

Concept Statement

This play is all about dreams, nightmares, distorted realities, with that element of curiosity that drives Alice to further explore the world she finds herself in. I'd like to bring attention to the mystical world that the play takes in; the weird locations, the quirky characters, as that's an exaggerated reflection of the world we live in today. The world should feel mystical yet industrial and minimalistic, by using the idea of darkness and atmosphere to bring this unique world to life. Humans are naturally curious beings-my goal is to get the audience out of their comfort zone, and encourage them to explore the world around them, no matter how spooky or weird.

Furthermore, with recent world events, I'd like to emphasize Alice's individuality, and ability to think for herself. Even though she is perceived differently in this world, she's not afraid to explore new ideas, and stands up for herself when someone challenges her ideas. Despite the eeriness of this world, and the mysterious figures lurking in the shadows, Alice continues to be strong and never gives up hope. It's a welcome reminder to the audience to always be yourself, to continue to fight for what you love, to not bow down to pressure, even when it feels like everything is against you.