

# No ! Play Time

*During an all-night gaming session with strangers, a young man hears a voice through his headset that sends a jolt through his heart. Instantly in love, he logs off, steps out of his room, and sets off on a mission to find the person behind the voice—venturing beyond the confines of his gaming sanctuary for the first time in what feels like forever.*

*She kept to herself, illuminated by the soft glow of the screen, warmed by the subtle hum of her computer. She found comfort in the cold press of wood beneath her legs. She understood that we are destined for wild disharmony, yet she was content—though perpetually weighed down by guilt. She wandered endlessly through the scrapyards of her thoughts and the digital spaces she inhabited. Until one day, she'd had enough, and finally decided to leave her room.*

This exhibition is powered by the stories of two teenagers, each on their own journey, though perhaps one is a step closer to maturity than the other. Both lived here, separately, and this is their bedroom. They both left behind these objects: a bed, a carpet, a desk, a computer... They act as clues, forming a constellation that hints at the intricacies of their inner worlds.

There's something about the colors in this bedroom: vivid yet subdued, as if once alive

with the electric thrill of friendship, love, and discovery, and now caught in confusion and uncertainty. It's the palette of adolescence, where contrasts reign, freedom and responsibility, innocence and wisdom, laughter and angst. Every choice made by the artists, Hala Tawil and GROOVIDO, feels more than deliberate, as though each object carries a weight in telling the stories of these absent teenagers. Teens on the cusp, stepping out of youth and into the unknown of adulthood.

Do you remember that rush after school, racing to the phone to call a friend you'd just spent the entire day with, only to talk for hours more? What could we possibly have had left to say? Think of all the wonder and torment that defined us as teenagers, spent hiding away in bedrooms, behind screens, lost in both solitude and connection.

The technicolor experience of being a teenager.

Hala Tawil's work is far from cheerful; it feels eerie, constrained, almost deliberately muted. Yet, within this sense of confinement, space begins to expand, pulling us into a different dimension. Even there, however, we remain burdened by the weight of the mundane, by the struggles of sleeplessness, the relentless hustle of daily life, or perhaps the existential fate that binds us to work and the world. The bed, once a refuge for rest, no longer provides comfort but becomes a site of anxiousness, where sleep is subtracted rather than found. Then you're left contemplating the ceiling.

GROOVIDO, on the other hand, two creators juggling design, art, and technology—tossing them up and down, left and right. It's as if they take these vast, multifaceted concepts, throw them against a wall, and what sticks is a kind of shelf bending back on itself, becoming a modern-day vitrine. Through their playful approach, they craft glistening archetypes: the desk, the shelves, the chair, the lamp... With their practicality they spark the imagination. Their furniture tells the story of a digital realm, ready to be explored by gamers or musicians alike.

## Artists

Hala Tawil  
Groovido (Giorgio Gasco, Gianmaria Della Ratta)

## Graphic Design

Kirsten Spruit

## Curator

Rawad Baaklini

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## Opening times

27.09-10.11.2024  
Wed-Sat | 11:00-17:00

## Location

Huidenclub  
Pelgrimsstraat 5c  
3029 BH Rotterdam

