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layout: post

title: "Post-Flash: Reading Homestuck in 2021"

categories: homestuck

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After years of the looming threat of flash's death, not to mention the other factors leading to the natural decay of Homestuck's fibers, we are finally at a point where I would call reading Homestuck on its main official site a "really fucking bad experience." Most of the games and flash-pages have been reduced to still images or low-res videos. Large column ads plague the site on both mobile and desktop with targeted google analytics nonsense (at the time of writing the first page of Homestuck consists of, for me, a young man standing in his bedroom and staring quizzically at message alternating between "Only 7 days left to enroll in California Medical Care!!!" and "One Free Month of Spotify Premium Click Now!"). Key moments and meta-aspects of the comic have been reduced to an unplayable state and even the physical book version (also being advertised loudly on the site) has stalled less than halfway through the comic. Anyone jumping into Homestuck without prior research is going to have an awful time.

<h2>The Unofficial Homestuck Collection, Bambosh</h2>

If modern SEO brought you to this page in seek of such research, let's cut right to the chase. [Bambosh][Bam]'s [Unofficial Homestuck Collection][UHSC]. No catches, nothing to clickbait about, no nonsense to shill or pay for. Just go there, read that page, download that. Hands down the best way to read Homestuck. Everything works in its original intended format with extra goodies and a level of polish unrivaled by any official adaption of the comic has ever been given.

End of article.

<h2>The State of Homestuck</h2>

If you're here not from a quick google search and instead reading through PostFandom's backlog of articles or this one hot off the twitter press, let's go on a bit of a deep dive into how Homestuck's life-support is operating at the moment, which is to say the slow beep...beep...beep of grandma's coma that has you questioning whether human life without consciousness is worth the money of-- wow this got dark. Capitalistic Healthcare aside, Homestuck is in the care of a major corporation and being held together by duct tape at best.

For example, the first major workaround game: [Past Karkat: Wake Up.][PK]. The only version available outside of flash-emulators is a screencapped Let's Play by a Viz employee where the dialog is formatted in an awful format without Homestuck's signature text-colors and with two thirds of the game laying unfinished in pages that are not linked directly. Even if you manage to

find your way through the maze of pages and endure the awful monochrome walls of text it is still lacking the critical plot points that the entire point of the game is to convey. The next, [John: Enter Village][Village], is a video where a Viz employee spends half the video fighting Imps. Actually maybe that's accurate to John Egbert, carry on.

As for converting the site to modern standards, the first two acts and last few acts had their flashes converted to HTML5 on the day the site went live three years ago, and last year there was a single sweep of fixes for a few broken links and pages. Those are the only two times they touched the comic itself besides adding advertisements. There has not been a news post on the site since April 2018. The link to Paradox Space remains completely broken, as it always has been. Hiveswap Act 1 is linked on a "Games" page (that consists of one Game(s)), but there is no mention of Friendsim or Pesterquest or Hiveswap Act 2 or Homestuck^2 anywhere to be found.

## <h2>Digital Degradation</h2>

It would be unfair to say that this is a problem limited to Homestuck. Or perhaps optimistic to think so? It's a sad fact that all digital content will naturally degrade: old dependencies become obsolete, external assets become lost, servers are shut down and wiped. The preservation of this content, in most cases, is entirely left to the fans. Do we just have to cross out fingers that for every major work out there there is a Bambosh to preserve it? If not for individual fans who use their time for preservation rather than creation, would it all be lost to time? For example: Namco High is included in the archive because of it's connection to Homestuck. It once belonged to a site called ShiftyLook, a western branch of Namco that comissioned from a variety of modern creators a large number of comics and games featuring their characters. You would be very hardpressed to find an archive of say, the Mappy comic. Or the Bravoman flash game. Or Ryan North's contemporary take on the lore of Galaga. And if you do it's likely down a rabbit-hole of shady mega-uploads and dropboxes and obscure forums in the far corners of the internet.

To sound like [the end of Metal Gear Solid 2][MGS2]: technology is evolving so rapidly, becoming so disposable, that culture is lost under a sea of infinite regurgitations such that the touchstones of it will, to sound like [the end of Blade Runner][BR], be lost like tears in the rain.

So how do we fix this? Certainly not the MGS2 argument of government censorship. Perhaps something more akin to a restructuring of fandom and modern authorship to end this whole unbalanced set-up of Author vs Fan, to turn this negative feedback loop into a positive one, changing Peer vs. Peer into a cycle of inspiration, and regurgiation into reiteration and refinement. A remarkable evolution of fandom th-- I'm getting ahead of myself, we'll get to that in due time. For now:

Will your kids be able to read Homestuck?

