

During my residency at Can Serrat I continued my exploration of structures of games as a base for my work. I investigated the relationship between the body and emotional memories of the player with their piece in a game.

Through the traces and the languages of many different people holding Can Serrat together and forming it over time, the place invited me to leave my own traces. I continually balanced between receiving inspiration from it and feeling a deep sense of care to give back to it. In the end it seemed like a playful approach and need for appropriation of Can Serrat as a place, so that it can welcome new people in the future and keep existing and evolving.

I created a game called *Do you hear them speak?* on the surface of an old table in the garden of Can Serrat with characters and instructions inspired by the surrounding. Another installation in progress is based on the floorpan of the entry area of Can Serrat's garden and makes the player become the piece by moving across the game field with their own bodies and reshaping their piece based on verbs of movements and nouns of emotions they encounter as they advance.

As part of the same research I organised the workshop EXQUISITE EXERCISES for inhabitants and artists-in-residence taking apart the exquisite corpse game to explore body, language and perception of oneself in relation to memories and our physical surroundings.

Do you hear them speak?



Do you hear them speak? is a tabletop game in the most literal sense - in order to create it I sanded and polished an old wooden table found in a sheltered spot amongst groups of trees and a little stone wall in Can Serrat's garden. I never saw anyone spending time on that table. Refurbishing the table made the area to a gathering spot.

The direction of the game is inspired by pathways in Can Serrat's garden space. A jar is attached to the table containing game instructions, a dice and a couple of pieces to play the game with. The pieces are found objects from the surroundings, pieces of tiles, small pinecones etc. The players advance by throwing the dice and coming across illustrated characters giving instructions, suggestions and asking questions. The characters on the field and numbers on the dice are inspired by found objects and structures from Can Serrat's grounds.

Sometimes the player has to move their piece, sometimes the player has to move or make the other players move. Playfully everyone gets to know each other and their surroundings. The players might be uncomfortable in one moment and are reminded of easy physical movements to break the ice in the next.