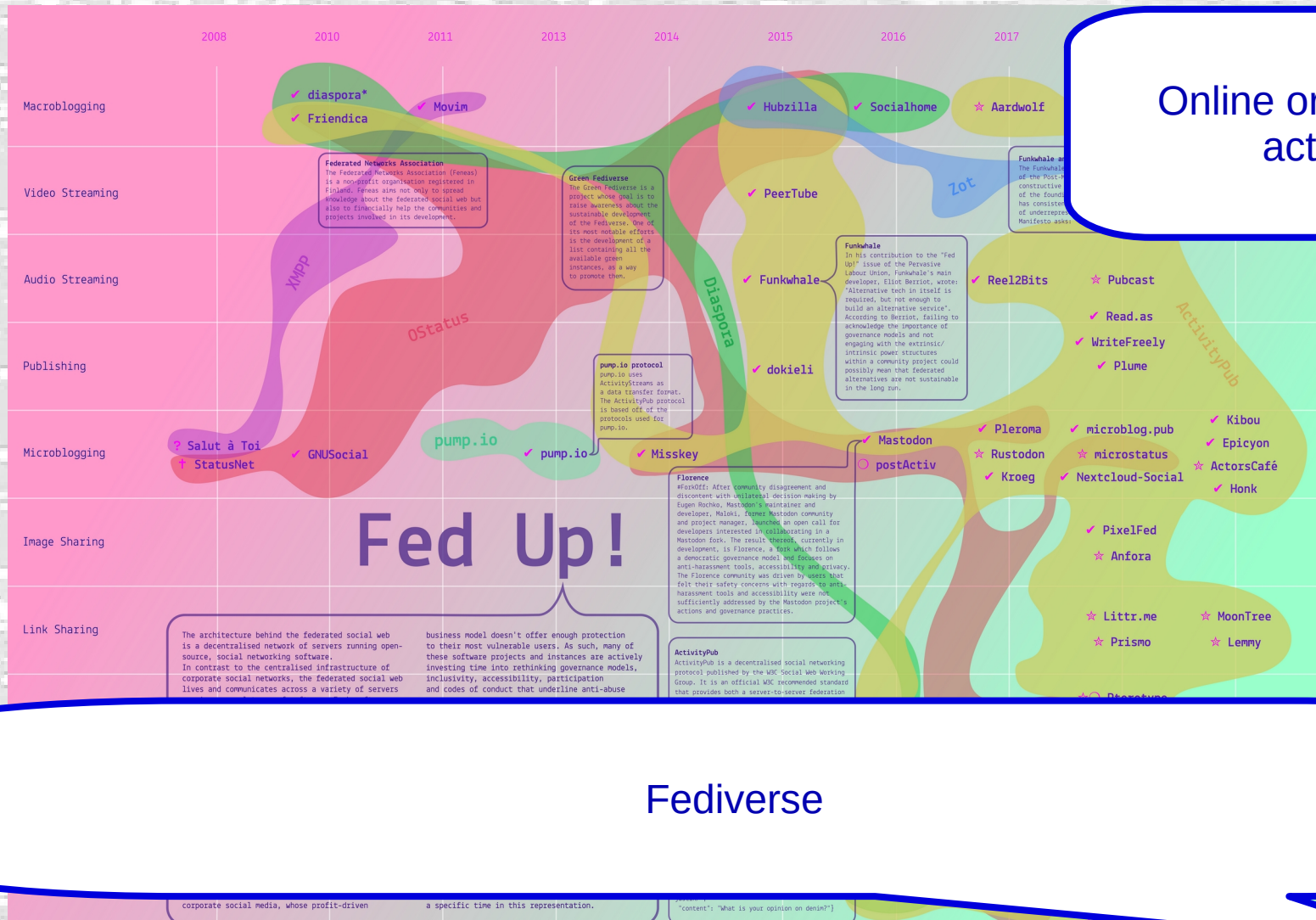
By **connecting** I mean:

- organized resistance
- creating links

Online organized
action



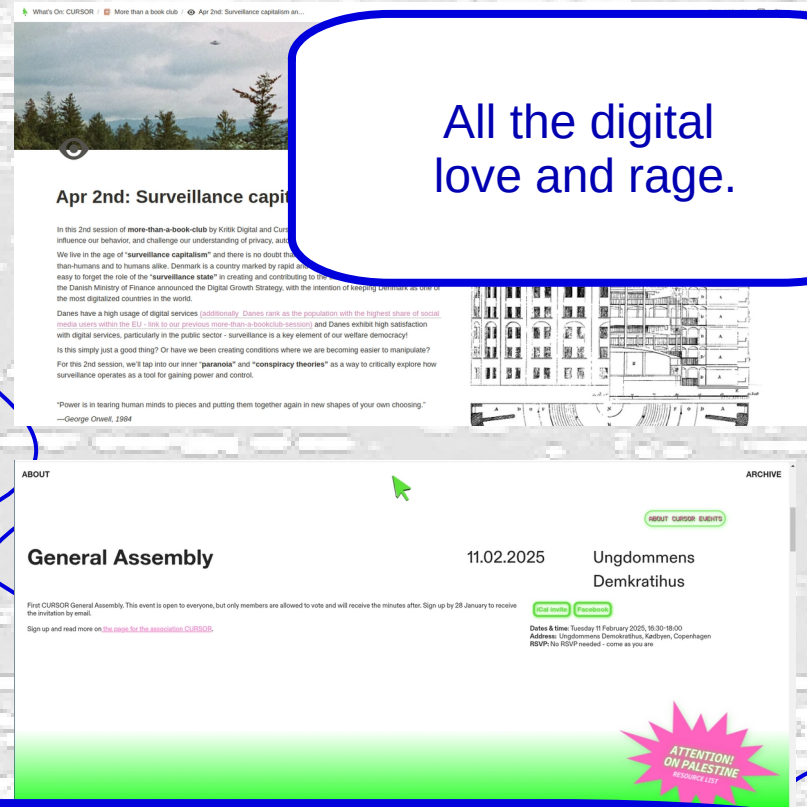
Indie Web



Fed Up!, chronological diagram of federated social web projects, by Lída Pereira, Artemis Gryllaki and Bohye Woo, Jan 2020. [7] [8]