[Bam]: <https://twitter.com/Bamboshu>

[UHSC]: <https://bambosh.github.io/unofficial-homestuck-collection/>

[PK]: <https://www.homestuck.com/story/2792/1>

[Village]: <https://www.homestuck.com/story/3079>

[MGS2]: <https://youtu.be/eKI6WjfDqYA>

[BR]: <https://www.youtube.com/watch?v=NoAzpa1x7jU>

## About

Post-Fandom is a leftist blog by Skyplayer. I wish to unite the masses through the curation of contemporary art: combating against social media and its capitalist push for Peer vs Peer consumption.

Post-Fandom is a mutation of the independent site Homestuck.info, a Homestuck fansite that began in 2018. While Homestuck.info was born as a simple single-page document cataloguing changes to an obscure webcomic, it began to amass, as the kids call it, "clout". It became a collection of archives, a number of art and video projects, and a large twitter account, all with an initial focus on Homestuck but with a widening lens on leftist culture. Gestating in the subculture of the internet, the time eventually came for the era of Post-Fandom to erupt forth.

Post-Fandom's principles are aimed to answer the calls for help that emanate from today's victims of a grotesque system. The current state of art and social media as a whole has become entrapped within a cycle of vicious competition. Artists are pressured not to create but to destroy. Success is advertised as a finite resource. To have the necessities of life as an artist you must aim to overcome your fellow artists. Everything you create must be optimized for personal gain of capital, must appeal to a maximum amount of demographics, must adhere to brands and algorithms and the construct of the upper class: copyright.

This blog exists to help put an end to this cycle. My hope is to be part of uniting artists in standing against this system and in supporting one another in spite of it. I look to share works by unknown artists, to curate collections of inspirational and empowering works of art, to create support networks in our communities, and to inspire this generation's artists into joining the working class in the upcoming revolution.

Perhaps that last part is a bit of a pipe dream, but it can't hurt to try.

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layout: post

title: "Incredibly Amateur Guide to Internet Privacy"

categories: internet

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I won't pretend to be an expert on the intricacies of privacy. In fact, I know pretty much nothing when it comes to the actual tech behind most of this stuff. Maybe that's for the best though, as I can say exactly what you can use if you have my same level of ignorance.

Listing out radical sites would be a very dumb idea. Hi feds! I joke though, everything on this page is just relatively well known apps and websites, they don't and I don't and Post-Fandom as a company doesn't condone doing anything illegal. Just some good ol' secure communication for your own personal use.

## <h2>VPN</h2><br>

Getting the elephant in the room out of the way first. The elephant is pretty much all most people see. It's just this massive fucking elephant standing in the middle of the room and you think hiding in its shadow will keep you totally safe but the elephant itself is like a fucking metal gear transformer and guns pop out its ears and liberals seep from its eye ducts.

Er, what I mean is, they suck. There is no privacy whatsoever, you're just sending your data to a different group of people. The government can still get whatever they need, and the VPN you're already paying can sell your data for even more money. It's capitalist bullshit.

I recommend [Kitboga's Video, VPN Companies Are Lying To You][VPN], he's a cool tech guy that messes with scammers and actually knows what he's talking about.

## <h2>Tor</h2><br>

[Tor][Tor] is a web browser, an alternative to say Chrome or Firefox. It runs by routing signals through a bunch of anonymous servers with tech referred to as "Onion". I guess because it works by layering on protection? It will come up a lot in looking for privacy workarounds and is much, much better than a VPN. And usually free.

Tor just runs as a normal browser, like a super-incognito mode, it uses duckduckgo for all its searching (a search engine that saves no user data), it automatically uses Onion stuff, you're safer than with a VPN and don't have to pay, awesome. Sadly, all the rerouting means its slow as molasses, expect to use this for browsing super simple un-styled sites for radicalism, which I'll have a few recs for at the bottom here.

## <h2>Tribler</h2><br>

[Tribler][Tribler] is another onion-routing app but for torrents. It has its own search engine within it so no need to dig through shady p-- I mean go on archive.org for public domain torrents. Read the information they have on their site, as the ins and outs of exactly what it helps protect against is very specific and technical.

