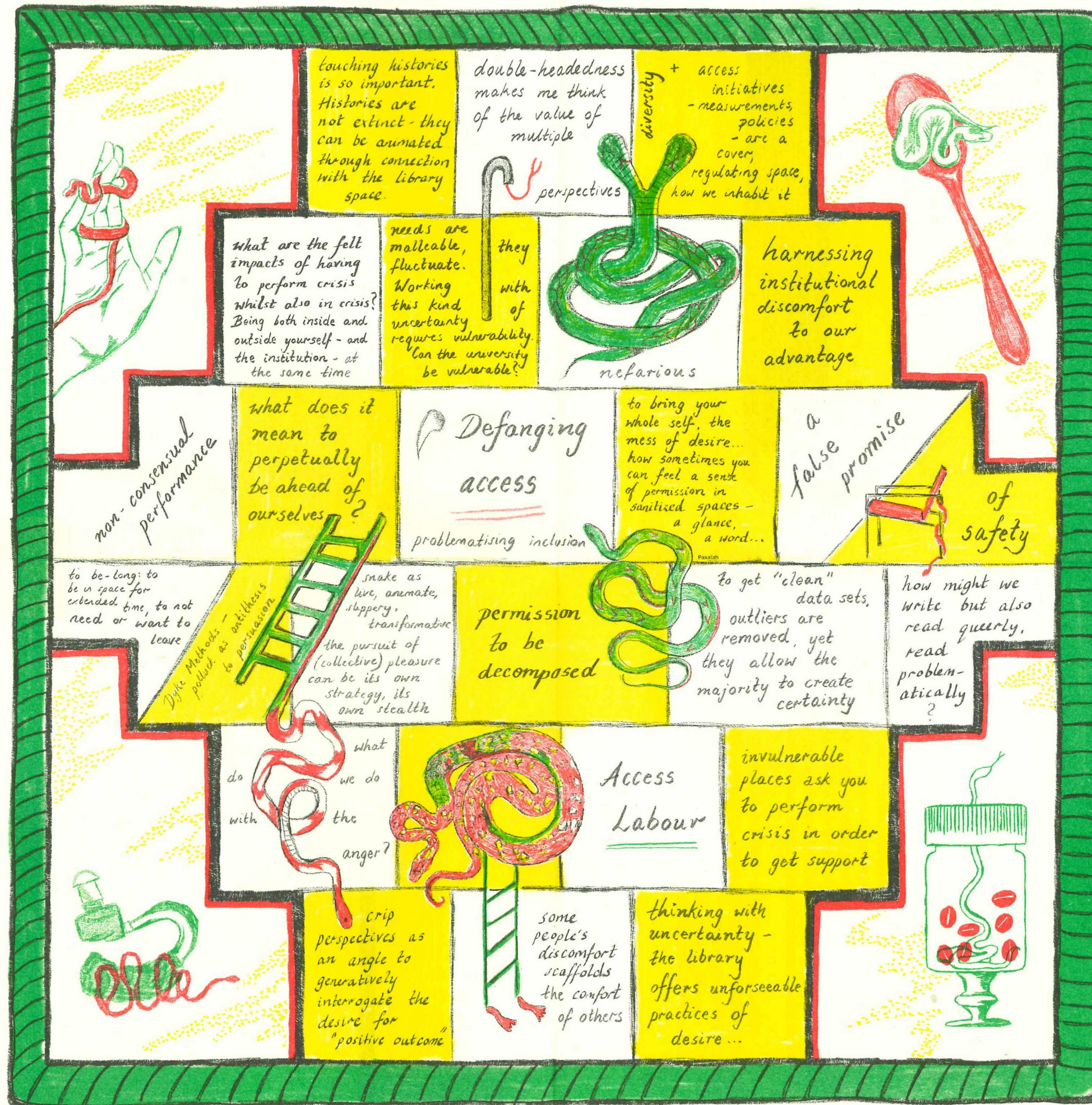


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In January 2026, London-based writer and researcher D Mortimer facilitated a workshop-seminar around questions of disability, access and the university at ETHOS Lab (IT University of Copenhagen).

During the workshop, participants read aloud together, shared in discussion and gathered reflections and resources on navigating the institution from the position of a "problem body".

The workshop asked in what ways collective, embodied, disabled, dyke, queer and transsexual knowledges can/do infiltrate and disrupt the hegemonic structure of the university. It asked how our collective 'hunches and gut feelings might be their own material resources. How thinking with maladjustment, frailty and dis/order might prove edifying in a time of neo-liberal pedagogical invulnerability, rising populism, climate catastrophe and AI.

Working through the metaphor of snakes and ladders, and as an attempt to subvert the epistemic violence embedded in the game's history, we visualised elements of our discussions in the form of a reimagined snakes and ladders board. Form as a way to creatively explore the notion of (in)access within the university.

Each square contains an element of our conversation: an image, concept, or fragment of thought. In this version of the game, the symbols glitch, following a more associative and queer logic: snakes can be ladders, ladders become snakes, lines slither, blur and leak into one another, mirroring the various analogies and shapes that emerged during the workshop.

Heartfelt thanks to D Mortimer for sharing so generously, to all the participants for your presence and thoughtful contributions.

Special thanks to junior researchers Sabine, gin, and Harriet for inspiring the seeds of this project, and to Réka Sára Mezei for all the support in bringing it to life.

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