

CHILDRENS GAME

"Il ne saurait jamais ce qu'il savait. C'était cela, la solitude"

Maurice Blanchot

There are, in our western society, certain colors, tasks, work and behaviors that are repeated in men or expected in a woman; actions so common as walking, talking, eating, or sitting down that can have different varieties depending if they are carried out by a man or a woman, as well as certain games that are inherent to the male or female scheme.

My work started by an analysis of the characteristics that make up a girl or a boy, a man or a woman, but also the way how this characteristics make them, limit them and model them to be and act in everyday life, producing and limiting the idea that they have of each other as adults.

The current gender battle continues to confront equality and the right to the same opportunities, but at the same time, presents a high mortality especially amongst women, who are victims of their partner. The state of this debate cannot be responsibility only of one of the two genders, but it is rather the result of the communion of an active or passive role of both male and female. And it is precisely during childhood, where the position towards gender is established.

The drawings that make up this series show how different children destroy a doll (biting it, violently throwing her to the ground braking it, disassembling it, hitting it, etc.)

On one hand, the aggressiveness and the violence of the "game" take you back to the way how exchanges between genders are carried out. Nevertheless, in the exaggeration of the action it is suggested the need to destroy stereotypes and prejudices, that come into play in the agencement¹ between men and women, because from these reactions one does not get more than hatred and feel bitterness and violence: a new loss each time.

On the other hand, many of the drawings in the series that make up the work on genre: Child's play, Would you like to play with me tonight? , Come on baby Lick my Fire, are made through animations, in the manner of animated books in which there is a didactic interest. The spectator has the possibility to take the protagonist (a girl or a boy) to commit a destructive action, moving the strip that activates the internal mechanism of the drawing. This action that can be repeated an infinite number of times, turns the spectator in protagonist and director of the game, (making him / her return to a childlike state), excerpting an activity which is apparently innocent, but that by being so strong and vigorous, fills the game with ambiguity and doubt. In a movement, the perversity and the compulsiveness towards repetition do nothing more than start.

¹ Deleuze

Vincent Poussou