## <h2>Tails</h2><br>

[Tails][Tails] is when you want to take the onion-routing stuff to an all-encompassing level. It's an entire linux-based operating system that routes literally everything it does through privacy, and comes with stuff like Tor already in it. It's meant to be used on a usb, which overrides your computers booting, but you can also use it in a virtual machine. I use [Oracle VM][Oracle] to run it within my regular computer. It's also incredibly slow, but useful for simple things that don't otherwise have an easy solution, such as RSS and IRC chat apps. Yes, those are both things well and alive in the world of activism.

## <h2>Gemini</h2><br>

A lo-fi alternative internet to the World Wide Web, which is a thing that can exist. It's like 90s webrings but in its own pocket of existence. I'm sure a use for this tech exists, and that there's more like it out there, but I'm not well versed in any of it except that its fun to search through.

## <h2>Resources</h2><br>

There's something of a rite of passage in finding your own niche, joining a brand as a clown or a bird or whatever kids these days have its getting weirder by the second out there, love to see it. But here's a few common sites:

<br>> [Archive.Org][Archive]

<br>> [The Anarchist Library][Anarch]

<br>> [Marxists.org][Marx1]

## <h2>My Own Bullshit</h2><br>

I recommend another article here on social media, [Decentralization: The New Era of Social Media][Me]. It's a topic that warrants its own massive field of research.

[VPN]: <https://www.youtube.com/watch?v=CNRdHqJ9AMk>

[Tor]: <https://www.torproject.org/>

[Tribler]: <https://www.tribler.org/>

[Tails]: <https://tails.boum.org/>

[Oracle]: <https://www.virtualbox.org/>

[Archive]: <https://archive.org/>

[Anarch]: <https://theanarchistlibrary.org>

[Marx1]: <https://www.marxists.org/>

[Me]: [https://postfandom.com/social\\_media/2021/01/21/decentralization.html](https://postfandom.com/social_media/2021/01/21/decentralization.html)

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layout: post

title: "Recommended Reading: Virtual Revolutions, Socialist Touchstones, and Post-Modern Stories"

date: 2021-01-22 20:00:00 -0800

categories: skills

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Here's a list of things that are truthfully not entirely interwoven into any kind of specific view or reoccurring theme or even type of experience. This is a more natural list, an organic flowchart that mirrors my own radicalization. Everything here is of my own personal taste and in no specific order. Its like a list of skills.

This is likely to be a living document I'll keep updated over time, in which case it will move from being an article to a dedicated page. But I'd like to perhaps make a nicer custom page for that when the time comes. This could easily be filled with hundreds of small fan-projects, so I'll be looking into setting up a more dynamic page where perhaps people can submit external links of their own. [HSfanprojects][HSFP] has been doing a wonderful job to this end already, so go give them a follow.

## <h2>Colestia</h2><br>

[Colestia][Colestia] is an indie game developer of numerous wonderful leftist games. I can personally recommend [A Bewitching Revolution][Bewitching1] ([Steam][Bewitching2]), a short first-person game showing the lead-up to a socialist revolution in a small cyberpunk city, and [They Came From a Communist Planet][Planet1]([Steam][Planet2]), a riot-simulator that will have you smashing car and store windows and fighting back against riot police in tear-gas filled streets, lead by an alien race that has awoken the citizens to the truth of their slavery. He has plenty of other games on his [Itch][Colestia2] which are surely wonderful but I have yet to dive into, perhaps on a future stream? Colestia's games were one of my first romps with radicalism. Bewitching has an amazing amount of communist ideals boiled down to simple explanations and one-liners, acting as, I believe, a much better introduction to the overall politics than something as overwhelming as the classical texts.

## <h2>State And Revolution, Lenin</h2><br>

While most would assume "The Communist Manifesto" to be well, the manifesto for this movement, I would recommend State and Revolution as the more scholarly starting point. I listened to the [audio book version][staterev1], soaking up theory while playing Monster Hunter, but the text version is [also available for free][staterev2]. I recommend more modern media to acquaint yourself with the ideals, but this is a must for those looking to engage in the deeper discussions. It's not entirely drab either, I find Lenin surprisingly down to earth and very funny.

## <h2>Hey Riddle Riddle</h2><br>

[Hey Riddle Riddle][Riddy] is a podcast about solving riddles, except that its a podcast about improv roleplaying, except that its a podcast about leftism. It's like the communist version of MBMBAM.

