

# ROOM

Tour pack 2019



"Hello, welcome to ROOM.

Are you sitting comfortably?

ROOM is a game and

a story

that we create together.

We are the narrators

and you are the player."

**ROOM is** an intimate, multi-sensory, interactive story-telling experience for one (or more) blindfolded person(s). Taking place in the mind's eye, the performance is entirely live and improvised each time in response to the player's imagination.

ROOM has been described as '*virtual reality without a headset*' (VICE Motherboard), an imagination massage, a collective lucid dream and '*purposeful daydreaming*' (The London Word).

Partly as a response to text-based computer games that give the illusion of autonomy, the experience affords an imaginary space where there are absolutely no limits.

Co-created by the audience and the narrators, ROOM is a live manifestation of collaboration and co-authorship.

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**Audio reel of selected ROOMs played between 2013 - 2015**

<https://vimeo.com/119672854>

(password: welcometoroom)

**Video footage**

<https://vimeo.com/161738500>

**Trailers** for Edinburgh Fringe 2014 inspired by the filmmaker Jona Headon's experience of playing ROOM

**The Last** | <https://vimeo.com/101531490>

**23:23** | <https://vimeo.com/101531489>

**The multidisciplinary collective behind ROOM**

is made up of artists working in theatre, live art, music, installation, literature, photography and illustration. The core UK company based in London is Sophie Grodin, Alan Fielden, Jemima Yong, Annabelle Stapleton-Crittenden and Malachy Orozco.

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Invented in 2012, ROOM was seed commissioned by **Theatre Delicatessen** and **Bush Theatre**. It has since played across the UK; notably at **Latitude Festival 2015**, **Late@Tate Britain**, **Camden People's Theatre**, **WROUGHT Festival** and **Serpentine Gallery**. In 2014, ROOM was programmed at the Pleasance Courtyard for the **Edinburgh Festival Fringe** where it played a record of 220 performances over 25 days. Internationally, ROOM has been performed in Singapore where there is a local team of narrators based out of the **Yale-NUS university**.

ROOM's strength lies in its small 'cast', zero set and ability to yield maximum impact. ROOM is concerned with giving audiences autonomy over narrative. The show's improvised content draws narrative components from the physical site and environment it is performed in.

So far, ROOM's youngest player is 6 years of age, our oldest player is 65. Over 1000 ROOMs have been played. No ROOM is ever the same.

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Other UK based narrators include: Performance Maker **Ellie Stamp**, Illustrator and writer **Farbod Gorjian**, Performance maker **Claudia Jefferies**, Musician **Peter Cattermoul** and Dungeons and Dragons Master **Dave Sharpe**.

Playing internationally (based out of Singapore) are: Artist **Marriel Chee**, Sound artist **Jevon Chandra**, Environmental theatre maker **Kei Franklin**, National fencer **Willie Khoo** and Poet **Alvin Pang**.

## Selected Audience Impressions



*"The experience was exquisite and ephemeral. I go back in my mind all the time but it's gone forever, so now I have this strange and gloriously unsatisfied addiction. You fed me and gave me life in one of the most beautiful ways imaginable."*

- Abigail Magdalena  
Edinburgh Festival Fringe

*"This is waking dreamtime. This is as old as storytelling itself. And this offers permission for us to create when so many of us may have lost the ability (or think we have) to expand our stories towards the fantastical."*

- Chris Grady  
Arts Consultant & Author

*"That piece blew my mind, it messed me up, I had to see a psychiatrist after that."*

- David Gothard  
Former Artistic Director, Riverside Studios

## Selected Press



*"In a more enlightened society there would be ROOM booths as regular as pubs and you could drop in anytime you wanted to use your imagination."*

- TOTAL THEATRE

*"I experienced something breathtaking and very original. Emerging from ROOM was a bit like coming out of some strange, verbal virus-induced amniotic fluid..."*

- VICE Motherboard

*"...wasn't that a wonderful demonstration of the collaborative act of theatre? Of the joint effort between creator and audience, who need only each other and an empty space to create and share a thing between them..."*

- Exeunt

## Technical requirements

ROOM is versatile in relation to where it can be performed, **our basic needs are access to power and some degree of sound proofing.**

Depending on the suggested place of performance, a negotiation would take place about the type of set up. However, if we were playing at an equipped performance venue, this would be our suggested tech spec:

- Table that can accommodate a small mixing desk
- A small mixing desk
- 2 bookshelf speakers, on stands
- Amplifier to power speakers
- 2 minijack leads to plug laptop and phone into mixing desk
- 4-way power supply
- 2 microphones (1 of these a condenser)
- 3 microphone stands
- 4 Chairs (At least one of medium to high com ness for audience member.)

**Space requirements:** ideally indoors and relatively sound proof.

**Minimum playing space:** 4m x 4m

**Light:** No theatrical light necessary as audience member is blindfolded throughout the performance.

**Company on the road:** 3 or 4 depending on run of performance

**Show length:** 20 - 25 minutes per player, 20 minute changeover, up to 12 shows a day.

**Get in time:** 1.5 hours

**Get out time:** 1 hour

## Contact

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