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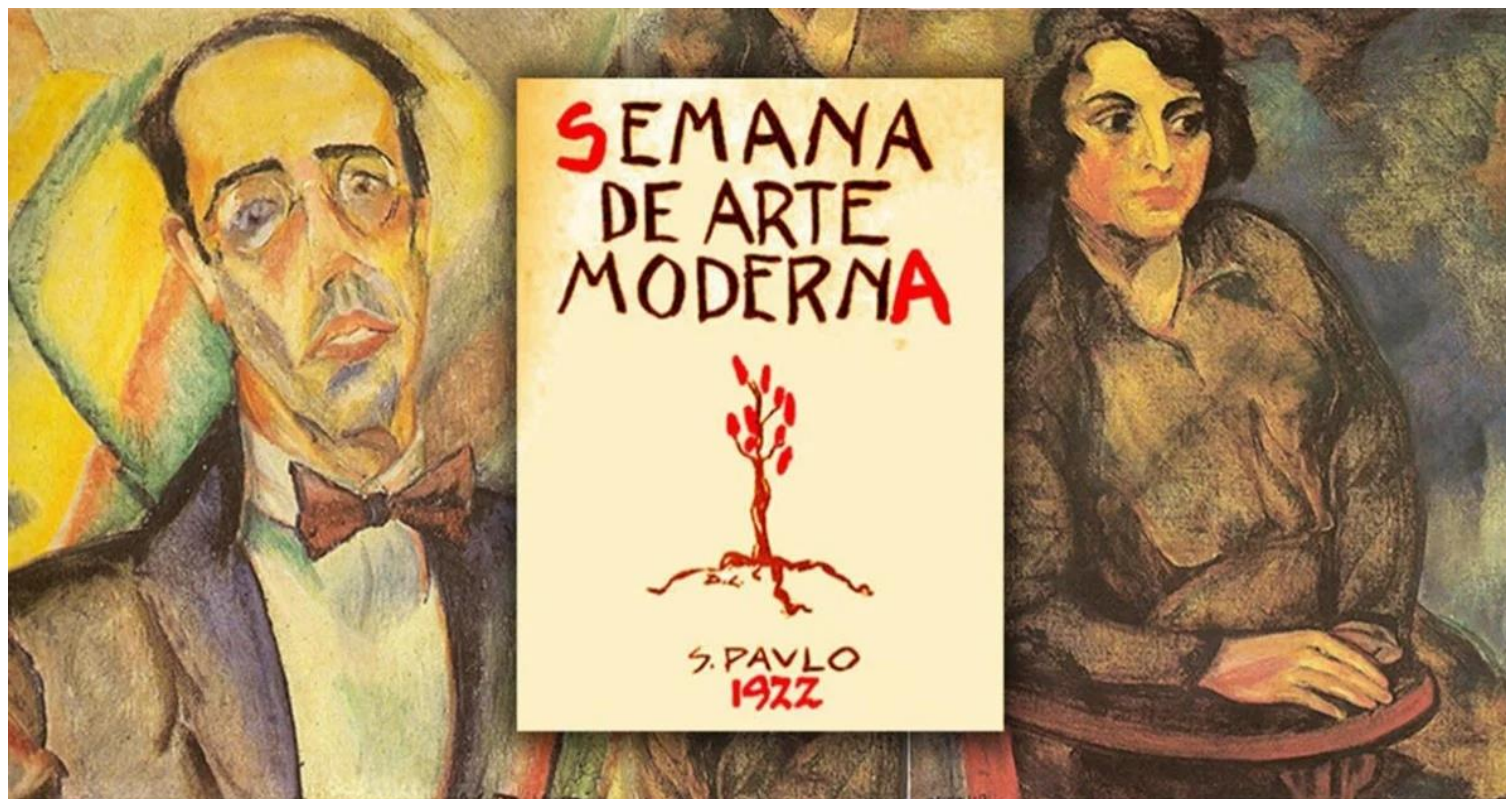
Towards the Post-Modern Art Week: anthropophagic reflexes in the Brazilian larp scenes

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1922 Modern Art Week



Context

- Beginning of Brazil's industrialization - increase in international relations
- Modernism: dialogue with expressionism, cubism, futurism and Dadaism
- Absence of dialogue between Brazilian and international artistic production
 - Today's dialogue of Brazilian and international larp production.



