Border Game

LINDSAY HARKEMA
Syracuse University

The Airport

The airport is an extraterritorial zone, a bounded space of legal exception from the immediate jurisdiction of its geographic location. A space of transience in which travelers are temporary suspended, the airport encloses a grey area of in-between, its interior striated by a series of internal "borders" that travelers cross as they move through the space of exception.

The Suitcase

The carry-on suitcase is a vestige of personal space in transit, a volume that remains in one's possession as they move through the extraterritorial zone of the airport. The suitcase encloses a private space of exception that remains distinct within the grey in-betweenness of the terminal.

The Board

Spaces of exception disrupt the static binary conditions of borders. "Border Game" presents a sliding puzzle contained within a carry-on suitcase in which figures and grounds are constantly shifting, a geography perpetually in flux. The board presents a linear border between two sides. As players shift and reconfigure the board tiles, the border is dissolved and adapted to a pixelated field, blurring the original binary condition.

The Objects

Architectures of exception range between two extremes: monument and camp. Monuments impart exception by their iconism, singularity, and permanence. Camps are anonymous, generic, and transient. Distributed across the board are multi-directional, hybrid objects that are not quite monument and not quite camp—autonomous, yet incomplete. These objects can be rotated and repositioned independently of the shifting tiles. Depending on their placements they may appear as formal disruptors or geometric translators on the tile matrix.

The Game

The linear border configuration produces a finite division between the two sides and consolidates the objects into composite, monumental forms. The border is an absolute and static line, to which all components of the board are understood in relation. As the sliding tiles are shifted, the linear border is dissolved the objects are dispersed in a distributed camp.
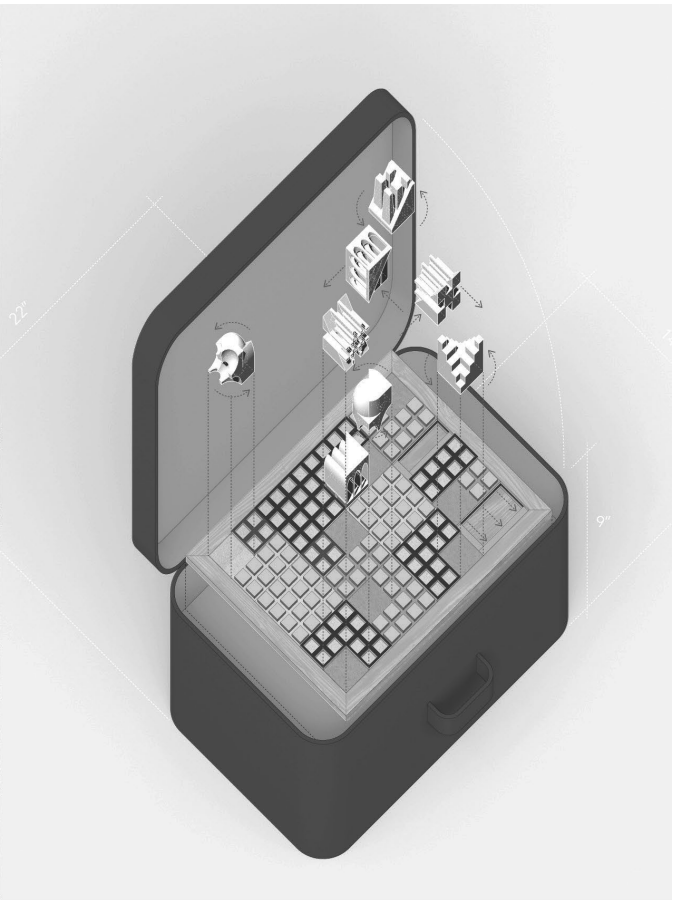
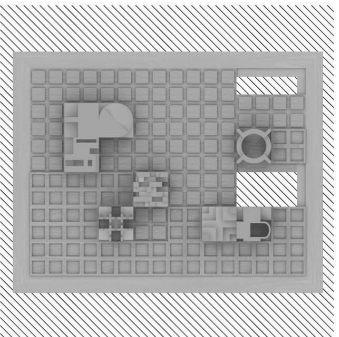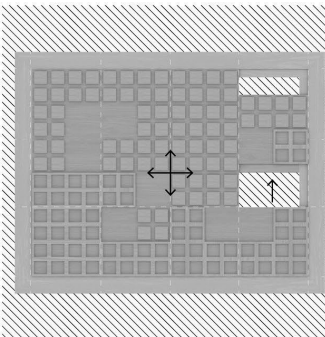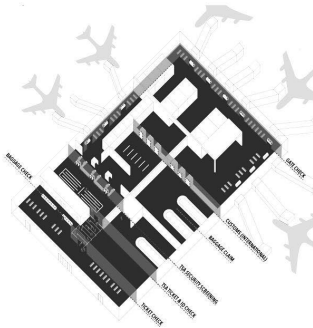**AIRPORT**   **SUITCASE**   **BOARD**   **OBJECTS**

GAME