

ARTS HOUSE PRESENTS

FISH & GAME (UK/AUSTRALIA)

ALMA MATER

ARTS HOUSE

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NORTH MELBOURNE TOWN HALL

WED 18 APR – SUN 13 MAY 2012

DURATION: 20 minutes

CAST/CREATIVE

Creators: **Fish & Game**

Directors: **Robert Walton, Eilidh MacAskill**

Producer: **Eilidh MacAskill**

Cinematographer: **Anna Chaney**

Music: **John De Simone**

Performers: **Lucy Gaizely, Albie Gaizely-Gardiner, Lyla Gaizely-Gardiner, Raedie Gaizely-Gardiner, Gary Gardiner, Becki Gerrard, Thom Scullion and Mr Feathers**

Music performed by: **Ensemble Thing – Colin Broom** (Conductor), **Jay Capperault** (Alto Saxophone), **Helena Flint** (Viola), **Ed Lucas** (Double Bass), **Ross McCrae** (Trombone), **Lizy Sirat** (Trumpet), **Seb Thirlway** (Piano)

Production Team: **Jodie Wilkinson, Kevin Wratten, Ben Vale**

Post-Production: **Gavin Rizza**

Original Set Designed and Constructed by: **Phil Bowen, Hugh Speirs**

Technical Specifications and Drawings by: **Claire Halleran**

Australian Set Constructed by: **Jim Stenson**

Fish & Game Marketing Officer: **Ruth Marsh**

Operated and Hosted by: **Simon Conlon, Lulah Harte, Shannon Loughnane, Jayson Patterson, Gary Ward**

fishandgame.org.uk

Alma Mater was created with the support of Made in Scotland 2011

Image: **Eilidh MacAskill**

"It begins with an Alice in Wonderland moment: you're standing in front of a white door, wondering, 'do I knock?' when the iPad in your hand shows you the self-same door...opening. So through you go, totally alone except for the music sending melody-atmospheres through your headphones and the film now running on your hand-

held screen. It's panning around the little all-white bedroom you're standing in – only, it's not exactly the same. But even as you're noticing the differences, a merry little girl in a stripey sleep-suit is suddenly in the frame and her bright-as-a-button face will lure you into another dimension, experiencing a virtual but intensely vivid encounter..."
(Mary Brennan, *The Herald*, Scotland)

Like much of Fish & Game's work, **Alma Mater** draws upon a variety of media and art form traditions. The work incorporates installation, film, music and performance. The film, shot to a cinematic quality, moves through the space, requiring the audience to move with it.

In a previous project, *Alma Mater@Scotland Street School*, we explored how the State's schooling architecture and systems of discipline enter the body of the growing child. In this new project we chose to create a complementary 'sister' piece that explores the private space of the bedroom, where the interior world of dreams is fostered and the day's experience is processed. Room and child enter a parallel evolution: they change together, because of each other, over time.

BIOGRAPHIES

Fish & Game

Fish & Game, the creative partnership of Eilidh MacAskill (Glasgow) and Robert Walton (Melbourne), devises entertaining experimental art works that straddle theatre and live art. Over the past 12 years they have created over 40 interdisciplinary works exploring their fascination with performance, nature, ritual and play. Spanning theatre, new media, visual art, music, dance and comedy, their work has played in Scotland, across the UK and internationally.

Much of Fish & Game's work takes place outside traditional art spaces and incorporates encounters with audiences and their environments. Often interactive, it tests the boundaries of what performance can be; and encompasses intimate and one-to-one performances as well as shows for large audiences in theatres, parks and sporting arenas.

Robert Walton

Artistic Director, Fish & Game

Robert Walton is a collaborative artist whose work spans theatre, installation, writing and media art. His practice is primarily concerned with the conception, development and production of new work created through dialogue and play. Primarily a director of experimental theatre and live art, he has also created interdisciplinary works including correspondence projects, durational performances, interactive encounters and work with portable media devices.

