



PLAY|GROUND - RESOURCE PACK

Commissioned by ŽiguŽajg

An immersive dance adventure for ages 11+

What is Play|Ground?

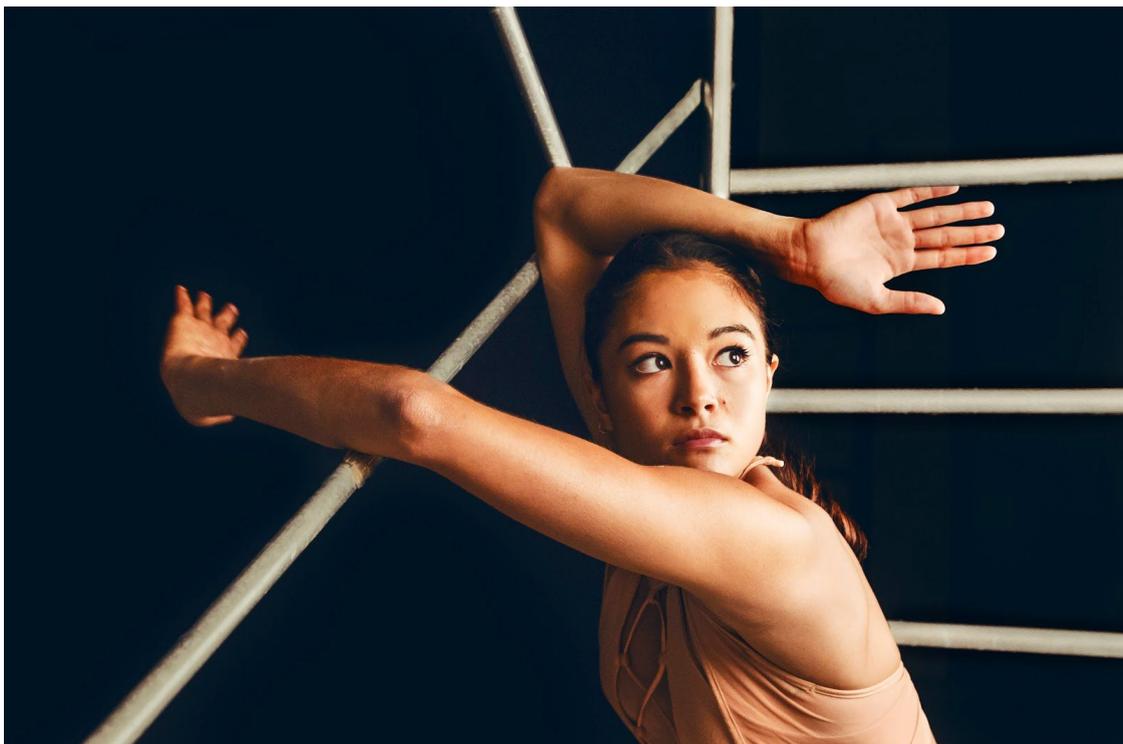
Play|Ground invites you to a dance immersive experience performed by a cast of inventive youths. They will take you on an adventure, unfolding through space and time, into a wonderful world of dystopia.

A piece created by ŻfinMalta for Żiguzajg 2018 - International Arts Festival for Children and Young People, with exciting young performers between the ages of 13 - 17.

Are you ready to discover their world?
Are you ready to follow them on their journey?

No, don't sit down.
We have to move.
Come and play the game.
You have to play the game on their ground.
On their terms.
They need your help!
How can you help them?
How will you communicate?
Can you trust them?

Directed by Paolo Mangiola and choreographed by Marie Keiser Nielsen, in collaboration with the young performers, Play|Ground is a work that explores the adventurous world of a post-apocalyptic fairytale. Fully immersive, this story cannot be written without the audience. Young, old, or anything in between, we need you! Their universe is in chaos and order must be restored. Let yourself play their game and experience first-hand, the building of a virtual community, made up of the most curious oddballs on the block.



TEACHERS' RESOURCES

About Immersive Theatre

This production aims to provide an immersive theatre experience, in which the audience is lured into a world in which is not their own. They may leave behind the world they know and experience this new world through all their senses. With an immersive theatre experience, the audience is written into the story and the plot cannot take place without them. Therefore, they are not passive, but rather **active participants** within the performance. Their roles, may switch between witnessing an event or becoming a character themselves, which is why, in this case, it would be great to instigate a post-performance discussion in which audiences may share their interpretations of their experiences within the story.

Discussions could be triggered by such questions:

Who/What did you encounter?

What happened?

Who was your favourite character?