CURSOR

DIGITAL MEMORY
ARCHIVAL WORKSHOP
w. cursor collective

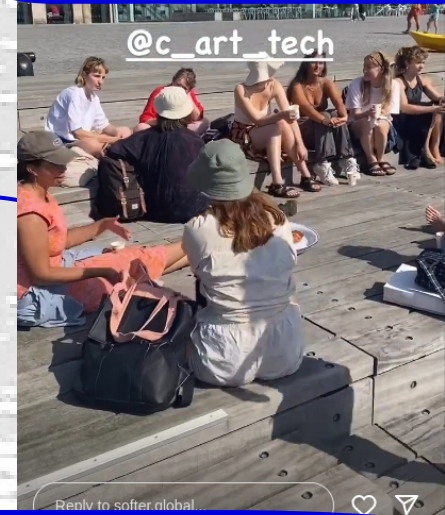
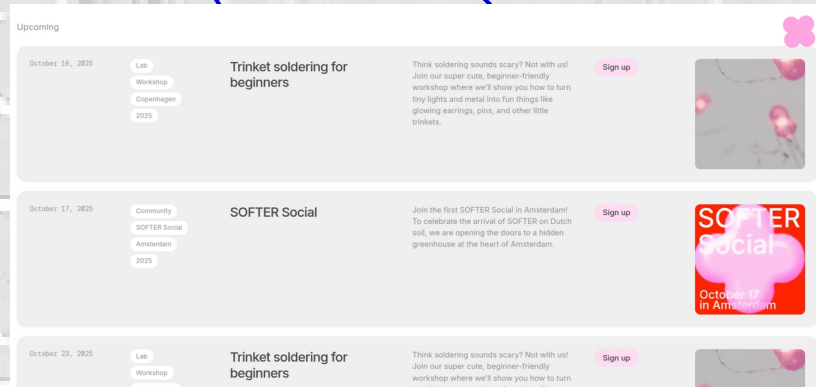


All the digital
love and rage.

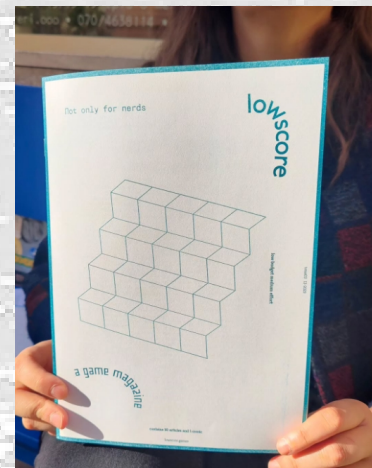
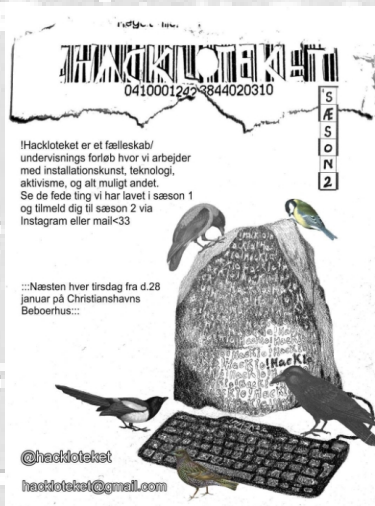
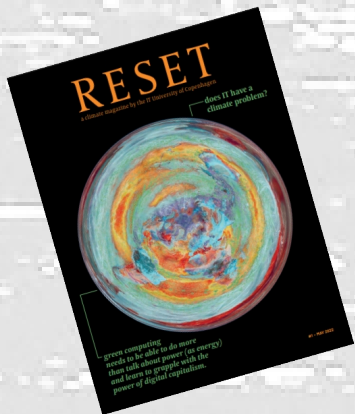
Cursor is a tech critical association/micro-publisher!
At cursormag.net. Join our discord



Mad good alt. tech culture work.

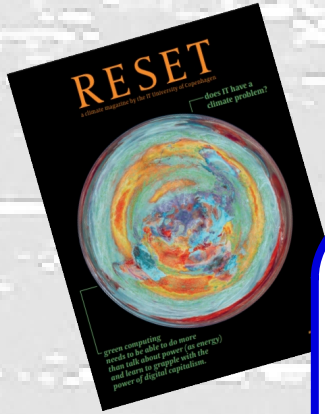


Softer is a movement for shaping softer digital futures. They also have a discord.
No need to follow on ig!