1928

First repercussions



Abaporu and Anthropophagous manifesto

Andrade's attempt to create a cultural metaphor to encompass the Brazilian tendency towards dialogue with the different, in search of a critical digestion, both of the Self and the Other, whose result is the production of something new.

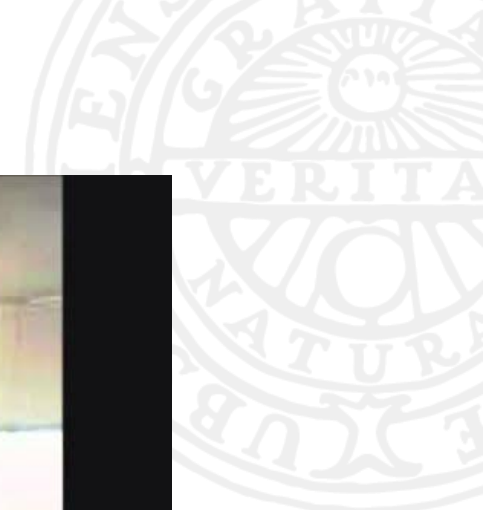
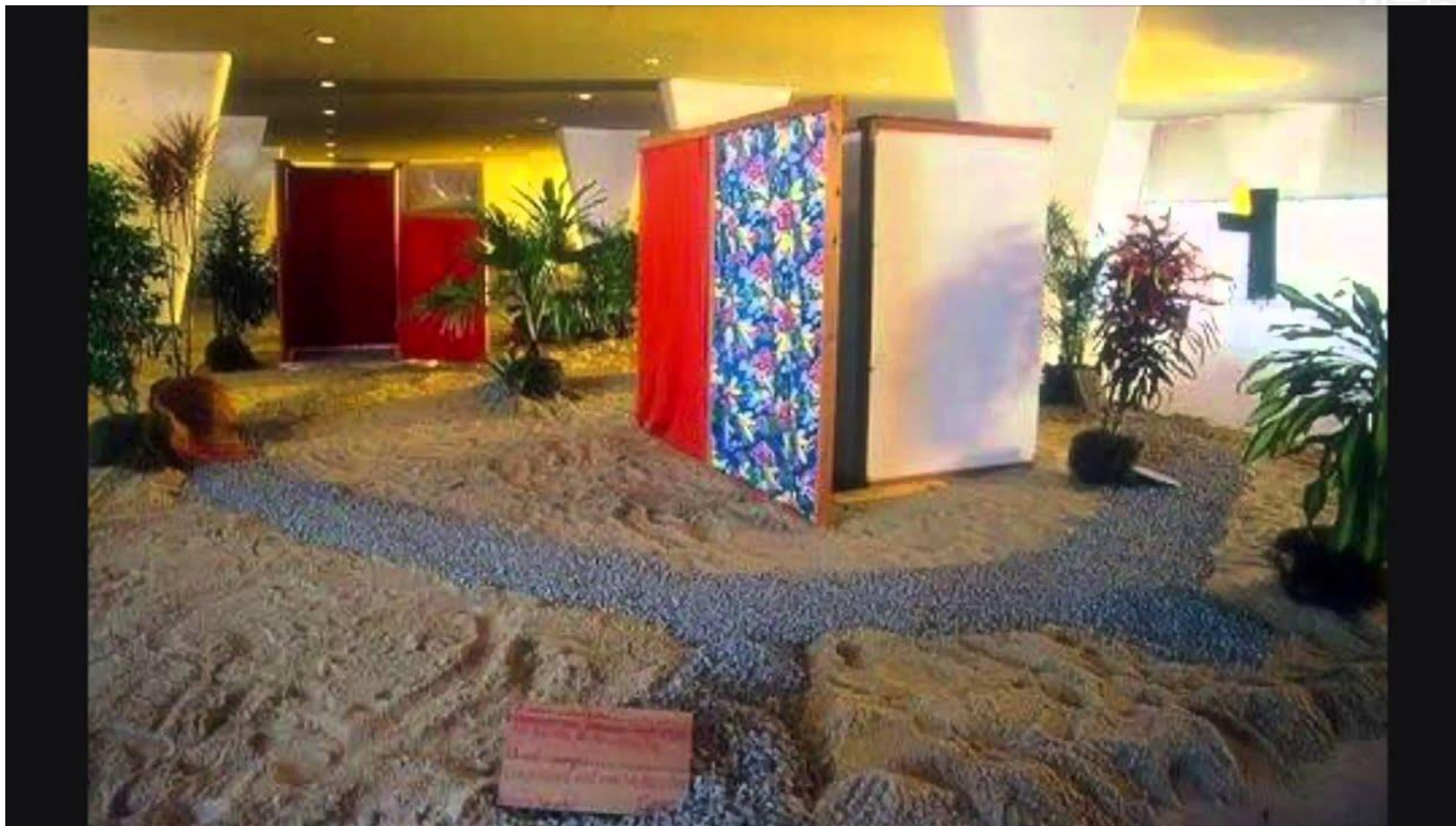


