

EXHIBITION IN THE WHITE MANSION

ONE FOR SORROW, TWO FOR JOY

29.07.21–19.09.21

The interactive works of Albin Werle are hard to pin down. Are they utility items, talismans, spells or lullabies?

One of the key elements in Werle's artistic practice is game: new kinds of board game, new elements for games and new ways of playing. Games – not only in the sense of a fusion of images, tactile materials and oral or written instructions, but also of artworks we can touch, move, turn, sing and pronounce. The exhibition *One for Sorrow, Two for Joy* will feature a collection of games/interactive artworks made of tactile materials and in a variety of formats. Visitors are invited to interact with the works, individually or in groups.

There will also be a site-specific game in the park, which people can play outside the building's opening hours. In a couple of workshops visitors will be invited to create new versions of the games in the exhibition.

ABOUT THE ARTIST

Albin Werle (b. 1987) lives and works in Copenhagen. His work hovers in a territory somewhere between visual art, game design and magic. A graduate of the Royal Danish Academy of Fine Arts, he is a member of the artist collective Nyxxx. Albin Werle has exhibited in several venues in Denmark and abroad.