

This week we chose to work with a previously created scene titled Dickpong, developed by Helén and Anna during the research week focusing on Body Politics. The video snippet emerged from research into gender stereotypes, the male and female gaze, the relationship to the audience, twerking practices, and alpha-male behaviours.

The scene shows two women in heels trying to embody an “alpha-male presence” by following bodily instructions from a tutorial video. They gather around a rounded table in the centre of the studio hall and play a game we named Dickpong: attempting to pass ping-pong balls to each other using rackets hanging in front of their crotch, while eating carrots and engaging in subtle, non-verbal power games.

At the centre of the scene are the two main characters. The situation itself is linear, but the video is edited and constructed through cuts, forming a sequence that presents the key story elements of the confrontation in a classical dramaturgical order: boredom, invitation to battle, preparation through attaching the rackets, the game as climax, and an abrupt ending with a final gaze into the camera. Music is present in the background, coming from characters who do not engage with the scene, creating a parallel tableau. At the end, the gaze and chewing stop, and a short dialogue between the two characters takes place.

The scene carries a parodistic quality in the way it reflects its research topics—particularly through the contrast between slow, controlled movement and gaze, and the “try-hard” behaviours and absurd nature of the game itself. Large bodily effort through exaggerated pelvic thrusts results in only minimal impact on the ball. Phallic elements are deliberately over-emphasised (the carrot, the penis-racket), further reinforcing a dark, comedic sketch-like atmosphere.

Throughout the week, we worked with deconstructed elements of the scene as starting points for further research. These included avatar-building using only heels and carrots as body extensions; directed concept-art videos and installative images inspired by the characters; references to cinematic language and usage of inspirational scenes to build characters/situations; explorations of alpha-male power dynamics through instant directing; improvisations initiated from pelvic movement; experiments with music to create different atmospheres; and live-editing tasks connecting camera frames and angles to gaze.