

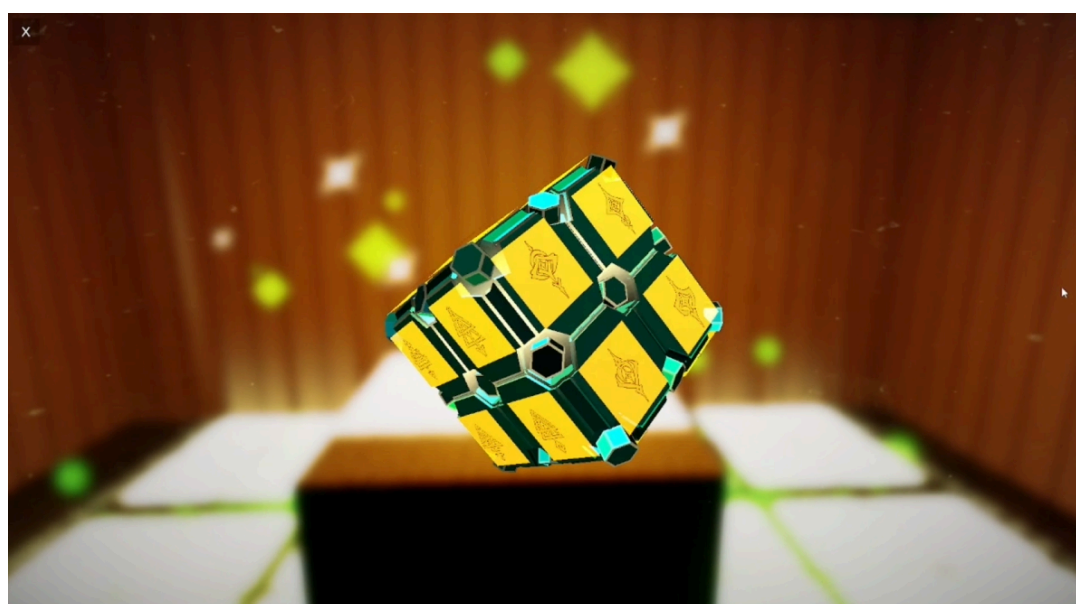
Digital 2026 : Computala

LCB Depot's exhibition & events programme highlights work from different creative practices every month.

In January 2026, in partnership with New Media Art Club, we present COMPUTALA Digital Arts Festival. This year's theme is "AI" – a hot topic right now. COMPUTALA is interested in critical discourse around using it in creative practice.

Exhibitions and events run from **12th – 30th January 2026**

Find out more [@lcbdepot](https://twitter.com/lcbdepot) or at lcbdepot.co.uk/event/computala2026



Infinity Box

Timothi Ellim (Timothi Lim)

Infinity Box is a looping puzzle game that gives controls of the rules of the puzzle to robots (represented by GenAI agents).

On screen, visitors encounter a simple tiled box. The world restarts every sixty seconds. Within that short span they can rotate, press and manipulate the surfaces of the box, trying to discover the hidden combination that will open it before time runs out. There are no written instructions. The work relies on curiosity, failure and pattern spotting, in the spirit of Mary Flanagan's "critical play," where games become tools for conceptual thinking and social critique rather than only entertainment.

Under the hood, the piece is co-authored with Generative AI. Large language models were used during development to propose and refine possible rules for the box to better fit their agentic structure, and those same generative

agents continue to modify the rules at runtime. After each reset the system can subtly change what counts as a correct sequence or how different panels interact. Players are not only solving a puzzle. They are negotiating with a non-deterministic rule engine that watches how they play and quietly moves the goalposts.

This is where the work connects to the theme Robots for a Safer World. The original UKRI challenge invested in robots and AI systems that could be deployed in extreme environments, transferring the burden of physical risk from human workers to machines. Infinity Box asks what happens when the “robot” is not a mechanical arm on an oil rig, but a set of invisible rules in a cultural space mediated further by a system of AI agents. When AI systems claim to make our experiences safer or smoother, what kinds of risks do they remove, and what new forms of control or exclusion do they introduce?

The game works through what Ian Bogost calls procedural rhetoric, using rules and processes to make an argument about how the world might work. In this case the argument is that safety can be framed as the management of behaviour inside algorithmic systems. The puzzle removes the possibility of catastrophic failure (in the case of video games - the game over). Nothing gives you a game over. The world simply resets. Yet in doing so it places players inside a loop where their strategies are constantly observed, classified and ultimately normalised.

Infinity Box comes out of my practice based PhD on Social XR and Generative AI at De Montfort University. In my research I treat mixed reality attractions and room scale media as laboratories for social cooperation, where groups and genAI agents co-construct an experience in real time. This piece distils that interest into a compact, single user experiment: a “miniature attraction” that lets visitors feel what it is like when an AI co author not only produces content, but quietly decides what counts as legitimate action.

By presenting a modest, almost casual browser game as a site of negotiation between human intention and machine judgement, Infinity Box invites audiences to think about their everyday encounters with GenAI.

Recommendation systems, content filters and automated safety tools all claim to protect us. The work then asks a simple, uncomfortable question: "safer for whom, and according to whose rules?"

Artist Bio

Timothi Lim is a game developer and a practice-based PhD researcher at De Montfort University in partnership with HoloVis. His research focuses on Social XR and Generative AI, designing experiences where groups co-create meaning with responsive systems. His commercial and independent game projects have been shown at festivals and industry events, and his current doctoral work treats themed attractions and mixed reality installations as spaces for social cooperation. Infinity Box continues this practice by using a puzzle game to explore how AI “safety robots” might quietly rewrite the rules we live and play by.

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