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Standard Edition

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# The World Wide Web

Ever since we acquired the ability to easily and instantly share our lives with others over the Internet, there have been stories of inappropriate and mistaken sharing. From harmless cases like [that of Randi Zuckerberg](#), to those with grievous consequences like [that of Denise Helms](#), the tales abound.

There are even shamefully illicit stories, as in the cases of [Slooshi](#) and [Murderalph](#) who mistakenly shared live video feeds of... well, stuff that should be kept private to say the least.

So as we begin 2013, I do believe everyone needs a little reminder to keep us from making such mistakes.

# The World Wide Web

Those three w's that begin every URL, stand for something very important: *World Wide Web*... and every time you see a URL, you should be reminded of just that. You should be reminded that everything at this web address is now available **world-wide**.

Forget about your Facebook privacy settings, and that convoluted password to your personal blog. Forget about your locked tweets, and your private eHarmony profile. These things while helpful, cannot keep your information completely private. Better stated: it is in your best interest to assume they do not.

We are now in the information age, where a person's data is a valuable commodity. Retailers want to know what you buy, where you buy, and how you buy, so that they can get you to buy more; Travel agencies want to know where you go, how you go, and how often you go, so that they can get you to fly more; and employers want to know what you've done, what you now do, and how well you do it, so that they can pay you ~~more~~ less.

Thus, just about everyone wants your information! and whether you like it or not, you're putting some of it out there every time you do anything online.

# The World Wide Web

**B**ut that doesn't stop you, does it? And in fact, it shouldn't stop you. What's the big deal if your travel agent knows you go back to your country every so often, or your local grocery store knows you only shop there on weekends. It's probably better for both of you to know these things. The problem only comes when you put out information, and expect privacy/anonymity.

Take a look at [this gawker article](#) about what you may need to stay truly anonymous when leaking information to them. It's slightly technical, but the bottom line is this: once information is transferred over the net, there are many ways to trace its source... and I'm sure you're all familiar with Google and how if you're willing to look long enough, you can find out anything you want.

Now, this causes a few people to go 180° and take every precaution possible to keep all their information private, but this in my opinion is unnecessary. The Internet is your friend. The mistake, is thinking that it's your confidant.

# The World Wide Web

See, all of us have categories of friends. Even categories of **best** friends. We know those we confide in, and we know those in whom we don't. We have friends who we are completely ourselves with, and we have friends with whom we're not.

It may be because you hang out with the Internet all the time, that you sometimes forget what kind of friend you're with. Because it's in your home, on your phone, and at your job, you may forget that it is a loud mouth. That it exists to tell everyone, everything, it sees and hears.

But as long as you remember that it is a loudmouth, there is nothing to fear. So whether you are like me, and decide to treat the net like a best friend, or whether you feel it's your enemy, always assume that whatever you show or tell the Internet, will be shown and told to the whole world. Because it is, after all, the **world wide web**.

# Deviant Explorations

Last month, I introduced you all to **DeviantArt**, and I briefly talked about how much I like it, and how addicted I have become to it. I mentioned how beneficial I feel it is to me as a writer, and how much my writing has increased due to the feedback I've been getting. But dA is not just for artists, it's also for art enthusiasts. So now I'm going to talk a little bit about what I've discovered as an art enthusiast, and going forward I may be introducing you to the work of other artists I discover as I continue to explore.

Now as a Nigerian artist and art enthusiast, one of the first things I looked for on dA was Nigerian groups; of which sadly, there were only two. But in those two I found artists that deviated (excuse the pun) from what I would call traditional Nigerian art. These artists weren't sculptors of wood, or workers of iron. They were not traditional painters, or crafters, or jewellery-makers... No! These were digital artists.

Among them were amazing cartoonists, drawing in manga-style. Some of them depicting characters from video-games and anime. Others doing more traditional rustic scenes. There were those who were still students, and others who practiced their art professionally... and a few of this number were involved in projects beyond dA that I think you will all find interesting.

# Kuluya.com

Kuluya.com is a website that seems to be a Nigerian spin on [Newgrounds.com](#). It's fairly new, but already provides a home to several original flash-based Nigerian games. From games like “[Okada](#)” where you drive a motorcycle taxi, to others like “[Ten-Ten](#)” where you must choose a winning stance in the well known children's outdoor game, these games are sure to entertain you.

All of them also seem to feature original art for the characters and backgrounds, as well as Nigerian/African sound effects and soundtracks for everything that happens in the game! Personally, it is these familiar sounds that I find most entertaining. There's nothing quite like playing [Mama Put](#) (a Fruit Ninja clone) to the background music of [Iya Basira](#) by **Styl Plus**.