Was there anyone/anything you didn't trust?

Who was the hero?

Who was the villain?

Answers to these questions may vary and that is the beauty of it. Everybody gets to experience a personal journey, unique to their person. Anybody who comes to watch is encouraged to play: there are times when they are free to explore and wander through a space and other times in which they may be chaperoned through the spaces in order to be a part of important events within their narrative. In *Play//\V//Ground* the audience members are performers and they (metaphorically) experience the crumbling of that infamous fourth wall built up by the proscenium arch.

The Dystopian Fairytale

“Beware the powers that be, take action, stand up, become a hero, survive.”¹

Play|Ground deals with a world in which disorder rules. The audience will be invited to explore this present and decide its future. They will encounter plot structures and character roles inspired by fairy tales as well as **contemporary video games**. Audiences will be able to identify with the roles of the hero, the villain and the victim, amongst others, that have existed within fairy tales ever since the Grimm brothers began collecting and writing down these oral narratives. All over the world, adults and kids alike fall in love with the video game experience.

Like the elements that seduce these gaming audiences, Play|Ground deals with:

strategic old school survival,
teamwork
saving the world
strategic moves

According to feedback received from a panel of very enthusiastic kids brought together by the Žigužajg team, ŽfinMalta felt the need to explore this video game experience, in which, in the kid's own words:

‘you make up the storyline/narrative up as you go’
‘you have to be online, you can’t play it offline’
‘you can do anything’

¹ <http://thebookwars.ca/2013/09/the-fairy-tale-dystopia/>

About ŻfinMalta

ŻMDE is the repertory national company of Malta that aims to thrive in the sharing and employment of a wide range of repertoire ranging from new works created in Malta by both local and international choreographers (upcoming and established) as well as the re-staging of renowned works from all over the world, thus creating a company of versatility, whilst maintaining a clear identity with its Euro-Mediterranean roots. Underpinning this vision is the desire to inspire, excite and, most importantly, include audiences in the ideas and constant developments evident in the nature of the contemporary arts internationally today. The company provides Education and Outreach community programmes making dance accessible and creating imaginative, enjoyable and artistically inspiring projects for people of all ages, races, economic backgrounds and abilities. Workshops and residencies are created to suit the specific needs and interests of participating groups.

About the Creative Team

Artistic Director

Paolo Mangiola is a choreographer, dance educator and performer working within ballet and contemporary dance practices. Operating through the interstice of codified dance and ordinary movement, he's interested in exploring its relationship in the context of our interconnected society, drawing inspiration from various artistic sources, the web and emerging movements. As a performer Paolo collaborated and danced for artists and choreographer such as Wayne McGregor, Deborah Hay, Martin Creed, Mauro Bigonzetti and Jacopo Godani. Alongside his work as a dancer he decided at a young age to devote himself to the exploration of his artistic practice, refining his studies at The Place, London, achieving in 2015 a Master in Choreography. He created works for the Royal Ballet, Tanztheater Nürnberg, Aterballetto and Balletto di Roma and his choreographies have been performed in theatres as well as in contemporary art galleries and urban spaces in the UK, US, Norway, Denmark, Germany, Italy, Spain, Serbia and have been broadcasted worldwide from the cultural platform Nowness. Currently, he is curating the contemporary dance department at the Scuola del Balletto di Roma. He is a guest teacher of choreography and dance history at the University of Malta and a full time teacher of composition at the English National Ballet School, London. Paolo was appointed resident choreographer at Balletto di Roma in 2015. In 2017, Paolo was appointed artistic director of the ŻfinMalta Dance Ensemble.

Choreographer

Marie was born in 1989 and began performing as a dancer for various theatre companies in Denmark in her early teens. She started her actor training in Denmark and received a diploma in acting from Oure School of Performing Arts (DK). She continued her training after moving to Malta in 2011 to finish her BA in Literature and Theatre Studies. She completed her MA in Physical Theatre at St. Mary's University in London in 2013 where she also co-founded Lost Goose Theatre Company (UK), where she worked as actor and director. Marie returned to Malta to obtain a degree in dance at University of Malta. Her performances range from standup comedy to Lorca's "Blood Wedding" at Teatru Manoel (MT) and Shakespeare at the Rose Theatre (UK). Marie is currently working as a freelance actress and choreographer in Malta and Denmark. She is an actress at Dream Stuff Theatre (DK), a director and founder of Cirque du Suitcase (DK), a director and co-founder of Lost Goose Theatre Company (UK) and artistic director and founder of Masquerade Physical Theatre Company (Malta).