## <h2>Worm</h2><br>

Perhaps I set the precedent that this is a list \*entirely\* for leftism, but there's some things that just have to be on the list regardless of direct relevancy. [Worm][Worm] is a web serial about a girl with the superpower to control bugs finding her place in a world of superheroes. There's themes of moral ambiguity, the commodification and heroization of the police, and the corruption of the youth being schooled to kill. Wow, maybe it is kinda relevant? Imagine if Mindfang/Aranea was a bratty teenager who could snap her fingers and kill everyone instantly while still remaining the most heroic one in the story. Not for those squicked by gore or bugs.

## <h2>Modern Cannibals</h2><br>

Let's get the other Borrowed Shill out of the way. [Modern Cannibals][MC] is a fever dream of a story about a young girl named Z who sets out to find Andrew Hussie and destroy Homestuck to snap her brother out of his weird fixation on it. Themes of fandom, creator vs consumer relationships, and especially of mistranslated intents of authors. I'd be very surprised if this is not required reading for Psycholonials. Big ol warnings here for sexual content, stay away if you don't want to read about the harsh reality of what teenagers are pressured into at anime conventions.

## <h2>Tonight We Riot</h2><br>

A retro beat-em up where you take down cops and rich assholes. There's a socialist mascot dog what more do I need to say. On [PC][Riot1] and even the [Nintendo Switch][Riot2]. I don't think you'll find any other communist propaganda as blatant as this sitting on the digital shelf next to Super Mario, I hope there's lots of kids out there wanting a beat-em for their Switch finding this.

## <h2>Rimworld / Dwarf Fortress</h2><br>

The closest we have to deep commune simulators. Sadly have some ancap features for the sake of gameplay, perhaps mods exist to wipe them out. [Dwarf Fortress][DF] is immensely deep and totally free, but pretty damn complicated. [Rimworld][RW] is expensive and certainly not DF in depth, but very intuitive and beginner friendly. Bear witness to the working cogs of a close-knit community, where everyone thrives on grown food and hand-built shelter in a world of interconnected communes. Sigh...the dream...

## <h2>Honorable Mentions</h2><br>

Here's a few things to check out that I absolutely love but aren't as relevant or are popular enough not to warrant a big paragraph of explanation.

<br>> Metal Gear Solid (MGS2 for Internet/Fandom Politics, MGS3 for Pro-Communist Cold War Era)

<br>> Alan Wake (Creator vs Work. I love the original game. The sequel is bad. Control is bad. Sorry.)

<br>> Knives Out (along with [Sarah Zedig's video essay on it][knives])  
<br>> [Theatre of Coolty][Coolty]  
<br>> [Funk Mclovin's Vriska Documentary][Vriska]  
<br>> Outside (go out and lay your head in the grass and bathe in the sunlight right now its good for you also stay hydrated and maybe try like I dunno skateboarding or something)

## <h2>My Own Bullshit</h2><br>

You can read [my fanventure][FAQ] that links to [this other fanventure][hs2] and these [fanfics][ao3], even this [orphaned one][ao3-2], and this [live/animated hybrid stream][sahcon], and [this other youtube channel][rips] and [this twitter][prospit] with a website I need to rehost and and and actually fuck this

[Colestia]: <https://twitter.com/colestia3>  
[Bewitching1]: <https://colestia.itch.io/a-bewitching-revolution>  
[Bewitching2]: [https://store.steampowered.com/app/968500/A\\_Bewitching\\_Revolution/](https://store.steampowered.com/app/968500/A_Bewitching_Revolution/)  
[Planet1]: <https://colestia.itch.io/they-came-from-a-communist-planet>  
[Planet2]: [https://store.steampowered.com/app/1176460/They\\_Came\\_From\\_a\\_Communist\\_Planet](https://store.steampowered.com/app/1176460/They_Came_From_a_Communist_Planet)  
[Colestia2]: <https://colestia.itch.io/>  
[staterev1]: <https://www.marxists.org/audiobooks/archive/lenin/1917/staterev/index.htm>  
[staterev2]: <https://www.marxists.org/archive/lenin/works/1917/staterev/>  
[Riddy]: <https://art19.com/shows/hey-riddle-riddle>  
[Worm]: <https://parahumans.wordpress.com/>  
[MC]: <https://archiveofourown.org/works/10619448/chapters/23486718>  
[Riot1]: [https://store.steampowered.com/app/290690/Tonight\\_We\\_Riot/](https://store.steampowered.com/app/290690/Tonight_We_Riot/)  
[Riot2]: <https://www.nintendo.com/games/detail/tonight-we-riot-switch/>  
[knives]: [https://www.youtube.com/watch?v=i\\_2kzuC3GM0](https://www.youtube.com/watch?v=i_2kzuC3GM0)  
[Coolty]: <https://www.youtube.com/watch?v=alavjRkRKT0>  
[Vriska]: <https://www.youtube.com/watch?v=CI8VCo7GqMs>  
[DF]: <http://www.bay12games.com/dwarves/>  
[RW]: <https://store.steampowered.com/app/294100/RimWorld/>  
[FAQ]: <https://mspfa.com/?s=2793&p=1>  
[hs2]: <https://homestucktwo.com/>  
[ao3]: <https://archiveofourown.org/users/Skyplayer/works>  
[ao3-2]: <https://archiveofourown.org/works/18727747>  
[sahcon]: <https://www.youtube.com/watch?v=mT4kexxVSII>  
[rips]: <https://www.youtube.com/channel/UCC-5bNZgYWouqhPzct6kIGg>  
[prospit]: [https://twitter.com/Homestuck\\_info](https://twitter.com/Homestuck_info)  
[HSFP]: <https://twitter.com/HSfanprojects>

