

# MEDIATION SHEET: DERB.EXE

DERB.EXE / ATLAS BERBER DEFENDER — Kamel Ghabte (2026)

**CONCEPT:** An immersion into Moroccan intangible heritage through the lens of Creative Coding. The work utilizes generative systems to transform Zellige patterns and the Tifinagh alphabet into a playful defensive architecture.

## TECHNICAL & ARTISTIC SPECS

Artist	Kamel Ghabte (Innovation Expert & Digital Artist)
Interaction	2-Player Asymmetric Cooperation (Joysticks/Buttons)
Languages	Tifinagh, Darija (Latin script), Technical English
Philosophy	Algorithmic Geometry & Cultural Archeology

## MEDIATOR'S PLAYBOOK

- The Hook:** Frame the cabinet as a "Digital Safe" for heritage. You are not just playing; you are protecting a visual culture from deletion.
- Engagement:** Encourage teamwork. The game is designed to be difficult alone, emphasizing the North African value of community effort.
- Visual Interpretation:** Note the Risograph-style aesthetics—a blend of 90s arcade vibes and traditional textile printing.
- Role:** Act as a bridge. Explain that the Tifinagh characters are part of an ancient script still alive in Morocco today.

## ARTIST BACKGROUND

Kamel Ghabte's work sits at the intersection of engineering and contemporary art, focusing on how emerging tech can preserve and revitalize regional identities in a globalized digital landscape.



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