

POOR!

He looks like a statue. Well-dressed, motionless, unblinking, with his cap on the ground. He gazes smilingly toward the horizon. Some think he is unaware of his situation. Others believe this unusual style is a new strategy intended to make passersby more willing to help improve his circumstances. There are those who believe he is seeking a free handout to fund his next video game console. A minority feels sorry for him. They see the contrast between the people leaving laden with bags and packages and his figure—so young, yet already deeply immersed in the dark world of poverty and degradation. When the shopping mall doors close, he gathers the fruits of human generosity and compassion and turns off his voice recorder. Tomorrow, he will go to the university library and complete his final degree project.

Collection of micro- stories: “Maybe or perhaps” (2005 -)