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layout: post

title: "Decentralization: The New Era of Social Media"

date: 2021-01-21 21:54:24 -0800

categories: social\_media

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Author's Note: I originally wrote this as a sample essay to use on my resume for writing applications. It's a bit stiffy and school-essay-ish but hopefully it still serves as a good primer on decentralized social media along with Mastodon and other such platforms.

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Since the start of the century the world has found more ways than ever to communicate long distances, in ways that bring us closer together than a phone call or a letter ever could. On social media, such as Facebook or Twitter, we have taken steps to create centralized platforms of communication: open spaces of discussion where messages, photos, and other content can be presented to the masses. Have we however, become too used to this open forum style of communication? Some believe so, and are seeking ways to carve out their own spaces, pockets of the internet where they can communicate privately without cutting themselves off from the masses completely. If this seems complicated or inconsistent, let's take a dive into one such "decentralized platform" and explain how this new movement is taking the internet by storm.

Mastodon is one of the most common platforms in the new age of decentralization. Although it's not really a "platform", it's more of an open source framework. The spaces users carve out for themselves on Mastodon are called Instances. Instances are hosted on linux servers. Usually virtual ones from popular server providers, but people also run their own from home with Raspberry Pis. Users can create logins, just like the more standard platforms. These logins however, are unique to that Instance. You can join multiple Instances, but you'll need to make a new account for each one. That might sound like just a series of small message boards, not unlike the BBS systems of yester-year, but here's the catch: Instances can also communicate with each other. This is done through a system called the Federated Network. This network connects Instances, like a spider-web of connections, allowing users to communicate with any Instance that their own Instance has come in contact with.

It's like the best of both worlds: the privacy of a self-hosted chat room with the socialization and communication that comes with being connected to the outside world. Unlike Twitter or Facebook, there is no larger corporation in control of users. Owners of the Instances are given full ability to moderate their own community, and to sever the connection to any other Instance they no longer wish to interact with. When it comes to user privacy there's also no better alternative: all user data for an Instance is saved directly onto that Instance's hardware. This may make for some need for storage upgrades on those Raspberry Pis, but it means every piece of content, all the messages and photos and videos, are all in the hands of the owner, with no central server hoarding all your information.

Also, Mastodon isn't the only platform that can operate on the Federated Network! There's a whole world of frameworks out there, many of which are open source community collaborations, for a variety of purposes. For example, there's Peertube, a Federated version of Youtube where every user can host the videos on their own machines, putting the full responsibility of copyright and content at their own discretion instead of relying on the larger platform's automated moderation.

Now that we know how the decentralized platforms work, we can discuss a bit about why they've become so popular as of late. Over the past couple decades social media has become an increasingly important part of our daily lives. We log in every day to get our news, check in with our friends, and put our opinion out into the world. The companies behind them however, have not been standing as strongly as they once did. From data breaches to cyber attacks to allegations of unethical data collection, some feel that using these platforms has become somewhat dangerous. Decentralized platforms give people a place of shelter, where they're of sound mind that their information is safe, while still in communication with the larger crowds all across the world.

Is this new form of community and communication right for you? You may be thinking that you've settled too much into your platform of choice. You've already made thousands of posts and connected with every friend you have. Why start fresh and have to build that back up again? To some of the older crowd, it may just not be worth the effort to give up the platforms you've become acquainted with.

