

Bruegel Revisited: Research and Development of The Flemish Folk Games File

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The establishment of the Flemish Folk Games File (F.F.G.F) started in 1973 as a project of the Sociocultural Kinanthropology research unit of the Physical Education Institute of the University of Leuven. It consists of both an historical and anthropological survey of the folk games scene in Flanders, the Dutch speaking part of Belgium. The aims of this project are threefold: to involve the students actively in the problems and methods of the cultural study of games; to study the sociocultural functions of games in society, both in their historical evolution (cultural change) and in their actual appearance (factors which affect the survival and the diffusion of folk games); and to study the possibilities of some practical applications of traditional games, both for individual development (learning through play) and for cultural development (community life and recreation).

At the present time 792 dossiers have been compiled, covering registrations of folk games in about 400 different Flemish communities. These materials have been collected mainly by the students in their local communities following a previously established format that maximizes standardization in collecting and processing the research data. Special emphasis has been given to the participant observation technique — learning about games through observation and active play participation.

From the available material, a documented retrieval system, diffusion maps, and a game typology have been constructed. The typology is illustrated by a collection of slides. Each type of game is shown and analyzed in and through the works of Pieter Bruegel (1525-1569). The evolution and present state of the games are illustrated with slides of the present day “gamesters.”



Many NASSH convention goers saw the L.B.J. summer home