Freie Universität Berlin

Unreal City
A Fragmented Souls Production

Created and Performed by
Connor Bardsley-Hodgkiess
Louisa Grothmann
Delaja Harder
Hannah Harley
Knut Heidelk
Tornike Japaridze adjustment
Bethan John
Phoebe McIndoe
Anja Meyer
Kim Oberbach
Jenny Pötzsche
Hannes Storm
Yvonne Zhang

Directed by
John Crutchfield

Presented by
The Department of Didactics, Institute for English Language and Literature, Free University of Berlin

One Performance Only: **Friday, February 6, 2015 at 9pm**, doors open at 8:45pm.
Admission: 2 Euros. General Seating.

Tatwerk Berlin
Hasenheide 9
(Gewerbehof – Aufgang 1, 3.OG)

U7, U8: Hermannplatz

Description of the Project
As part of an ongoing study on the experience of theatrical performance in EFL Teacher Training, Dr. John Crutchfield of the Department of Didactics offered an elective course this semester called "Theater Project," in which he worked with a small group of students to create a new theatrical work in English. Entitled "Unreal City: A Fragmented Souls Production," the play examines the experience of life in the metropolis, with themes ranging from euphoria to loneliness, from humor to boredom to absurdity, and from glimpses of strange beauty to moments of fear, madness and alienation. In its variety of theatrical styles and approaches, the work reflects the truly collaborative method of artistic creation which lay at the heart of the project.