

*True Crime Frankenstein* embraces the traditional coming-of-age story that we see all too often, in a new modern, eccentric, dark, comedic way. Behind the cast of weird and quirky characters, Mary works her way up to gain social acceptance through her investigations into the Frankenstein murders. But through her podcasts, we see a true glimpse of who she really is, a lonely teenager seeking validation through lies and flashy storylines, who has many life problems like the rest of us. She embodies the classic sleezy teenager that is often represented in modern media: cheap, lazy, deceiving, emotional. It's a cautionary tale to not put your money where your mouth is, as the attention you receive may hurt you more than help.

It's also a story of deceit, both by the people you meet, and the news stories you see. Mary embodies an immoral journalist trying to make a quick buck, twisting the facts in her favor to carry the story, hide the truth, and bury her true personality. Her quest for the truth is a sham- an important lesson on truth and fact checking in media, especially relevant in today's world.

This musical pays homage to the internet culture that we live in today. Private online sleuths working tirelessly to try and make the world a better place, while raging debates in chat forums form wild conspiracy theories about minute details. It's a fun and outlandish take on the wild west of the internet. This comedic element makes the story feel lighthearted and funny, and it's an aspect we'd like to play into while showcasing each character's traits.

This show is a combination of comedy and tragedy-discovering the true characteristics of Mary as she hides her personality behind the mic, in a fun, lighthearted way.

In the lighting area, we would like to lean heavily into the 'camp' feeling of this piece, playing with color and texture to evoke the myriad locations that we see or hear about. In order to realize the directorial idea of juxtaposing her world with the world she describes, we will endeavor to create distinct senses of place around her that are different from the sense of place that the other characters find themselves in during the action of the play.