SUPER

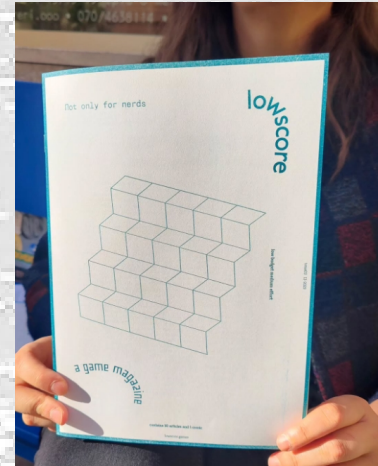
CURSOR



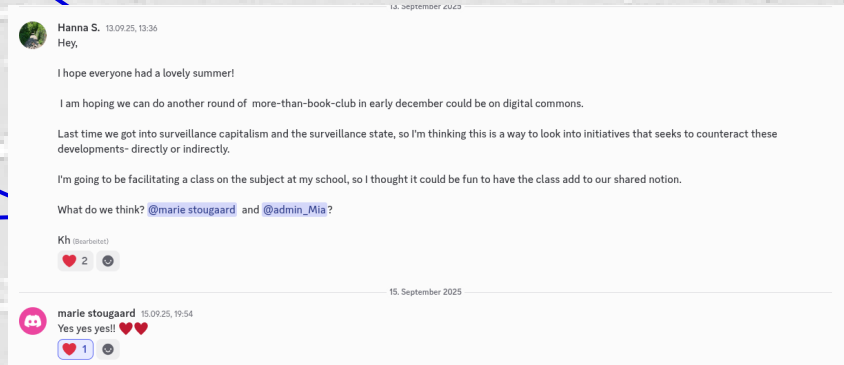
Anyone have an digital tech critical initiative they would like to tell us about?



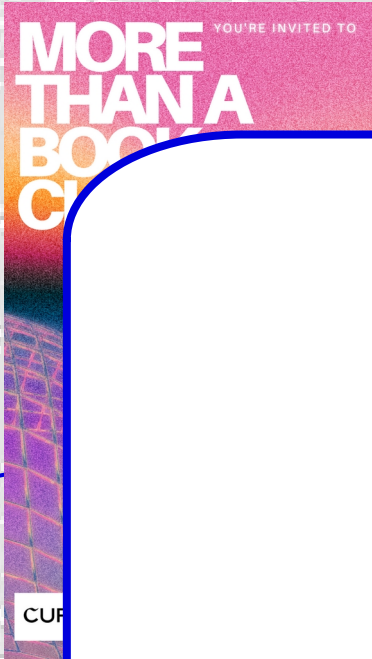
ER



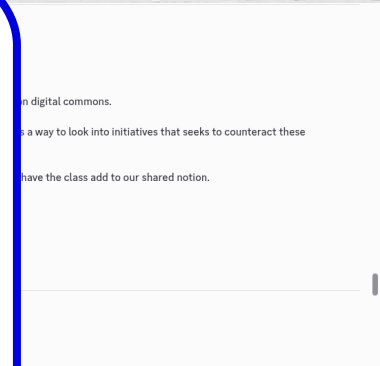
CURSOR



We will connect our club with Cursor's more-than-a-book-club!



Any questions?



We will connect our club with C more-than-a-book-club!

when do we start
webcrafting???

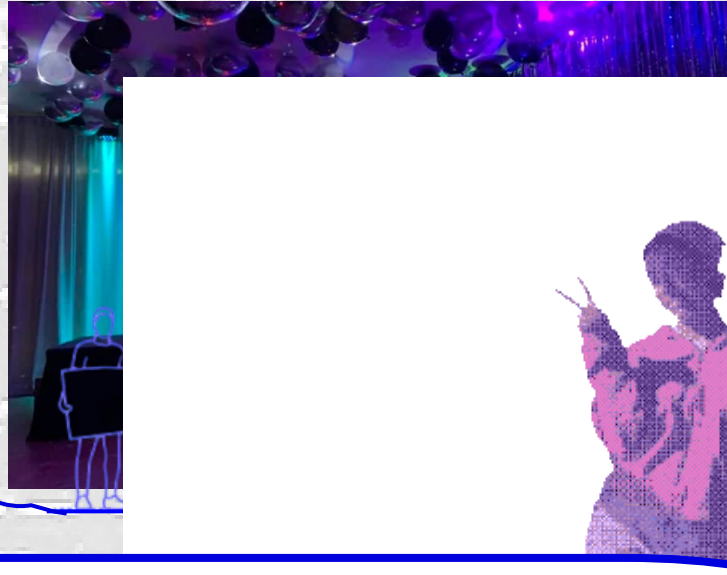
Agenda for the Session 1

1. Club description
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5. Webcrafting (kind of)



Time to
introduce yourself!

1. Name + pronouns
 2. Motivation for coming today
 3. Hobby or Big Tech
- Confession or where are
you going for Kulturnat?



I'm Hanna
(she/her plz).

A 28-year-old
dog mom.

Studied Software Development (BSc) here at ITU.
Now a Digital Innovation and Management student.

Certified Fun-Lover and I stay mad at Big Tech.

I'm Bille.



They helped me research indie web culture and aesthetics through their Jr Researcher program and their spectacular library



ETHOS LAB

when do we start
webcrafting???

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5. Webcrafting (kind of)



“I spy with my little eye...
something that is...”

“a surveillance symbol!”

“corporate grey!”

3 min. video.



3 min. video.

