

**Hotel**  
By Clancy Moore & Josiah Lulham

Presented by ... *Until Monstrous*

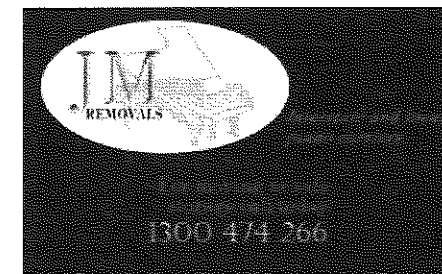
Guild Theatre, Union House, The University of Melbourne

May 23rd - May 25th and May 29th - June 1st, 7:30PM  
May 24th, 25th, and June 1st, 2PM

Sponsors



**ARTS**



**Writer's Note**  
By Clancy Moore

Josiah and myself came up with the idea for *Hotel* during the interval of FLW's *The History Boys* in August last year. We suddenly hit on the idea of what would happen to a story if it were to be told through seven completely different pairs of eyes. How different can the individual parts of a narrative seem from each other? What effect does narrative arc have on a story? Why must we start with a beginning? Why must we finish with an end? The blast of inspiration that this thought initiated set the ball rolling on what would eventually become *Hotel*. What followed were five months of planning, developing, brainstorming, and many long nights of arguing. We concentrated on creating the world of the *Hotel*, or more specifically, the lives that inhabit it. We developed the characters through an organic process of visualisation and exploration, as well as invaluable work shopping with the talented Declan Greene. One by one the characters evolved, along with their life stories and motivations for coming to the *Hotel*. It was an arduous process, and one in which we produced mountains of notes and material about the plot, themes, and of course the characters themselves.

We had planned to have the script finished by the end of January, and once we were comfortable with the level of preparation we had achieved, we exiled ourselves to the beach for a week, locking ourselves away and thrashing out the script scene by scene. A week later we emerged, and found ourselves holding the first full draft of *Hotel*.

Writing *Hotel* has been an extraordinary undertaking. Every instance throughout the writing and producing process in which we have been confronted with a problem, we have always taken the most ambitious solution. We attempted to write the piece so as to be outside of time and space, contained in itself to the point of madness. We acknowledged that the scenes were always going to be in random order, creating a fascinating yet chaotic narrative in which cause and effect are as subjective as the characters and their motivations for being at the *Hotel*.

Writing and producing *Hotel* has been inspiring. Working with the marvelous and ineffable Josiah Lulham, as well as utilising the talents of so many collaborating artists, writers, and actors has been an expansive experience. Both Josiah and myself have learnt so much from writing *Hotel*, and are delighted that everyone involved has thrown themselves at the project with such enthusiasm and commitment.

We hope you enjoy watching *Hotel* as much as we've enjoyed writing it.

**- Cast -**

Remy Chadwick – *Benjamin Travers*  
Alexander Thom – *Dr. Stephen Forscythe*  
Brendan McDougall – *Harry Manning*  
Bonnie Leigh-Dodds – *Heather Murphy*  
Kathryn White – *Lily Collins*  
Leech King – *Eleanor Swanson*  
Rohan Byrne – *Bell-Hop*

**- Directors -**

Casey Bradley  
Justin Nott  
Benjamin Sheen  
Isabella Vadiveloo  
Alice Dawes  
Sara 'Tabitha' Catchpole  
Shannon Loughnane

**- Technical Crew -**

Robert Smith – Set Designer  
Justin Nott – Lighting Designer  
Leech King – Sound Designer  
Tash King – Stage Manager  
Matilda Houlihan – Assistant Stage Manager