

The Kennedy Center

THE JOHN F. KENNEDY CENTER FOR THE PERFORMING ARTS

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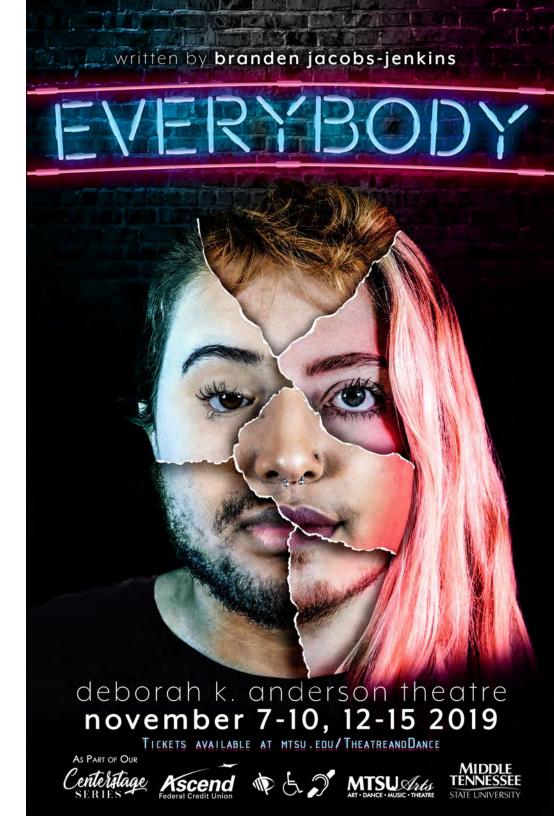
This production is entered in the Kennedy Center American College Theater Festival (KCACTF). The aim of this national theater education program are to identify and promote quality in college-level theater production. To this end, each production entered is eligible for a response by a regional KCACTF representative, and selected students and faculty are invited to participate in KCACTF programs involving scholarships, internships, grants, and awards for actors, directors, dramaturgs, playwrights, designers, stage managers, and critics at both the regional and national levels.

Productions entered on the Participating level are eligible for invitation to the KCACTF regional festival and may also be considered for national awards recognizing outstanding achievement in production, design, direction, and performance.

Last year more than 1,300 productions were entered in the KCACTF involving more than 200,000 students nationwide. By entering this production, our theater department is sharing in the KCACTF goals to recognize, reward, and celebrate the exemplary work produced in college and university theaters across the nation.

Scan the QR code for Actor bios!





Director's Note...

"Everybody is a play that asks us to reflect on how we are living our everyday lives. In this extremely divided moment in the world right now, there is one experience that truly unites us as human beings... we are all going to die. And we are all going to do that alone, wondering what happens and where we go when it is our time. Our instinct is to fight death for control to know when, where and how we are going to die. We want to control who will be with us and how we will be remembered. This play asks: when death shows up for you, how are you going to handle it and more importantly, knowing that death is going to show up for you, how are you going to live your life?

Funnily enough, it is our obsession with death that teaches us how to live. If you think about it, the basis of many religions is to help us on this journey to death. To give us belief in an afterlife and to teach us the best way to spend our days. And thus we have the morality play... plays in the 15th and 16th century, underpinned by Christian teachings, that were about living a good life vs. an evil one. The most archetypical morality play is *Everyman*, written around 1530, it is an allegory that examines what one must do to attain salvation. In this story, Everyman tries to take Fellowship, Goods and Knowledge with him but is ultimately left with only their good deeds. So we learn to live a life of good deeds as that is what you will take with you when you die.

Our playwright Branden Jacobs-Jenkins has adapted the play *Everyman* with a more wholistic view of life and death. While Everybody's journey to control how they are going to die is similar, Everybody meets Love instead of Good Deeds. And Love teaches them that the only way to live and die is to relinquish control, to surrender. This play inclusively incites us to let go, to dance and to love. Everybody."

- Lauren Shouse, Director

Artistic Staff...

Assistant Director Melissa Elkouz* Scenic Designer Scott Boyd+ Scenic Charge Maggie Shivers* Assistant Charge Kirstin "Blue" Kroon Costume Designer Tommy Macon Assistant Costume Designer Julia Fleming Lighting Designer Darren E. Levin+ Assistant Lighting Designer Hannah Stapleton, Gavin Strawn Sound Designer Anna Angeles* Makeup/ Wig Designer Morgan Marshall Properties Master Laura Pickard*	Director	Lauren Shouse
Scenic Charge	Assistant Director	Melissa Elkouz*
Assistant Charge Kirstin "Blue" Kroon Costume Designer Tommy Macon Assistant Costume Designer Julia Fleming Lighting Designer Darren E. Levin+ Assistant Lighting Designer Hannah Stapleton, Gavin Strawn Sound Designer Anna Angeles* Makeup/ Wig Designer Morgan Marshall	Scenic Designer	Scott Boyd+
Costume Designer	Scenic Charge	Maggie Shivers*
Assistant Costume Designer	Assistant Charge	Kirstin "Blue" Kroon
Lighting Designer	Costume Designer	Tommy Macon
Assistant Lighting Designer	Assistant Costume Designer	Julia Fleming
Sound Designer	Lighting Designer	Darren E. Levin+
Makeup/ Wig Designer	Assistant Lighting Designer	Hannah Stapleton, Gavin Strawn
1 0 0	Sound Designer	Anna Angeles*
Properties MasterLaura Pickard*	Makeup/ Wig Designer	Morgan Marshall
	Properties Master	Laura Pickard*

Cast...

Somebodies	Amelia Clark,* Kate Hollyfield,
	Faithlyn Jones,* Jamil Parrish, Garrison Stallings
Usher/God/Understanding	Kortney Ballenger
Love	Ash Moss
Little Girl/Time	Alexa Pulley*
Death	

Production Staff...

Production Manager	John N. Underwood
Stage Manager	
Assistant Stage Manager	
Tech Assistant Stage Manager	
Stage Management Faculty Advisor	
Technical Director	Matthew Phillips*
Technical Direction Faculty Coordinator	
Scenic Shop/Properties Coordinator	
Scenic Construction	
Makeup/Wig Faculty Coordinator	
Costume Shop Manager	Amy Hipp
Master Electrician	Sean McDevitt
Electric's Shop StaffBrandon Phillips,* Steph B	ottum, Erin Featherston*
Students of THEA 3400 – Lighti	ng Hang and Focus Crew
Lighting Crew	Tara Cook, Kyle Tyler
Lighting/Rigging Technology Faculty Coordinator	Brian D. Elliott
Voice Over Engineer	Travis McAlister
Box Office/House ManagerMegan M	archan, Cassidy Woodall*
Marketing Coordinator	h Johnson, Ben Leonard*
Poster Design	Aaron Johnson

*members of Alpha Psi Omega +members of United Scenic Artists 829