1950s to 1990s Diffusion





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What about larps?





The Jeitinho Brasileiro Manifesto

Manifestos · 2018-12-29 · Tadeu Rodrigues Iuama

From the dawn of our experimentation with larp, we as Brazilians have already come across something that made our culture stand on the impositions crystallized in a rulebook. If *Laws of the Night*, the first larp "manual" that arrived in Brazil, already provided the rule of "not touching", we were faced with a stir. And the way, already in the beginnings of the larp practiced in these lands, was to use the famous "Brazilian jeitinho". For the Brazilian *jeitinho*, we say:



For an Anthropophagous Larp

“We have a diverse and decentralized scene in Brazil. And the lack of centralization (sometimes even dialogue) is what ensures diversity. It would not be an exaggeration to say that only participation unites us. From the Northeastern to the Southern kingdoms of the boffer larp, from the MilSim of Paraná, from the São Paulo commune of larp, from the larps of World of Darkness in several cities scattered throughout the country, from the larp practiced in events, from the larp as a cultural practice recognized by public policy, larp inside apartments – the only thing that is shared is the interest in participation. In devouring the contributions of the other. ‘I’m only interested in what’s not mine. Law of man. Law of the anthropophagist’, would say our almost centennial Anthropophagus Manifesto. To deny this would be to deny the Brazilian jeitinho. To deny our, in the words of Oswald de Andrade, ‘participant consciousness’.”





Main Concept

Related to media studies and role-playing game studies, anthropophagy appears as a critical digestion of the media and biographical contents that will be mixed and transmuted during the role-playing process (bleed).

The communicational structure of larps, essentially dialogic in Flusser's perspective, stands as an important counterpoint to help in the modification of contemporary hegemonic structures, essentially unbalanced to the discursive pole.

Larp is a Medium of the Opressed. From recreative bleed-out to transformative metáxis.



Evangelho 2020 (2020 Gospel)



Premise

In the larp's fiction, a streamer carries out shows, in the near future, where he applies a truth serum to former supporters of the president, so that they reveal the reasons that made him support the “messiah” (a joke with the president's middle name), despite the atrocities perpetrated.



Conclusion

The larp community has been discussing larp as a game, media and art form. The provocation, in short, is to start discussing larp, given its transformative potential, as a "political poetics".

Thank you all!

