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Hackers Of Resistance**Click here to view**

(<https://adanewmedia.org/issue13/hors/index.html>)

Hackers of Resistance (HORs) is a hyperreal-multimedia-installation-performance-video-game reimagining feminist activism. It's immersive theater, video installation, and game design—but mostly, it's a universe. A power fantasy of the oppressed, we subvert traditionally-white-American-centered dystopian narratives by placing WoC hackers as superheroes willing to risk it all for solidarity (our vision of utopia). Our stylized hyperreality uses shimmery-neon aesthetics, socially-aware comedy, and DIY charm to address serious concerns like the fate of minorities in the hands of the current administration. Some of the projects the HORs are developing and tinkering with are cybersecurity labs, anti-facial recognition, counter-surveillance, social engineering, bio-hacking, dildo-hacking, and DIWO 3D printable abortion kits in collaboration with our incarcerated sister organization Marias Clandestinas. We are interested in presenting slices of the HORs **manifesto video** (<https://vimeo.com/216414714>) as well as a message from each of the three HOR's about their current experiments (with photos).

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◀ ALTERNATE REALITY GAME ◀ IMMERSIVE THEATER ◀ PEER REVIEWED ◀ SOCIAL JUSTICE
◀ SPECULATIVE FICTION ◀ THIRD WORLD CYBERFEMINIST HACKTIVISM

Hackers Of Resistance (<https://adanewmedia.org/author/HORs>)

The Hackers of Resistance (HORs) are three women of color who work in the intersection of art, interactivity, and activism, creating playful media that tackles hegemony and builds community. Constantly treading water in the male-dominated fields of digital media, film, and game design, we have directly experienced the misogyny built into the framework of our industries. In response, our practice works to inject intersectional perspectives by creating and curating post-colonial, non-western, queer, and feminist speculative pieces.



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