"Cloud of Petals"

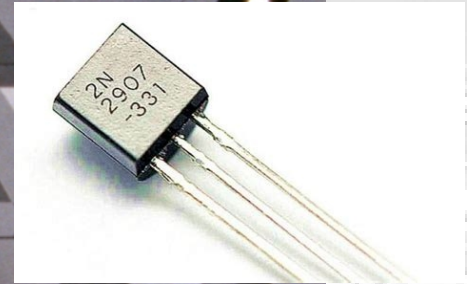
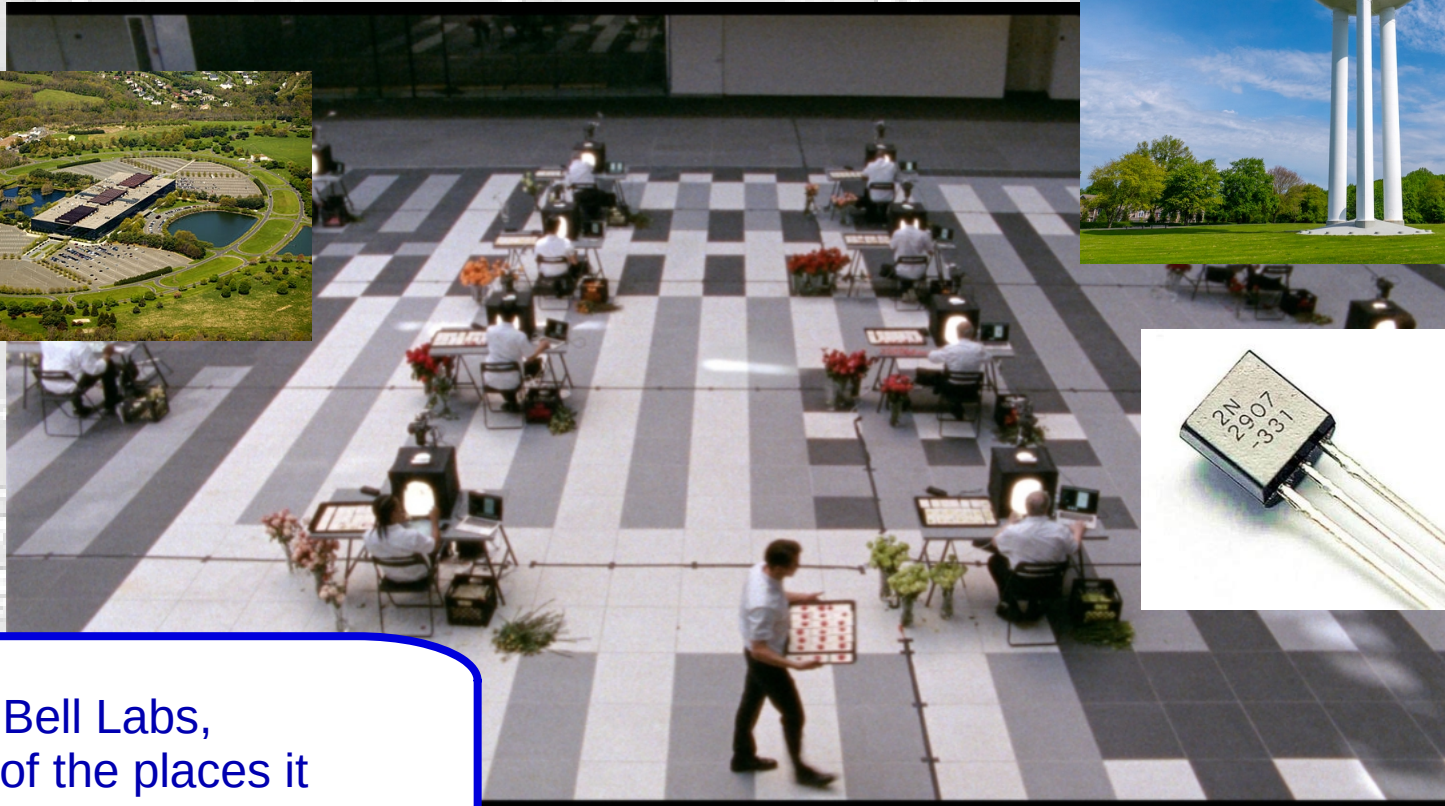
by Sarah Mejohas

16 men



16mm film

THE
(DIS)CONNECTING...
CLUB!



Bell Labs,
one of the places it
all started

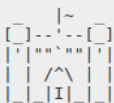
when do we start
webcrafting???

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What is the Indie Web?

- Independently published websites
- Social networks (Neocities, webrings, blogs, etc.)
- Home to counter/sub cultures and social movements (ex. Web Revival)
- Playful, creative space for personal expression (ex. shrines)



Cloudlord.management is an internet surreal estate holding company.

Domains

Naiveyearly.com
Diagram.website
Naiveweekly.com
Tinyawards.net
Mygirlfriendisanartist.com
Wilderness.land
Internetphonebook.net 
Urlpoetry.club
Kiosk.computer
Postcard.place
Buymynotebook.com
Penpal.cafe
Wildflowers.club

Network

Partners
Supporters

About

Owner
Press
Contact



My first encounter with the indie web

Internet Phone Book

We printed the [Internet Phone Book](#). Oh, the sounds and smells of print, heaven on earth. Here is a [photo album](#) while we wait for the book to be bound and ready for sale.

Posted on 21/03/2025

Naive Yearly Publication

[Read the essays](#) adapted from the talks at last year's Naive Yearly. Edited by the excellent [Meg Miller](#) in partnership with [Are.na](#).

Posted on 14/03/2025

Open for Business

I'm available for projects within or adjacent to technology or the Internet.

