

AN ECSU JUNIOR DIRECTS A FULL LENGTH PRODUCTION

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Imagine you had complete control of everything around you and every person whom you came into contact with. You had the power to make them move where you wanted, say what you wanted, even make a fool out of them if you wanted. If you had complete control, would you be able to handle it? I was given the opportunity to answer this question this semester when I became director for the University Player's production of *Crimes of the Heart*.

This play is set in the MacGrath family kitchen in Hazlehurst, Mississippi. At the beginning of the play, Lenny (Rebecca Goehring) is celebrating her birthday in solitude. The middle sister, Meg (Julia Todd), returns home after receiving a telegram that their younger sister, Babe (Krystle Lee), is in jail for shooting her husband. The plot progresses with the introduction of Meg's ex-boyfriend Doc Porter (Chris Figgs) and Babe's lawyer Barnette Lloyd (Michel Edwards).

It was a challenge for me to take on the responsibility of directing this full-length play. Being a playwright, I understand that there are specific things that you want the audience to leave with after they view your play. A playwright has a

certain message he or she wants to expose the audience to. As a director, I have to know what that message is and how to make sure the audience walks away with it.

One of the most challenging things about directing is communicating with the actors. When I give blocking instructions, which is specific movements that the actors must do during different scenes in the play, I had a certain movement or look or sound that I saw in a vision. When this didn't come across, it became very frustrating for me, as well as my actors, to get it right. Sometimes this resulted in a demonstration and repetition.

Another challenge that I found in directing is making sure that everything gets done. There are so many different things that come together when putting on a play. Props, things handled by the actors onstage, set pieces, costumes, makeup, hair, the list goes on and on.

Although there are many challenges and responsibilities in directing a play, it was an opportunity that I am very privileged to have had. Directing is hard work, but as long as your actors have fun and the audience has fun, it is well worth it.

VIDEO GAME HEROINE IS AN INSPIRATION TO ALL WOMEN

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Women have been considered inferior to men for centuries. Although the Bible speaks of women being "the weaker vessel," it does not mean that you must completely give up everything to support him. In the first book of the Old Testament in the Bible, the story of the creation of man and woman unfolds. Genesis 2:23 says: "And Adam said, this is bone of my bone and flesh of my flesh. She shall be called woman." He was talking about Eve, his helper. Eve was taken from Adams rib and wonderfully formed. She was created from his side to be his helper, but also his equal.

Many women are oppressed by their husbands and boyfriends. In that case, women have little to no freedom. They abuse women physically, socially, emotionally, and mentally. To help encourage the women everywhere, this inspiration will focus on a female video game star, Princess Peach Toadstool.

Many video game fanatics know about the *Super Mario Brothers* video game released in the 1980s. This was the introduction of Peach, Mario's girlfriend, who was always captured by King Bowser Koopa.

Later, *Super Mario Brothers 2* was released and Peach had her chance to shine in this adventure. Although her strength was poor, she had an advantage that Mario, Luigi, or Toad did not have. Because of her dress, she was able to float for about five seconds in the air. But this game was based on Mario's dream, so Peach actually played a significant role in his dream, not in his real adventures.

In *Super Mario Brothers 3*, Peach helped Mario by giving him clues that will help him later during his adventures. She also gave him an item to help him along the way.

In 1996, Peach starred in *Super Mario RPG: The Legend of the Seven Stars*. The game started off with Bowser kidnapping Peach. Mario went to fight Bowser and rescued Peach. Before anything could happen, the new boss, Smithy, caused an earthquake, which sent the three characters into three separate sections of the world. Mario traveled along and made new friends and then found Peach trapped in Booster's Tower. Booster took Peach to a church to get married, but Mario saved her. When she is rescued and returned to her castle, she wanted to help Mario, but her father would not allow her. She went to her room and waited for Mario to leave. She took on Mary Poppins' role of floating out the window with her parasol. Without Peach, Mario would not be able to fight the new boss by himself. She helped him out a lot with her special moves, especially the "Group Hug," which restored the group's life, and the "Psych Bomb," where she threw many bombs at all of the enemies.

In *Paper Mario*, Peach was captured again, but she still helped Mario throughout the game by sneaking around the castle to find items, secrets, and at the end, helped Mario defeat the invincible Bowser.

Peach has become a great example of a woman who refused to be held down by the oppressor. Mario helped her many times, but now, she helps Mario. She proved herself to be an independent and a courageous woman. She fought boldly against the oppressor, and still took care of her kingdom.

Though Peach is a mere fictional character in popular video games, she is still an example for how realistic modern women should be. Though she is still Mario's helper, she is still strong and significant, contrary to popular male beliefs.

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CAN YOU IDENTIFY THESE OUTSTANDING WOMEN?

1.



2.



3.



4.



See Answers on page 8