SHE VANISHES IN THE AIR

Is an interactive theatre game that challenges the audience's perceptions by exploring the impact of cancel culture on artistic creation.

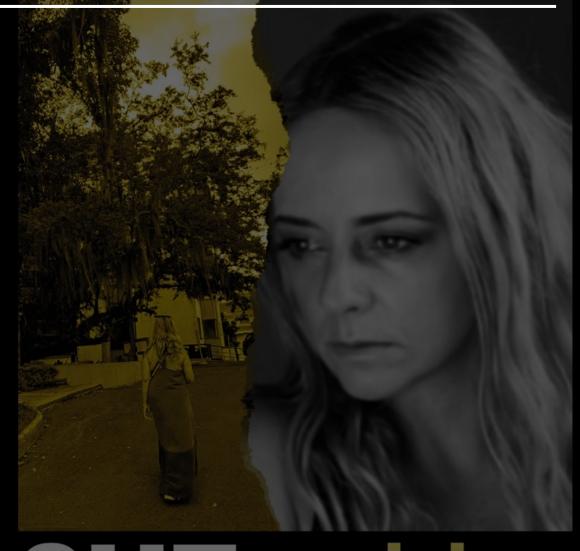
The game, which lasts an hour, is inspired by the mysterious case of a woman's disappearance.

Three artists have joined forces to create a politically correct reconstruction of the story.

The audience can engage via an app, from which they can cancel, vote and choose one of the hypotheses.

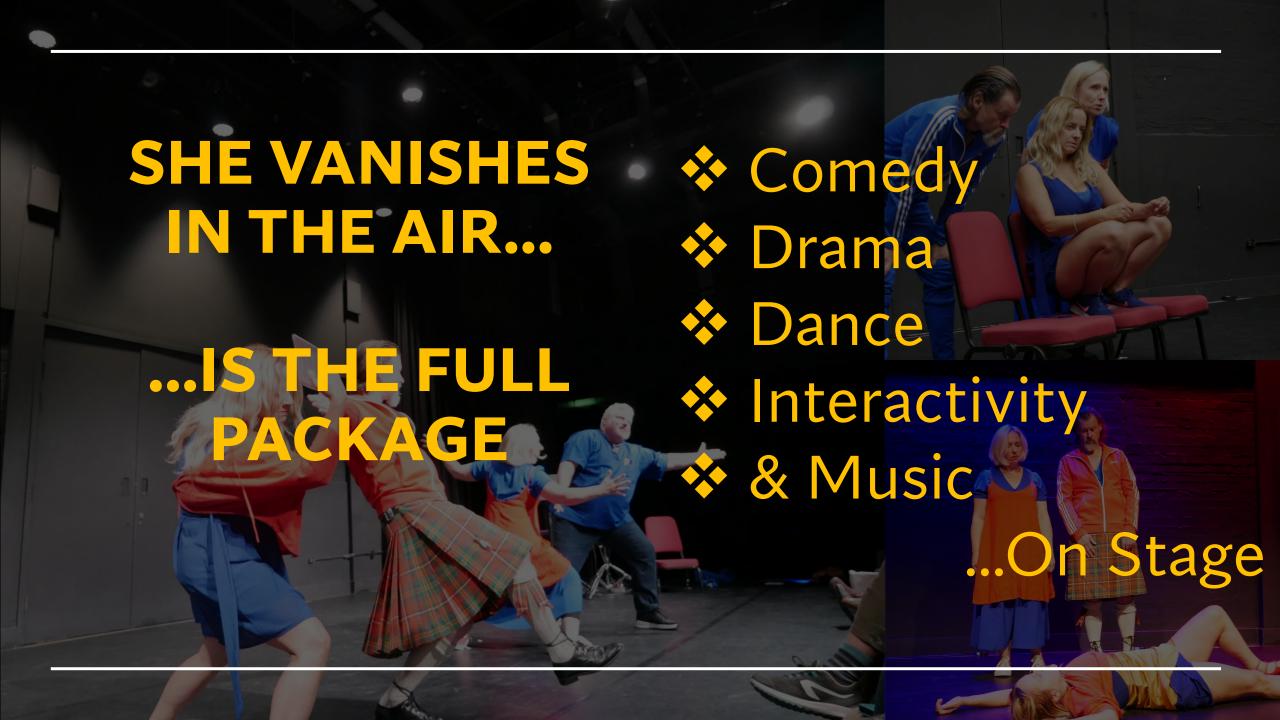
Performed by: Jenny Johns, Steve Hay & Lorena Briscoe Sound landscape & live music performance: Mark Taylor





SHE vanishes in the air

"A play about cancel culture" "A play about cancel culture"



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The play takes place during an open rehearsal. Three hypotheses are presented, one of which the audience has to choose.

Politically correct language, cyber-bullying, the risk of women's mental health being affected by social media, violence against cis and trans women, access to decent housing, and radical positions on gender and feminicide are all on the ballot.

From the outset the audience are asked to actively avoid the anonymity that social networks allow, to break the impunity that allows us to attack, insult or cancel someone whilst hiding behind a screen.

The audience are asked to enter the app with their real name and answer the questions that affect each hypothesis in real time. Of course, they can refuse. It's up to them to decide...

