

# Farfama Hargaaya

Experimental Game Creator / Media Artist

[mmm.page/farfama](http://mmm.page/farfama) • [farfama.itch.io](https://farfama.itch.io) • [instagram.com/farfama.har](https://instagram.com/farfama.har) • [github.com/fama-623](https://github.com/fama-623)

Farfama is a media artist currently based in Tokyo, specializing in experimental digital games and web applications. His work explores themes of awe, wonder, and playful joy, drawing inspiration from nature, ritual, and everyday observation.

Farfamaは東京を拠点に活動するメディアアーティストで、実験的なデジタルゲームやウェブアプリを専門としている。彼らの作品は、自然、儀式、日常的な観察からインスピレーションを得て、畏怖、驚き、遊び心のある喜びというテーマを探求している。

## Games

- Celestial Ascension (June 2024)
- i promise (May 2023)
- First Person Anomaly (Jan 2023)
- city::ephemera (Sep 2022)
- Solastalgia (Feb 2022)
- The Golden Tower (Dec 2021)

## Web Applications

- Urban Lens (March 2024)
- Geotune (May 2023)
- Kana Cards (Sep 2022)

## Exhibitions / Performances

- BLON Animation and Games Festival (Lithuania, Klaipėda 2024 - Solastalgia)
- Tokyo Indies Shmup Exhibition (Tokyo, Japan 2024 - First Person Anomaly)
- Playtest Kyoto (Kyoto, Japan 2024 - Urban Lens)
- Games Y'all (Austin, Texas 2023 - Solastalgia)
- Dizzy Spell "Short and Sweet" Game Exhibition (Denver, Colorado 2023 - Solastalgia)
- Space Orbit Art Gallery Live Performance (Tokyo, Japan 2024 - Celestial Ascension)
- Experimental 'Gaemz' Tokyo (Tokyo, Japan 2024 - Celestial Ascension)
- VOIDSPACE 5 Interactive Zine (2022, Solastalgia)
- Indiepocalypse #24 (2021, The Golden Tower)

## Publications

- Preserve the hazy::temporality of city::ephemera, Conservation of Digital Art ( In progress - Complutense University of Madrid)

## Education

- University of Manitoba BSc Computer Science - 2020