

PERIPETEIA

variations on utopia

Corpus Playroom Lateshow, Michaelmas 2025
November 26th to 29th (Week 7)

‘What good is theory? What good is an idea without the smallest inkling of relief?’

Raymond, an unemployed and vaguely paranoid man, is commissioned to write a manifesto for the suspiciously corporeal ghost of Russian politician Pavel Milyukov, founder of the Constitutional Democratic Party. Hijinks ensue. Love might just be in the air.

Weird, ominous, and oddly jolly, PERIPETEIA invites the audience to believe, if only for a moment, in ghosts, supercomputers, and the possibility of utopia.

INTRO

Hi! I’m Mackenzie, and I do History and Politics at King’s. I wrote this play in the spring and am co-directing it with Ella! I’m very excited to hear from you all. :)

I’m Ella, a second year doing English at Christ’s. I’m so excited to be bringing the stunningly written PERIPETEIA to life with Mackenzie — please come apply and be a part of it!

Come join the production team for PERIPETEIA!! The play follows Raymond, part time drama queen and full time unemployed (and possibly unemployable) writer, as he gets two new job offers from Russian liberal politician Pavel Milyukov and Montreal-loving supercomputer Architect, and grapples with life and jealousy and deadlines.

The deadline for applications is Thursday 30th October—more information on applying below!

FULL SCRIPT

Here’s a link to the entire script if you’d like to read it!
<https://docs.google.com/document/d/1gLWtcbIQ4gVPLins6QbHCC7py4LnF-OCHaHOQatyaEE/edit?usp=sharing>

ROLES

Lighting Designer/Projectionist

We’re looking for a lighting designer who can face the (not too daunting) task of lighting Utopia, as well as the presence of an suspiciously humanoid but ultimately intangible supercomputer. You’ll help the audience move between twentieth century Russia, present day America and a not-too-distant future, all through one man’s mind. Projection will be vital

to PERIPETEIA's surreal atmosphere: think code glowing luminously green, or the grainy images of a revolution lighting up the wall and Raymond's mind. Whilst these roles can be separated, ideally they go hand in hand to immerse us in PERIPETEIA's manipulation of time and space.

Please email md2085@cam.ac.uk and eij23@cam.ac.uk with your responses to the following:

- What is your name/year/college?
- Why do you want to be involved?
- Do you have any relevant experience? (no worries if not!!)

Costume Designer

We're looking for a costume designer who is interested in drawing from different aesthetics, from retrofuturism to maximalism. You'll have the chance to design very different costumes for Raymond, Milyukov, Ryan, and the Architect, bringing together historical accuracy, business formal, and general dishevelment.

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Sound Designer

As sound designer, you'll be responsible for designing the soundscape of PERIPETEIA, whether its crackling radio broadcasts, distorted whispers, or the uncanny hum of a computer. We want the sound to contribute to the atmosphere of the play and add texture to the dialogue and the silences, blending the technological, the surreal, and the human.

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Set Designer

Past and future seem to transcend space as they hurtle towards each other in PERIPETEIA, and yet we never leave Raymond's increasingly disorganised office. The state of his desk deteriorates just as his mental state does. The set therefore needs to be truly unforgettable,

encapsulating Raymond's character — paranoia, genius and all — grounding us in the play's most surreal moments.

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