Posted on 03/03/2025

Website Improvements

I implemented markdown for the messages so I can link directly to good places like the 2024 winner of Tiny Awards: [One Minute Park](#).

Posted on 13/12/2024 (2)

New Message System

I made this message system to deliver short updates. The messages are written in an [Are.na channel](#) so it is easy for me to post an update.

Posted on 12/12/2024

This page has a harmless leak.





* Join the Leaky Homepage Ring! *



All these punks are surfing the net, but what happens if your website springs a leak on the open web?! Its happening all the time! Aaaa what will we do? Never fear! ***hands you a mop and bucket*** Now get to work u bilge rat!

This web ring slowly [fills your site up with water!](#) You and your visitors can work together to keep it clear and dry! **Just click the water to bilge it away!** This is a passive mass-multiplayer bilging cooperative!



Sites experiencing a leak!

These websites appear to be expiring a leak! Maybe you'd like to visit them and help them bilge things out a bit!

ALERT! This site list is automated ~ if you encounter an inappropriate site please [report it!](#)

- [cloudlord.management](#) is **100%** Flooded!
- [xan.lol](#) is **100%** Flooded!
- [cyntivemd.nekoweb.org](#) is **100%** Flooded!
- [oha.enterprises](#) is **100%** Flooded!
- [epicshit.nekoweb.org](#) is **93%** Flooded!
- [anchorgutz.neocities.org](#) is **87%** Flooded!
- [tripixel.gay](#) is **85%** Flooded!
- [wir-kaufen-dein-arschwasser.de](#) is **78%** Flooded!
- [sess_b2c9f80b-36e6-46a2-a08f-2407250a8588.w3spaces-preview.com](#) is **75%** Flooded!
- [asherihardlyknower.nekoweb.org](#) is **74%** Flooded!
- [jaxxonoire.neocities.org](#) is **71%** Flooded!
- [sploingledoosite.neocities.org](#) is **64%** Flooded!
- [gabriel.town](#) is **63%** Flooded!
- [semiroboticperson.neocities.org](#) is **58%** Flooded!
- [hds13.neocities.org](#) is **55%** Flooded!
- [bonkiscoolite.neocities.org](#) is **54%** Flooded!
- [vinvy.neocities.org](#) is **46%** Flooded!
- [neOnbandit.art](#) is **40%** Flooded!
- [flipside.nekoweb.org](#) is **29%** Flooded!
- [hackerling.space](#) is **15%** Flooded!
- [melonking.net](#) is **7%** Flooded!



Can my site experience a leak?

This page has a harmless leak.



OPhanimkei

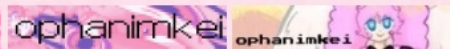
[ophanimkei](#) 8
days ago
yapper webbing for
people who can't
shut the fuck up



i am the webmistress, mala. i have been running
this website since 06/19/2020. i delete pages
at random, and i love breaking things and not
fixing them for months at a time.

right now i'm working on making big projects come to life,
so website updates are less frequent but i will return in
full force when i have more time. i will have so much to
show you!

thank you so much for visiting even if i am quiet at the
moment. i really appreciate you.



to do list

- revive cornerd life nana i miss you girl



[Inside Out](#) by
[Duster](#)

- ∞ [landing](#)
- ∞ [neighborhood](#)
- ∞ [guestbook](#)
- ∞ [links](#)
- ∞ [collections](#)
- ∞ [projects](#)
- ∞ [interact](#)
- ∞ [statuses](#)
- ∞ [site map](#)

PERSONAL

- ∞ [webmistress](#)



it's weenie wednesday babyyy (my day off)

**SABRIN.PARTY IS
CLOSED FOR TODAY**





DOGFISH99

[ENTER.](#)

Presentation on the Cybernetic Culture Research Unit

This presentation was delivered to the Philosophy Club at my local university on 9/5/24. I didn't present any particularly new or groundbreaking information, all of this can be caught on a podcast with Robin Mackay that I've linked to on this website previously on Jampack Vol. 3. What follows is mostly just a synopsis in the form of lecture notes, as well as a sort-of synopsis of one of the short stories. Not particularly creative work but it got everything I wanted across. The working title of this presentation was "Time Wars and Hyperstitional Fiction: An Introduction to the CCRU" but eventually I decided to simplify it since hardly any of the information is my own.

Origins of the Cybernetic Culture Research Unit

The origins of the CCRU lay in a derelict office at the University of Warwick. The year was 1997. A horrid vortice of hyperstitional dreamworks and theory-fictions were patched together by a ragtag group of punk theorists and pop artisans, their influence remained subterranean for over a decade. The history of the CCRU is ultimately the history of three principal writers and theorists, with an assortment of other artists and PhD students all collaborating together on this creative project. The three in question: Sadie Plant, noted cyberfeminist, Nick Land, the forefather of accelerationism and the Dark Enlightenment, who's one of the first anglosphere interpreters of the cowritten works of Gilles Deleuze and Felix Guattari, and the late Mark Fisher, known for later attempts to develop a left-wing accelerationist line of thought by continuing the work of Marcuse, Deleuze/Guattari, and Lyotard to create leftist political thought centered around a politics of desire, you could call it a kind of Freudo-Marxism, as well as his tragic passing from suicide in 2017. Towards the end of his life he was beginning to outline a line of thought which he would refer to as ambiguously as "Acid Communism."

