

**ACCENTE ANTROPOLOGICE ÎN NUVELELE LUI MIRCEA
CĂRTĂRESCU, REM ȘI MENDEBILUL, DIN PERSPECTIVA JOCULUI**

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Abstract: *Known as a theoretician of Romanian Postmodernism, Mircea Cărtărescu is read through a premeditated formula, in an almost guided lecture, the texts being decrypted in postmodern form. Even though it has a lot to offer, the anthropological realm of Cărtărescu's texts has not been sufficiently explored. The playful references, which regularly appear in Mircea Cărtărescu's prose, are not variations on the narrative, but on the contrary, definitive elements for the sociocultural contour of the texts.*

Therefore, the following paper investigates the anthropological realm of two short stories included in the volume Nostalgia, Rem and Mendebilul, which revitalise, in a combination between reality and imaginary, a universe of play which is reminiscent of magic rituals, mysticism and accents of anthropology. Quantifying Jean Cuisenier and Andrei Oișteanu's anthropological studies, which identify the common elements in the psychology of the child and the psychology of the primitives, the paper follows the two major trajectories from the two of them, with the aim of the children to take elements from the adult world. If in the short story Mendebilul, the organisation and the children's attitude in play time highlight the idea of taking over through imitation of the behavior models manifested in their immediate reality, put into discussion by Jean Cuisenier, in the short story Rem, the game of the Queens emphasizes the idea of taking over through the degradation of rituals of passing in the adult world, highlighted by Andrei Oișteanu. Both trajectories place great importance on the place and the role of the child in the conservation of culture, childhood games, through the excellence of the cultural actions, being a way to propagate the identity spirit.

Keywords: *cultural anthropology, symbol, childhood games, imitation, degradation*