

## **Art and Performance in Bulgarian Larp Games**

*Angelina Ilieva*

(Summary)

The article examines forms of art and performance peculiar to Bulgarian larp games. Live action role-playing games are interactive medium in which a dynamic process of artistic communication and interaction takes place, they are festive events which have the potential to produce forms of art. The visual modelling of game worlds and characters is subject to the principles of plausibility, aesthetics and safety; the depiction of the “fictional” is aimed at through means of the unusual, “exotic”, antique. The improvised performance of the role combines the two models of reincarnation: the extrovert one, where the performer puts him/herself in the subjective position of an actor; and the introvert one, where the performer is seeking to take the subjective position of a protagonist. The narration in the game has at the same time both constructive and character stylizing function. Instrumental playing and dancing are specialized forms of performance, and with regards to the performers of these types of roles, the perception of the bard and the travelling artist is that of a bearer of a sacred gift and knowledge. The “Art World” of the larp players is built as art in motion and its aesthetic meaning lies in its ability to create itself while existing within, in the form of a way out from the everyday routine and conveyance into an artistic, creative medium.