

## Jasper Voss Projects

### 'GAME OVER: Play On'

Private View: Thursday 21<sup>st</sup> January 2016

**Chris Alton / Phoebe Baines / Dickon Drury / Victoria Grenier / Christopher Lawrence**

'GAME OVER: Play On' is a group exhibition that brings together new and existing works around the theme of games and play. The works harness existing formats of games and sports, using them to present a narrative, or encouraging the viewers to work together or compete.

In 'Life in the Cosmic Bush', **Victoria Grenier** traces a single narrative through the animated character of an anthropomorphic beaked mammal. We are led on an adventure through a fantasy platform game world, in which dialogue with a villain presents a far from disembodied or expendable existence.

**Dickon Drury** presents an personified work in which a human hand humorously jests. The painted hand forms a shadow puppet, playfully poking fun at the age-old painterly concern of light falling on a surface.

**Christopher Lawrence** becomes a miniature protagonist in 'Fools Rush In' as a toy person with sticky hands and feet. His film is a string of scenes of training towards a hopelessly sublime fate.

An invitation to play table tennis is used to subvert the Camden Bench (described as the perfect 'anti-object') in **Chris Alton's** 'a shared interest in the bounce'. This light-hearted and open-ended game, in which several players may collaborate, considers how so-called 'anti-social behaviours' are deflected from public space. It is perhaps poignant that such a sport should be the invitation; the Victorian parlour game has recently experienced a resurgence, becoming a regular fixture across London. Through this friction, Alton asks us to consider; 'what is acceptable behaviour?', 'where?' and 'why?'.

**Phoebe Baines** also interrogates ownership, competition, entertainment and success through her participatory work "TITLE", in which the audience are invited to compete against one and other to gather as many silicone poker chips as possible to win. Exploring the physiological influences in gambling and all types of sports and games, 'TITLE's deliberately frustrating function highlights the notion that the house always wins- could this be an allegory for the contemporary 'art world', and a wider political climate?

'GAME OVER: Play On' is the first in a series of exhibitions curated by Jasper Voss Projects, an itinerant curatorial programme exhibiting emerging artists.

