Video Game Plans

HOW NINTENDO MADE ITS WAY INTO THE WORLD OF HIGH ART

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In Michiels Handalbin's "Candyland," a new media video game, a half-colored, illustrated woman creeps on all fours, slowly and with intent, toward a pile of colorful candies. She practically nuns as she takes her way toward the camera — made known by the circular frame. Over the ears, she wears a crown, and in her hand she holds a twisted stick. She creeps around the floor, moving only her mouth and the rhythm of her paws, clings to each piece deliberately — so deliberately that the time seems slow all over the place, along with changes of the room, the light, as the dream unfolds. She is, however, the one who the dream unfolds for, and the dream unfolds to a new level.

"Candyland," which could easily fit as a model for an electronic installation, is one of several experimental video presentations at the Wood Street Galleries upcoming show, "Ninon: A Bar of Gum." Most of the works here have a similar quality — a kind of dreamlike, surreal quality that invites the viewer to become a part of the dream, to participate in the experience.

For those who spent endless, idle days in front of a television or computer monitor trying to figure out how to get to the next level or following the narrative, the world of animated creatures as if they were our friends, Ninon will hit home and jar some recognizable feelings.

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Winter: Jan. 26-Mar 15 at the Wood Street Galleries, Sixth and Wood Streets, Downhil.