As an initiator, director, collaborator or mentor Robert Walton has been close to the creation of hundreds of original performance works in Scotland over the last decade. He co-founded Fish & Game in 2005 to make exciting performances across traditional art form boundaries, and to explore new ways to charm and terrorise audiences. He has presented work, appeared on panels and given workshops in Europe, North America, Singapore and Australia. In Glasgow he was Associate Head of Performance at the Royal Conservatoire of Scotland, before moving to Melbourne in 2011 as a Lecturer in Theatre at the Victorian College of the Arts.

Eilidh MacAskill

Artistic Director, Fish & Game

Eilidh MacAskill is a Glasgow-based theatre-maker, performer, facilitator and musician, and is Co-Artistic Director of Fish & Game. One of Scotland's most prolific and well-loved performers, she regularly performs her own work at venues as diverse

as village squares, museums, comedy clubs and chip shops. As Associate Artist with Imagine, Scotland's organisation for the promotion and development of the performing arts for children, she explores ways of creating experimental work for young people in and outside of traditional theatre spaces and using digital technologies. With Fish & Game she has initiated a wide range of original theatre and live art works.

Eilidh MacAskill is currently working on a large-scale, site-specific project integrating living history and live art for The Arches Behaviour Festival, in collaboration with Glasgow Museums and Scottish band Zoey Van Goey. She has recently collaborated with London-based game design studio Hide & Seek for a giant, pervasive game in Edinburgh on New Year's Day; with Glasgow Youth Film Festival; and with Stewart Laing on his immersive musical extravaganza, *The Salon Project*.

John De Simone

Music

John De Simone is a composer and musician based in Glasgow, where he also lectures at the Royal Conservatoire of Scotland. Recent achievements include a 50-minute, major symphonic work, *John De Simone's Symphony* (2009), premiered by the RSAMD Symphony Orchestra; the string quartet *Intimacy* (2009), commissioned for the Edinburgh Quartet; the multimedia work *Panic Diary* (2008) composed while he was Associate Composer of Symposia; and the community work *InReach* (2009), written with clients from Polyphony, a music-for-mental-health charity.

John De Simone's work has been performed internationally, particularly in Holland, where his commissions include *Martyrdom Complex* (2003), performed by Percussion Group Den Haag; *Deus Ex Machina* (2004), written for the Mondriaan Quartet in collaboration with instrument creator Robert Pravda; and the dance work *Big Things, not very near* (2002), commissioned by Orkest De Ereprijs and Arnhem Dance School.

Anna Chaney

Cinematographer

Anna Chaney's first film, *Gloria*, won audience awards at Glasgow Media Base and at Edinburgh University and college screenings. Her second film, *Annica*, was given a licence agreement by Rain Dance TV. Specialising in Cinematography at the Royal Scottish Academy of Music and Drama, she was selected as director of photography for *Choreomania*, the

largest-scale film production RSAMD had commissioned to date. *Choreomania* went on to win Best Drama at the Royal Television Society student awards and Best Drama at the Celtic Media Festival, and has screened at festivals throughout Europe and the UK, including the Glasgow Film Festival, Sing it Loud at IETM Glasgow, Film4's Frightfest and the New York Horror Film Festival. Her still photography has been published by *The Guardian* and *MovieScope* magazine.

THANK YOU

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ARTS HOUSE

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Arts House presents contemporary arts in programs encompassing performance, exhibitions, live art, residencies and other activities that nurture, support and stimulate cultural engagement. We value work in which artists at different stages of their careers, as well as our diverse audiences and communities, are actively involved in creating an imaginative, just and environmentally sustainable global society.

Arts House's programs include two curated public seasons of multidisciplinary work each year. From 2013, approximately half of this work will be selected through a new Expression of Interest process. We seek artists who are responding to the urgent issues of our time in imaginative and surprising ways, taking artistic risks and offering multiple ways for audiences to engage with or co-author their work. For more information, please contact us on (03) 9322 3720 or visit artshouse.com.au.

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