

Workshop #	Technique/Convention	Experiential Focus	Discussion/Insight	Reflection
1.	STRUCTURE/FORM Time/Place/Situation/Tension/Focus	Situation rather than conflict. Anti-climax Cyclical Structure. Two Acts.	What emotional response does an audience have to what happens in the play?	How and why is boredom used as both a theme and within the audience?
2.	LANGUAGE Pace/Tempo	Rhetorical Questions The 5 Why's. Banter/Flow Allegory/Religious References	What does the dialogue add to the audiences understanding of the situation? What questions does it start to provoke for the audience?	How and why is question, answer and repetition used?
3.	CHARACTERISATION Role/Character/Movement	Real vs. Non Real 3D vs. Simplistic Action of the Moment Isolated Clown Like	What is the effect on the audience of the clown like characters? How does this link to the philosophy of Absurdism?	How do the characters symbolize the human condition?
4.	ELEMENTS OF PRODUCTION Mood/Symbol/Atmosphere	Simplistic Unnatural and Abstract Leaf Motif Space Costume	What is the purpose of the elements in the context of the play and Absurdism?	How do the elements of production help to create meaning, if any for the audience?