However, it should be clear that the security improvements and privateness of the new platforms should make them worth your consideration, whether you're migrating from the wavering larger platforms or just starting to settle into the online world. Look into Mastodon or similar platforms and see if it's a right fit for you!

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layout: post

title: "Fandom: History, Corruption, Death."

date: 2021-01-21 21:54:24 -0800

categories: fandom

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Author's Note: This was originally written on May 10th, 2020 and published on [AO3][A03].

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Fandom is dead.

To those reading this in the future, the very near future, or even the present it would seem, the idea of a Fandom may be hard to explain. The word is surely still in use, warped by corporations to act as a synonym for their consumers, but the original concept was to describe an autonomous process: a natural gathering of individuals sharing a passion, brought together by convenience and happenstance. A leaderless and formless set of humans.

While many reading this would associate fandom with the now widespread battle for Clout and Brands, it existed long before the internet gave such things value. Groups in the 19th century gathered to discuss Sherlock Holmes, with fanfiction in the early 20th century already taking form recognizable by modern standards. So what is the definitive purpose and form of Fandom? Or at least the point where it was the most beneficial to the forms of art that it focuses on?

If such a point ever actually happened, it was the early days of the internet, when web-rings and IRC chats were the main methods of communication and Crazy Frog still played on the radio (although he is irrelevant, I'd hope). It was this point that allowed for the greatest spread of Fandom's most positive influence: the ability to bring groups of people together in common interest, without a higher power of governing. Private chats and circles of friends that self-moderated, with no interaction or oppression from the corporations that owned the discussion, where people took control of the properties for themselves. Art and fanfic were spread peer-to-peer, purely for the enjoyment and shared love for the content.

And then the corporations ruined it.

Once the big platforms established, this era of community-driven fandom was dead. While some would argue that they lived in the height of Fandom, perhaps from 2009-2013 or so, by even then it was nothing but a corpse being puppeteered by the corporations. Private circles were replaced with public crowds: sites like Tumblr and Twitter where user-content was slapped with tags, every one of them given a place in the spotlight. With the evolving nature of The Algorithms, this lead to the horrific arrangement of Peer vs. Peer: artists were now competing for attention, waging war for the sake of Clout. The corporations that owned the properties saw this as the ultimate opportunity to capitalize on.

Thus began the worst period for Fandom. The entire industry of entertainment became a game of Brand: regurgitated properties and characters. Corporations profiting off the artists through programs that made the artists feel important to the Brand, fueling the Peer vs Peer mentality. You didn't just enjoy anything anymore, you needed to live it and you needed to rely on it for your existence.

Nothing you created was for the sake of creation or enjoyment. You needed to sell, you needed to profit, you needed to fight against anyone who shared your passion as they were threats that blocked you from your livelihood. Everyone assumed everything you made was for the sake of directly making money or of being hired by the corporations. Arbitrary statistics dominated over authorial intent or purpose: more followers, more shares, more likes, more money, more more more. An endless cycle of the corporations cheering on the crowd of the proletariat trampling each other for a meager amount of the rations.

Is this cycle upheld by anything other than emotional manipulation? The means of production for art are already in the control of the proletariat, there is almost no limit to what you can create. The only control corporations have over fanworks are manipulative agendas to make the masses believe that the corporations have all the power. Incorporeal ideas of copyright and canon, that they somehow "control" the formless ideas we can create, and that any further ideas need be hoarded and kept under lock and key: that your ideas exist to feed you. Write a book, but sell the book, profit off the book, let the corporations own the rights to your book. Let the book gestate a new generation for the corporations to own and start the cycle anew.

How can we break the cycle? Again I look to the reader of this, in hopes they live in a future where this is nothing but a historical documentation on our culture. However, you're most likely still reading this as another trapped in the cycle, perhaps thinking of this essay as a rant or a call to arms. You wouldn't be wrong, I'd just be upset that such is still the case.

For now, in the frozen moment of history that I type this in, this is indeed a call to arms. Go write for the sake of writing. Create for the sake of creating. Paint a picture, code a game, write with pen and paper or alter the fabric history and call the act of change itself art. Skill and talent are arbitrary measurements of the profitability of your work, you can create with as much purpose and intent as any other artist, and any art you create with the intent of refusal to the corporation's cycle is an act of socialism.

The modern idea of Fandom exists only as a decaying corpse manipulated post-humorously by capitalism.

Find your own "Fandom", as it once was at its peak: a solidarity of thinkers and workers that dare to be independent.