Robin Mackay, only there for the beginning of the CCRU, left before the weider stuff started to happen in the later CCRU writings. Mostly there when these ideas were there in embryo. Punked around in Warwick, disappointed by Descartes, fascinated by symbolic logic due to computer programming background. Chose a course on Nietzsche where he met Nick Land, described as very generous with his time and attention and very charismatic. Very positive person despite what he writes about. Would talk to anyone and engage with anyone on any level. Bit of a shifting group around him where they'd meet at the bar and talk with him. Philosophy pokes around black desperation, a tortuous practice, but very exciting. Very much people drinking in a bar at first, with a sense of there being a group. Not particularly organized, not particularly academic. People from different departments in that group. Physicists, law students, literature students, business students, all centered around complexity theory and emergence, engaged with the new realm of the internet.

Started working on a fanzine but didn't even know what a fanzine was at the time. Too punk to know what punk things were. Made from photocopies. Sent out a message on a Cyberculture Mailing List where he gathered people for the first 2 issues of Collapse. (Only made 2 because at the time he said he was kind of lazy.) PhD students started to group around Nick Land, many people seemed to be excited to work with him.

The CCRU was around then invented as a vehicle for Sadie Plant to set up a research center in Warwick

MOBILE USERS BEWARE!!!



HOME

THE LIBRARY

CREATIVITY CORNER

VINTAGE ARCHIVES

GIF ALLEY

SHRINES

EXTRAS

GUEST BOOK

BLINKIES

x

this user is
plagued by visions

homicidal

BAN TIME TRAVEL
"NOW"

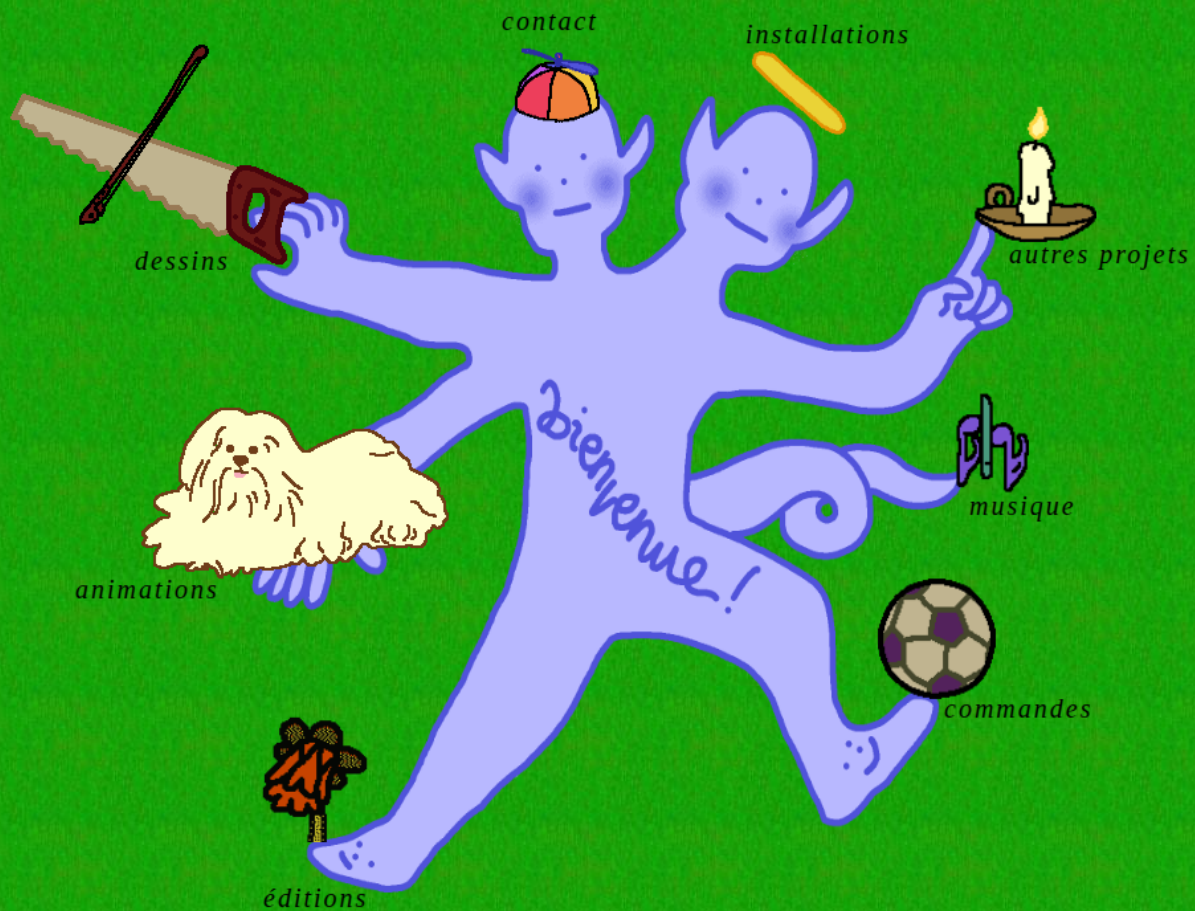
no <3

happy spooky season !!



IT'S A ME

HAWAIIAN SHIRT



RETRO POP PHANTASY!

NOT MOBILE FRIENDLY

390 YEN

No 99s Bizarre

ita-toys

HEADPHONES



Get to know me!



profile

100%
ARTIFICIAL
100%
DELICIOUS

What's new?!
What's hot?!

OUTTA THIS WORLD!

GO GO!



WARDROBE

A fashion victim's playroom!



