

*INTERPLAY* 1980 9 minutes colour PAL or NTSC

*Interplay* is the first of my videotapes to allude directly to narrative, both in terms of its content and structure. The work presents a sequence of events connected by the recurring image of a young woman who looks out from the screen. A storyline is sketched out but is later questioned by the woman herself—heard offscreen as the events and images repeat themselves. The tape reveals my developing interest in narrative devices and their implications to meaning, message, structure, and form.

“The structural elements have been refined to a point where he permits himself some self-parody (taking a face to the frame—edge, for instance) as he tries to retain a structural consciousness (screen as screen, camera as voyeur, etc) and he hauls back into the pool of usable devices the conventional modes of narrative editing. The title is revealing: there is a nicely judged element of ‘game’ and, what is more, the artist has lost none of the sinister edge that notion can so often have. The camera = cat; the viewed person = mouse. Partridge is working, particularly in his recent tapes, with a light and slightly ironical touch that is sometimes surprising to people and the importance of which is sometimes overlooked.”

Hugh Stoddart, Ikon Gallery, November 1980.