

"BALLERN GEHEN"

FCKFRG & MI

ICD-11 & Midsummer Nights Dream

www.benedikt-eickhoff.de

"Fck this sh.t, I'll be a
stripper"

Title: Ballern Gehen

Comment on Title

The title "Ballern Gehen" suggests themes of intensity, recklessness, or even a sense of urgency. It serves as a metaphor for the characters' internal and external struggles, adding a modern, edgy twist to the story.

Extended Character Biographies

Astra: The Stargazer

- Age: 17
- Occupation: High School Student
- Background: Captivated by the cosmos, mentored by Dr. Lyra.
- Personality: Intelligent, introspective, perfectionist.
- Arc: Struggles with existential dread and anorexia nervosa.

Terra: The Earthbound Friend

- Age: 17
- Occupation: High School Student
- Background: Environmental activist, Astra's best friend.
- Personality: Compassionate, grounded, socially aware.
- Arc: Moral dilemma between activism and loyalty to Astra.

Dr. Lyra: The Guiding Star

- Age: 40s
- Occupation: Astrophysicist, University Professor
- Background: Renowned scientist, advocate for women in STEM.
- Personality: Brilliant, demanding, inspiring.
- Arc: Guilt over pushing Astra too hard, questions her role as a mentor.

Theo: The Modern-Day Duke

- Age: 30
- Occupation: Tech Entrepreneur
- Background: Self-made millionaire, engaged to Hippy.
- Personality: Charismatic, ambitious, aloof.
- Arc: Mid-life crisis, questions the worth of material success.

Hippy: The Engaged

- Age: 28

- Occupation: Social Media Influencer
- Background: Lifestyle brand owner, engaged to Theo.
- Personality: Outgoing, optimistic, superficial.
- Arc: Identity crisis, torn between online persona and real self.

PQ: The Aspiring Influencer

- Age: 20s
- Occupation: Aspiring Social Media Influencer
- Background: Wants to be like Hippy.
- Personality: Energetic, naive, eager to please.
- Arc: Struggles with self-worth, questions the value of social validation.

Ober (DJ Oberon): The Ethereal DJ

- Age: Timeless (appears 30s)
- Occupation: DJ, Imagined Guide
- Background: Modern twist on Shakespeare's Oberon.
- Personality: Wise, mysterious, aloof.
- Arc: Ethics of influence, questions his impact on others.

Puck (DJ Puck): The Mischievous Sidekick

- Age: Timeless (appears 20s)
- Occupation: DJ, Imagined Guide
- Background: Ober's sidekick.
- Personality: Mischievous, impulsive, playful.
- Arc: Crisis of conscience, torn between loyalty to Ober and consequences of actions.

Stage Play Treatment

The play will adopt a straightforward, objective tone, avoiding sentimentalism but embracing psychological realism and existentialism. It will explore existential themes, questioning the meaning and value of life and societal norms.

Stage Description and Set Metamorphosis

Act I

- Set: A split stage, one side representing an astronomy observatory, the other a high-society engagement party.
- Metamorphosis: As the act progresses, the observatory becomes darker, while the engagement party becomes increasingly chaotic.

Act II

- Set: Again a split stage, one side a high school cafeteria, the other a community center theater rehearsal room.
- Metamorphosis: The cafeteria tables gradually empty, symbolizing Astra's isolation, while the rehearsal room becomes more cluttered, symbolizing societal chaos.

Act III

- Set: A high school classroom and an after-hours club DJ booth.
- Metamorphosis: The classroom becomes more disordered, while the DJ booth becomes increasingly surreal, with ethereal lighting effects.

Act IV

- Set: A high school gym and a hospital room.
- Metamorphosis: The gym equipment is gradually removed, leaving an empty space, while the hospital room becomes more clinical.

Act V

- Set: A hospital room and a wedding reception hall.
- Metamorphosis: The hospital room becomes warmer, symbolizing hope or despair depending on Astra's choice, while the reception hall becomes increasingly extravagant.

Summary of Scene Dialogue

Act I

- Astra and Terra discuss their dreams and fears, touching on existential themes.
- Theo and Hippy discuss their upcoming wedding, revealing cracks in their relationship.

Act II

- Astra and Dr. Lyra have a mentor-mentee conversation that exposes the pressure Astra feels.
- PQ and Hippy have a conversation where PQ seeks advice from Hippy, revealing her naivety and Hippy's superficiality.

Act III

- Astra and Terra have a confrontation where Terra expresses her concern for Astra.
- Ober and Puck debate the ethics of their influence, revealing their internal conflicts.

Act IV

- Astra and a Healthcare Provider have a clinical yet emotional discussion about Astra's condition.
- Theo and PQ have a conversation that exposes Theo's mid-life crisis and PQ's crisis of self-worth.

Act V

- Astra and Terra have a final confrontation, leading to Astra's choice.
- All Characters have a closing scene at the wedding reception, where each character's arc reaches a resolution or a point of no return.

Beat List

Act I: The Celestial Canopy & The High Society Engagement Party

- Beat 1: Astra gazes at the cosmos, her fascination deepens.
- Beat 2: Theo and Hippy discuss their upcoming wedding. Astra observes from afar, contemplating the earthly drama.
- Dark Turn: Astra starts controlling her food, mirroring her cosmic dreams.

Act II: The Grounded Reality & The Mirror's Deception

- Beat 1: Astra shows signs of negative affectivity and detachment.
- Beat 2: Terra becomes concerned but dismisses it.
- Dark Turn: Astra becomes preoccupied with her body image.

Act III: The Proximity Paradox & The Dance of Denial

- Beat 1: Astra and Terra's closeness represents friendship but also tension.
- Beat 2: Ober and Puck realize their mistakes and try to undo them.
- Dark Turn: Astra dismisses concerns about her weight loss.

Act IV: The Breaking Point & The Intervention

- Beat 1: Astra's health deteriorates, leading to a fainting episode.
- Beat 2: Terra finally confronts Astra.
- Dark Turn: A healthcare provider intervenes.

Act V: The Road to Recovery (or Relapse) & Reconciliation

- Beat 1: Astra and Terra must navigate their differences.
- Beat 2: Ober and Puck take a bow, leaving a magical gift.
- Dark Turn: Astra faces a choice—recovery or relapse.