For angels with
unclipped wings

BLOG!
BLOG!
BLOG!

INSIDE:
fashion
music
design
and...
FUN!



from my collection !!
SCANS

I LOVE YOU CHERRY MUCH

ita.toys c. 2016 - ETERNITY



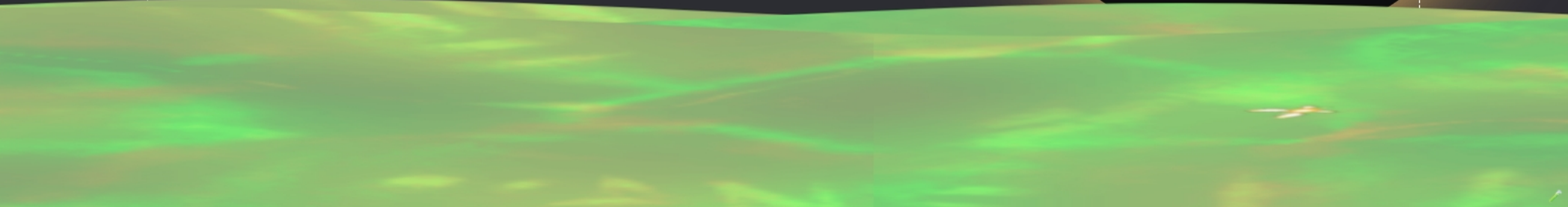
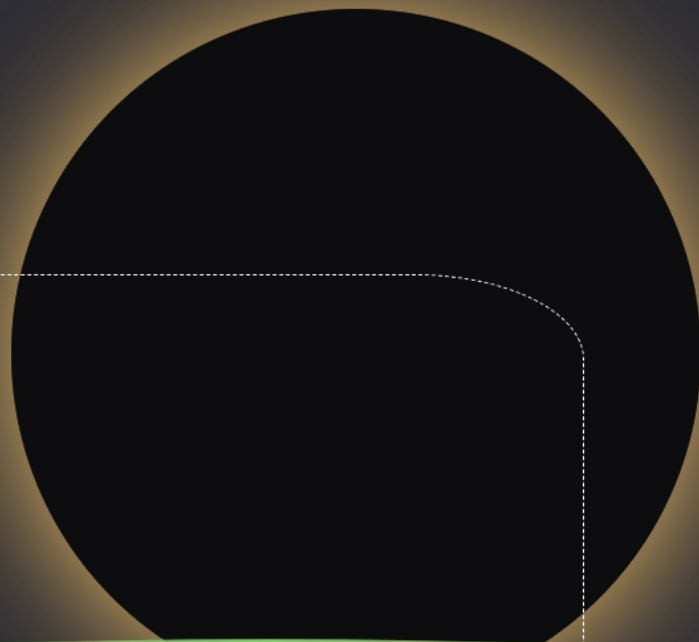
visions for 2025

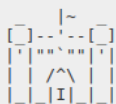


hannah's digital realm



hello, welcome to my website. made this for fun. please take a couple deep breaths...





Cloudlord.management is an internet surreal estate holding company.

Domains

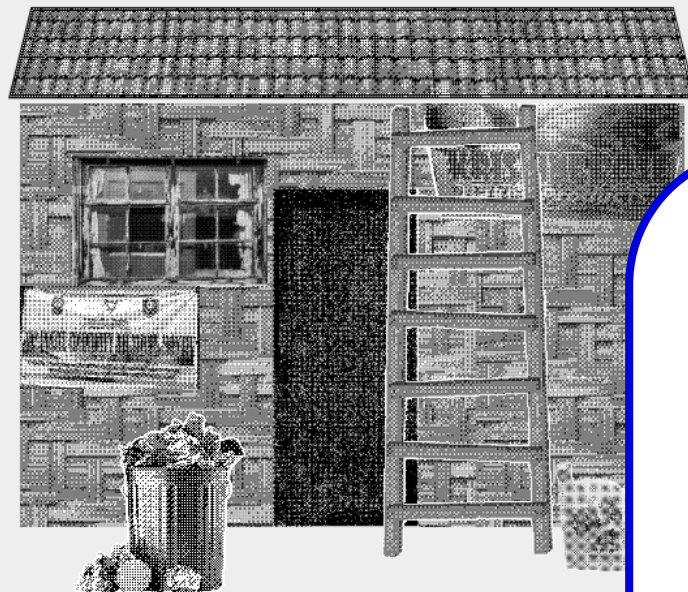
Naiveyearly.com
Diagram.website
Naiveweekly.com
Tinyawards.net
Mygirlfriendisanartist.com
Wilderness.land
Internetphonebook.net
Urlpoetry.club
Kiosk.computer
Postcard.place
Buymynotebook.com
Penpal.cafe
Wildflowers.club

Network

Partners
Supporters

About

Owner
Press
Contact



Messages

Walking on the Internet

[Spencer Chang](#) and I are surfing the web together on April 30th, 2025 at 3:00pm EST. I'd love to meet U RL there [RSVP](#). Thanks for the invitation to Bri and [Rhizome](#).

“A Herald is a person, message, or crystallizing incident that sets the Hero/Protagonist on the path of adventure

Common sub-tropes include:

Almost Dead Guy,
Come with Me If You Want to Live,
Damsel Errant, Manic Pixie Dream Girl,
Mysterious Waif, Mystical Waif,
Distress Call,
Harbinger of Impending Doom”¹

But in the case of the indie web it is more often the message

“come with me if you want to be free”

“an alternative web is here, necessary and it's fun to help in created it!”

