

“ Nothing happens, nobody comes, nobody goes it’s awful”

1. Where does your particular scene, or scenes fit into the overall development of the play?

The scene I am performing is in Act II of ‘Waiting for Godot’ by Samuel Beckett. However, as this play is absurdist there is no real development and Act I and II are very similar. The lack of development in the play establishes the idea that life is meaningless because nothing you do makes any difference. The start and end of the play are very similar which shows the cyclic nature of absurdist theatre. In the scene before the one I am performing Vladimir and Estragon are having a conversation trying to remember what happened the day before and it ends with Estragon saying that it would be better if they parted. In the scene after mine they are having a pointless conversation about thinking. This shows that the placement of my scene has no impact on the development of the play because the characters don’t achieve anything in it which affects the rest on the play.

2. How does this placement affect your characters motivation in the scene or the scenes that you are presenting?

The motivation of my character in this scene is to find ways of passing the time while I wait in the graveyard to die. Vladimir and Estragon are in a graveyard to show that they are waiting for death to come. The motivation of my character is constantly changing throughout the scene as we find new ways of entertaining ourselves but they always end in disappointment. There is always something that goes wrong which stops us from achieving what we are trying to do. For example: when Vladimir trips over when I am trying to catch him and when the game he is playing with the bouncy ball never works. My character has moments of happiness but they come and go and don’t change the situation in the play. Because my characters motivation is constantly changing but nothing is being achieved there is very little progression in our scene.

3. Where does your scene take place in terms of both time and place?

We have chosen to set our scene in a graveyard but there is no specific time or location of this graveyard because this is a convention of absurdist theatre. We are using 9 gravestones in a grid formation, each with space in front of them where the body would be, to show that we are in a cemetery. In absurdist theatre the characters have no memory of the past or where they have come from. This means the characters have no knowledge of time. This explores the ideas of existentialism because if the characters were in a specific location at a specific time there they are obviously there for a purpose and that is not what we are trying to show. Having no time and place also allows everyone in the audience to relate to the characters and this is what absurdist writers wanted to achieve in their plays. They don’t automatically judge the characters, they could be anyone, anywhere.

4. Describe your role in this scene?

I play Estragon in this scene. My character is male but does not have a specific age as characters in absurdist theatre have no background. I am British which you can tell from my accent but I don’t know exactly where from. Having a very general character allows every person in the audience to relate to the character and see aspects of themselves in each character. At the start of the scene my character has a lower status than Vladimir but this is

constantly changing throughout the scene. My character changes mood a lot during the performance.

4a) How will you show this using the drama techniques of voice, body, space and movement?

I will use my voice to show that I am British and to show my mood changes. I am going to talk in a British accent and **try to lower my voice to show that I am playing a male character**. I use the tone and pitch of my voice to show how my characters changes mood throughout the scene. At the start I yell my first line. This shows that I am frustrated, angry and worried about the situation. My third line however is a completely different mood so speak in a much happier tone and have a more cheerful voice to show this. I use my voice in my performance to effectively show this aspect of my character and absurdist theatre. I use space to show aspects of my character. **During the games when I am chasing Vladimir and jumping over gravestones I am constantly trying to get into his personal space. This shows that I want to play with him and talk to him**. This also shows that I have the lower status because I am chasing him. My use of space changes when I am upset or bored. I go and lie down amongst the graves in my own personal space away from Vladimir. I use my movement to show the personality of my character. Laban's movement theory is a way of determining what kind of mover you are. Laban decides that movement is either: light or strong, sustained or broken and direct or indirect. Using these ideas he came up with eight different types of 'movers'. I have chosen to play Estragon as a 'flicker' for the majority of our scene. A flicker is someone who moves light, broken and indirect. I think this suits Estragon well in our scene because his mood and focus is constantly changing and his movement and quick and distracted. I am also going to use my posture to show the mood changes I go through in this scene. At the start I am sitting slouched over leaning against a gravestone. This shows I am depressed and that life is meaningless. I also talk about killing myself at this point. When the mood changes and we start playing games I have a more upright, youthful and happy posture. I also use my facial expressions to show this. I have a blank face when I am bored and have nothing to do but when we start playing I smile a lot and my face looks excited. I have used a combination of voice, body, space and movement to show my role and the personality of Estragon in my scene.

8. What are the main messages you wish the audience to take away from your performance?

The main message we are trying to give the audience through our performance is that life is meaningless and we might as well all just wait to die. Nothing we do will ever make any difference to our situation and our existence is insignificant.