

*Fireflies (cops and robbers)* is a participatory nighttime game based on the well-known children's game Cops and Robbers.

Reinterpreted by the artist, the game serves as a reflection on how power dynamics and class privilege can drive the control of individuals at the expense of collective awareness.

The game takes place at night and involves two teams: the Spotlights (the cops) and the Fireflies (the robbers). The Fireflies must try to reach the home base to be safe. If they are tagged by the Spotlights, they must stop immediately and turn on a flashlight to reveal their position to the other Fireflies, who can then attempt to free them. The goal is to get all the Fireflies safely to the home base. However, once a Firefly reaches the base, they can no longer leave to help their teammates. The Fireflies lose if even one of them remains outside the home base.

The videos metaphorically depict a nocturnal environment where small points of light flicker in and out of total darkness, while the participants' voices guide the viewer into the atmosphere of the game.

The edition (3 + AP) is presented in a box containing a USB stick, a flashlight, and the game rules.

[Link trailer 1](#)

[Link trailer 2](#)





"Fireflies (cops and robbers)", 2021, still from video, color, sound, 31' and 47'

The two videos unfold through a fixed shot of two different scenarios in which various participants take on different roles. The environment is predominantly dark, and the viewer is guided through the game by the significant presence of the audio element. The participants, commenting on their perception of the game in the darkness, create a range of imaginaries: from playful to dramatic and horror-filled. Bodies appear and disappear, illuminated only by sporadic flashlights that, like fireflies, flicker on and off in search of salvation.