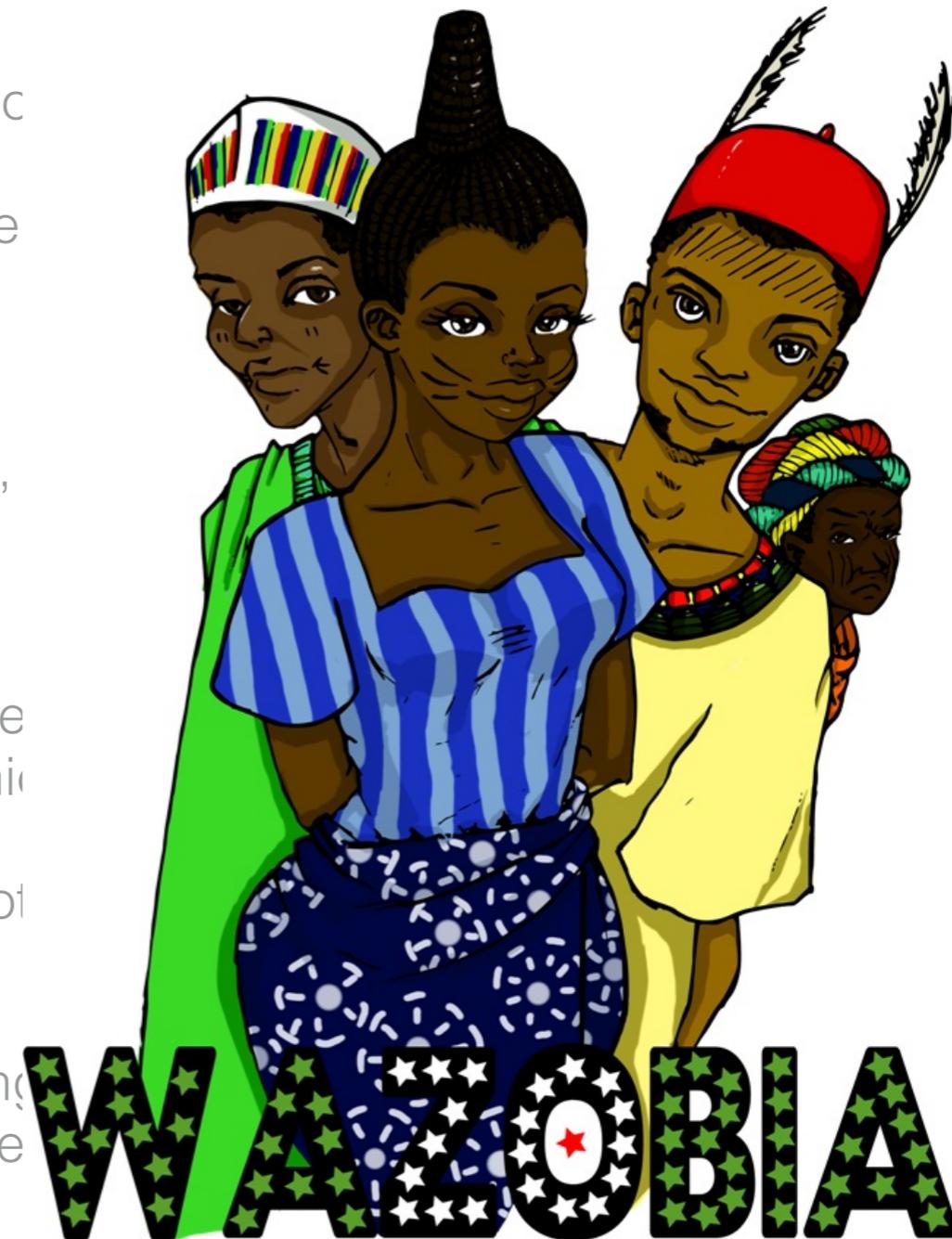
Some of the games do have bugs, as is the case with new software, but overall they're quite fun and provide a way to kill time when you're bored. So next time you're surfing the net with nothing to do, stop by [kuluya.com](#) and see what's new. Finally, don't be afraid to leave them a comment or two with feedback on what you thought of the games... and before you move on, please check out the deviant artist who brought this project to my attention: [~mohammedagbadi](#).

