Moddr_ has conjured up a machine that lets you delete all your energy sucking social-networking profiles, kill your fake virtual friends, and completely do away with your Web2.0 alterego. Users can enter their login information for several social network services offered through our website. The web 2.0 suicideserver then takes over and automatically logs into the user account, changing password and profile picture and eventually deletes each of your friend connections step-by-step. One really nice feature of the web 2.0 suicide machine is that slowly you see your on line life passing by, like a road movie. It's exactly like the last seconds of your real life, but then slow and fun.

Web2.0 suicidemachine Website, Screenshot February 2010

The machine consists of a tweaked Linux server running apache2 with python modules installed. Selenium RC Control is used to automatically launch and kill browser sessions. Each user can watch her suicide action in real-time via a VNC remote desktop session, displayed on our website via an flash applet rendered live into the client's webbrowser. Web2.0 Suicide Machine consists of roughly 2500 lines of self-written code.

Everyone should have the right to disconnect. Seamless connectivity and rich social experience offered by web2.0 companies are the very antithesis of human freedom. Users are entraped in a high resolution panoptic prison without walls, accessible from anywhere in the world. We do have an healthy amount of paranoia to think that everyone should have the right to quit her 2.0-ified life by the help of automatized machines. Facebook and Co. are going to hold all your informations and pictures on their servers forever! We still hope that by removing your contact details and friend connections one-by-one, your data is being cached out from their backup servers. This can happen after days, weeks, months or even years. So merely deactivating the account is just not enough!

Web2.0 suicidemachine Team, Walter Langelaar (NL), Danja Vasiliev (RU), Gordan Savicic (AT) (from left to right).
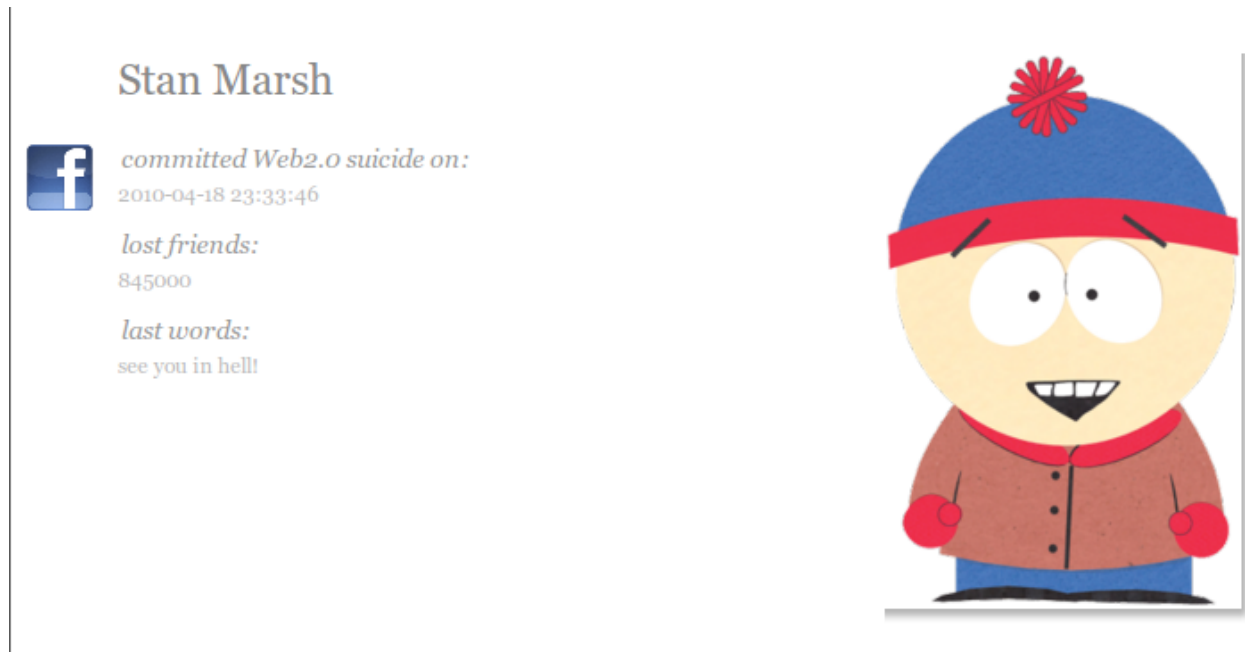
Photo by Alex Davies (AU) 2010

We organized a Web 2.0 Suicide Night in Worm (a club venue in Rotterdam) where the idea was to collectively delete your social network profiles in January 2009. Just grab a drink, fill out some forms and do away with your web2.0 alterego. Later, I (Gordan Savicic) started scripting some python scripts and automatized the whole process. We, moddr, are experimentalists of everyday technology and critical media thinkers with an artistic practice. Basically, our lab consists of some very geeky fine-artists. The suicide machine is, of course, a radical solution for the by now popular term "unfriending," which became Oxford word of the year 2009.

Web2.0 suicidemachine Logo (2009)

There should be always space enough for technological alternatives. Nowadays, one might say that you seem suspicious without even having a Facebook account. If the "medium is the message", then we should be more aware of the implications of centralized systems where social connectivity became a medium on its own. We advocate connectivity among people, but are more fascinated by protocols and topologies offered by peer-to-peer solutions. We aren't conservative either but there is a common theme inside of those platforms which we wanted to address with the web2.0 suicidemachine. Namely that users are voluntarily contributing to those networks with their own

personal information which is stored on external servers; In other words, the software and subjective code (the production of subjectivity) are no longer stored on the user's harddisk. The antipode to centralized web services is nothing new, per se. Each node is a node is your node. Usenet existed long before (1979) which offered almost all services which are now available from commercialized services. It is a distributed system not owned or controlled by anyone.

Stan Marsh

f

committed Web2.0 suicide on:
2010-04-18 23:33:46

lost friends:
845000

last words:
see you in hell!

Screenshot of Stan Marsh's 2.0 suicide (May 2010)

From January 2010 till April 2010 we had around 4300 2.0 suiciders, which doesn't probably doesn't sound much, but this is mostly due to the fact that our server can take only one session/platform at the moment. So, basically there were around 60.300 requests, but only 4300 were lucky in getting a free slot. About 340.000 friends have been unfriended and more than 500,000 tweets have been removed since launching.