The herald of the *poetic web*,
Kristoffer Tjalve's (DK) website

¹(2025). Tvtropes.org. <https://tvtropes.org/pmwiki/pmwiki.php/Main/Herald>

- **Wild Web** - Punky freeform, zine crafting, art homepages and chaotic sites - Such as **MelonLand**
- **Net Positive** - Sites focusing on whimsy, learning and encouragement such as **32bit Cafe**
- **Smol / Small Web** - This name is often favoured by minimalist sites such as m15o's **Status.Cafe**
- **Indie / Open Web** - Professional independently-run sites with a focus on free and open source code - **Indie Web**
- **Old / Retro / Web 1.0** - Retro enthusiast sites focused on supporting and using old hardware - **The Old Net**
- **Garden / Poetic Web** - Sites focused on reflection, gathering thoughts and obscurity - **Naive Weekly**
- **Neocities** - A brand name for the web hosting company and community that houses many Web Revival sites - **Neocities**
- ... and many others!

ground.

However, beyond the recognition of plurality amongst art servers, there a few key issues of the discussions, which we want to highlight as possible starting points for future meetings.

>>> **Analysis**

An analysis of the organisations (which does not currently exist) would provide more transparency of the resources and

what is the “poetic web”

ART SERVERS UNLIMITED



Conference and net.radio event by and about initiatives and organisations in Europe,
which focus on supporting the artistic use of the internet.

London, 1st to 4th of July 1998

However, beyond the recognition of plurality amongst art servers, there are a few key issues of the discussions, which we want to highlight as possible starting points for future meetings.

>>> Analysis

An analysis of the organisations (which does not currently exist) would provide more transparency of the resources and conditions. Most individuals involved in the organizations tend to know each other on a personal basis as opposed to an excessive use of mailing lists and many of the participants know about different facilities across the country. Making more information and making it public, was considered to be a useful endeavour (although possibly not always up to date or possibly never current in detail). All involved agreed that more documentation work should be done, to integrate it into the working and funding models of different institutions.

what is the "poetic web"

The role of art servers and festivals was assessed, with consideration to the potential of free associations and ad hoc networks. The role of art servers via the internet. On one hand, the slow process of institutionalisation of such recently established 'art servers' or the establishment of such facilities within existing institutions still leaves a lot of work to be done. On the other hand, the self dynamic aspect of institutions, which continue to exist when the 'founding parents' leave, implies dangers.

R. Smite: 'We cannot rely on art institutions, because their agenda is their own survival and image.'

Sh. Ramsey: 'I don't see a role of publicly funded institutions within this area, or at least it seems to me that a number of institutions are there for political reasons'

>>> Strategies

"Small is beautiful" and a D.I.Y spirit ("Grow Your Own", D. Molnar) were strongly present, so that the well known polarisation between "state funding" and "free market success" was enriched by discussions about inventiveness and self organisation. ("bedroom artists" or "backyard activists", H. Bunting) Communication and technical structures to facilitate the sharing of knowledge, skills, bandwidth, hardware or other resources were discussed. The usefulness of a kind of clearing house institution was discussed, which could support and/or mediate funding submissions and co-ordinate international/EU lobbying efforts for a more alternative form of media culture. This could be linked with a collaborative foundation, the "Interfund", proposed by E-Lab, Riga. Different ways of facilitating a more sophisticated type of "web ring", databases with web-interfaces for instance, were also discussed, which would make the connections between servers and sites visible. However, all involved reinforced the inherent dangers in creating further centralised systems, and expressed the desire to remain as an interconnected group of collaborative entities.

>>> Beyond Internet

All participants agreed that the phase of the internet hype was over and that in the harsh wind blowing now, there is the responsibility to look beyond the communication media issue toward 'more immediate real world' - issues. The panel on this subject presented a variety of examples where creative use of technology could for example help to cut costs in

However, beyond the recognition of plurality amongst art servers, there are a few key issues of the discussions, which we want to highlight as possible starting points for future meetings.

>>> Analysis

An analysis of the organisations (which does not currently exist) would provide more transparency of the resources and organisations. Most individuals involved in the organizations tend to know each other on a personal basis as excessive use of mailing lists and many of the participants know about different facilities across the web. Making more information and making it public, was considered to be a useful endeavour (although possibly not always up to date or possibly never current in detail). All involved agreed that more documentation work should be done, to integrate it into the working and funding models of different institutions.

what is the "poetic web"

The potential of free associations and ad hoc meetings via the internet. On one hand, the slow process of institutionalisation of such recently established 'art servers' or the establishment of such facilities within existing institutions still leaves a lot of work to be done. On the other hand, the self dynamic aspect of institutions, which continue to exist when the 'founding parents' leave, implies dangers.

R. Smite: 'We cannot rely on art institutions, because their agenda is their own survival and image.'

Sh. Ramsey: 'I don't see a role of publicly funded institutions within this area, or at least it seems to me that a number of institutions are there for political reasons'

>>> Strategies

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Finally!!!

Agenda for the Session 1

1. Club description
2. Introductions
3. Minigame: I Spy
4. Introduction to the Indie Web
- 5. Webcrafting (kind of)**

Go see for yourself!

1. Go to disconnecting.neocities.org/useful_links
2. Find websites
3. Draw layouts that you like
4. Copy code snippets, take screenshots, save buttons, gifs, website addresses etc.
4. Think about what your “shrine” could be of