

# Play for Privacy

*Play for Privacy (P4P)* is an art project which involves the following components

- Facade of Kunsthaus Graz
- Internet
- Ethereum Blockchain
- Fight against data retention (*Vorratsdatenspeicherung*)

## Inspirations:

- In 2011 the project [Pong](#) allowed people passing by to play on the Kunsthaus facade.
- One year ago a random guy on the Internet presented the project [BTC-Fish](#), which allowed automatic feeding of a fish by transferring Bitcoin to a given address.
- The project [Receipt Racer](#) uses a receipt printer as output device for a simple game.

## Why:

Art projects are a powerful tool to confront people with new technology - in this case, the *Blockchain* - and show its potential in intuitive ways. It can also help reach people who may otherwise be hard to engage, e.g. because they are not technology affine or think it won't affect them.

Playfulness is very helpful for avoiding reactions of fear of the unknown and for triggering curiosity.

Last, but not least, they are also well suited to create awareness for a cause - in this case, that of privacy specifically in the virtual world.

## Who:

The idea was co-developed by Matthias Esterl, the maker of the aforementioned Pong, and Thomas Zeinzinger and Dietmar Hofer of [BlockchainHub Graz](#).

Matthias has experience with that kind of art projects and knows how to interface with the Kunsthaus Facade.

Thomas is a Blockchain expert, skilled manager and communicator, as shown e.g. with the conduction of the [Blockchain Startup Contest](#) in fall 2016.

Dietmar is a crypto-anarchist with hands-on knowledge of Ethereum, as shown e.g. with the fun project [die-unendliche-wahl.at](#).

## How:

A simple, old-school console-style game<sup>1</sup> is developed or adopted as a Browser game.

The game can be displayed live on the Kunsthaus facade while being played. In this case the player gets a live view of the Facade embedded in the browser window.<sup>2</sup>

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<sup>1</sup> Which one is to be decided. Depends on factors like ease of development (or adoption) and suitability for the characteristics (e.g. resolution) of the facade.

<sup>2</sup> Either by using the [Bixcam](#) or setting up something similar.

Since the game website is open to the whole Internet, a gaming slot allocation system is needed too:

First-come, first-served was deemed as unsuited, because it would either require a queuing system<sup>3</sup> or risk favouring those with the fastest connection and Hardware in case the project gets popular.

Instead we borrow the metaphor of putting a coin into a console game device - implemented as a crypto-currency transaction - however without guarantee that this will actually buy the next slot. Instead each slot is allocated via a raffle between those having contributed coins.

The coins of those not winning the slot are not paid back, but forwarded to an organisation fighting for privacy on the Internet, more specifically against data retention: [epicenter.works](http://epicenter.works) (formerly *AK Vorrat*). In order to make sure participants understand this mechanic, the cause is already teased in the project title and will be further highlighted on the game website.

The whole logic for payment collection, raffling and payouts are implemented in Ethereum Smart Contracts, thus executed on the Blockchain itself.

The Blockchain allows near instant transactions and verification of the logic. It further means that the funds collected aren't at any moment under our or any financial intermediaries custody.

**When:**

We have just finished the basic concept and started talking to involved parties.

If this talks work out well, we want to implement the proposal in the upcoming weeks.

Graz, February 2017

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<sup>3</sup>A queuing system does not only add considerable complexity, but also its own issues like the risk of players not being ready when a game starts.