# Jigida Comics

Unlike Kuluya which involved multiple Nigerian digital artists, **Jigida Comics** is the work of a single person who goes by the pen name of **Sugabelly**. Sugabelly is a Nigerian blogger and illustrator according to her website and Jigida Comics is her sole proprietorship comics label.

On [jigida.com](http://jigida.com), you will find a number of upcoming titles, and one ongoing one that is sure to wet your appetite: **Wazobia**. **Wazobia** is only on its second chapter, but in my brief perusal (actually I read the whole thing) of the pages so far, it seems to show an interesting perspective on the history of relationships between the different ethnic groups in Nigeria. It contains some hard-hitting wry humour which I find amusing, but be warned, it might not be for everybody.

Now I'm not an illustrator myself so I can't do this ongoing comic justice in an art review, but as a Nigerian there are several things I like about the Nigerian comics idea and what I've seen so far in Wazobia.



# Jigida Comics

First of all, I just like the idea of promoting our culture this way. We've been doing it through movies, music, and literature. So comics and graphic novels are the next logical step.

Secondly, I like the approach I'm seeing in Wazobia: (1) All the characters are traditionally designed and dressed, complete with tribal marks and the like, (2) The bottom of each page contains footnotes explaining the colloquial "Nigerianisms" for anyone unfamiliar, and (3) Although the comic is mostly black and white, it still held my attention.

So I can only imagine what some colour would do for it.



# Jigida Comics

Coincidentally, as at the time of this writing, Jigida Comics has exactly the same number of Facebook likes as we do, and Wazobia's last update was in September of last year. But this isn't to say that Sugabelly has gone underground, as her personal blog is as current as this month. So I decided to talk about her and her comics on here, not only to share with you something interesting I stumbled upon, but also to in my own small way support a Nigerian artist. With the same number of likes as us, it is quite clear that her comics need more exposure... and hopefully we're able to provide that :)

Still for those of you who remain sceptic, be it because you've never read manga, don't care about Nigerian art, or some other reason, I invite you to check out her recent piece in The Africa Report: [The 10 People You Meet in Nigeria](#). Because as a writer, more than her work as an illustrator, it was this article of hers that got me sold on writing about her.



# Apocalypse ~~2012~~

According to the Mayan calendar, the world ought to have ended on **Dec. 21st 2012** which funny enough, is my brother's birthday! Of course the world didn't end, he turned a year older (much to his chagrin), and we have all lived to see January 2013.

But what happened instead of an apocalypse, was a burst of creativity from different artists around the world, all inspired by the idea of a doomsday. Even I, Damola Mabogunje, created a little stamp to mark the passing of this ominous date.



So for those of you who missed this flurry of activity, I present to you the two projects that caught my attention.

# The **Final** Countdown

From our old friend Andrew of STWPT, came the album **The Final Countdown**: A series of covers to an original song of the same title release by Europe in 1986. There are 7 versions in total, each using a different style of music, and most better or at least just as good as the original in my opinion.

What made this so interesting (even more than the songs themselves which are always awesome), was how Andrew released them. Each of the 7 covers was released in the week leading up to “doomsday,” with the final track coming out on the day (if we lived).

So I got to countdown to amazing music! What a nice way to sign off the planet 🤪. You can buy the album [here](#) for just \$5.

# Time's End

Another project which caught my attention, was **Time's End** by **Theophany**. Now for me, this was all about the incredibly thematic release modelled after The Legend of Zelda game: **Majora's Mask**.

The project itself, is a remix of all the soundtracks from the original video game... and if you are familiar with the game, it's very nostalgic to listen to. But like I said, the release was what caught my attention.

Should you visit the website now ([www.terriblefate.com](http://www.terriblefate.com)), you will find the Majora's mask, and a depleted countdown timer, as well as post release commentary, links, and a preview of the album.

# Time's End

However, before d-day, it was just the mask (which you must admit is quite enthralling), and the timer. So I waited quite expectantly for the album... and on d-day, there was a special effect as the timer hit zero and the album was released.

I'm pretty sure that my mentioning it here doesn't do it enough justice, but at the very least it should get you to check the album out. It's definitely worth a listen :)

The album is available for free on [terriblefate.com](http://terriblefate.com), but I recommend supporting the artist, and "paying what you want" [via bandcamp](https://bandcamp.com).

# Copyright Notice

**The Red String** is a monthly newsletter owned, managed, run, and mostly written by **Damola Mabogunje**. He has been at it since September 2010 and while it is free for all to read and share, he would be very, in fact not just very, **extremely** pissed off if anyone should copy or plagiarize his work.

**So please don't. I don't want to sue anybody.**