**Mapping Haitian Games**

The topic of the 5th Ghetto Biennale is mapping different fields of Haitian culture in Port au Prince.

My personal programme is mapping games played by children and also by adult Haitians.

Games are very important In childrens’ social and psychological develop, over the great fun. Some of them are modelling adults’ world and life. Other games teach strategical thinking, collaboration with team mates, fair fighting with other teams and how to treat winning and whipping.

In my childhood, when ready made toys and board games weren’t available, children knew dozens of games, which didn’t need any stuff, tool, plaything, maximum that they could create themselves. I’m sure that children in Port au Prince also play interesting games, and it’s worth to collect them.

Among adults, playing games is the best way to build communities, that is a kind of common language, a joyful time and a stressful event with immediate relaxation. Playing games is a peaceful meeting point of different habits, characters, sometimes of people from different cultures.

I was working in different theatre companies. Those companies had a good, friendly, calm and cooperative atmosphere, which were playing games, from simply common jokes to complicated chess, in their free time.

Romel Jean Pierre is my partner in this programme. We were working together at the 2nd Ghetto Biennale.

A part of my plan is to collecet games that are known and used in the community of ghetto of Port au Prince. That means interviews with children and adults about games they like to play, the process of the game, the rules, what kind of staff and playthings these games need, and why do they like to play it. So, the collection consists of texts, drawings and photos, that I put together in a big book of Haitian games.

The other part of my programme is to establish a corner of games, where Haitian and international participants of Ghetto Biennale can play different games together. This corner could be the site of creating a special Haitian chess set, together with young ghetto artists, using local materials and methods. A checkerboard with 64 squares can be used for playing dozens of games. So later, the opportunities can be enriched with sets of other games.

Finally I would like to exhibit the big book of Haitian games and the special Haitian chess set at the corner of games, in the hope that this corner will be a joyful, interactive point of 5th Ghetto Biennale.

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