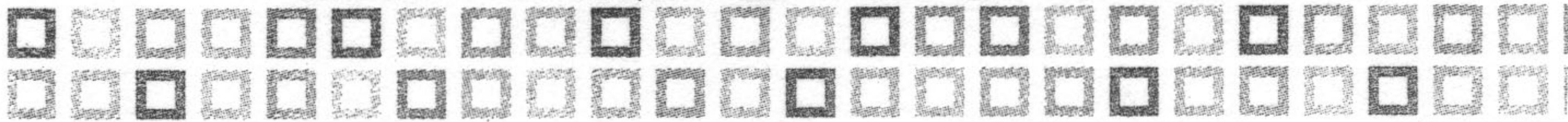


# Theatre



## Desert Rain GLASGOW

Part performance, part video game and part installation, Desert Rain is the latest work from Blast Theory, a company that is pushing the boundaries of theatre and performance to the limits. This is the company behind the infamous Kidnap, which saw two members of the public kidnapped and held for 48 hours while their reactions were broadcast live on the internet. In this piece the audience are taken, six at a time, into a briefing room, and then become participants in a huge computer game. Standing on a footpad, each must navigate across deserts and into underground bunkers to find their target in a virtual world. Because of the innovative software being used it is possible for everyone involved in the



“game” to communicate with each other, which creates the kind of comradely bond that might be expected from soldiers in a war situation. It is fun, but there is a serious purpose behind it: an attempt to explore the point at which the real and the fictional, the virtual and the imaginary meld. The context is the Gulf War, described by many as the first virtual

war, and certainly the first war in history subject to 24-hour media news coverage. So how come nobody knows exactly how many Iraqis actually died? Blast Theory look at the way information is distorted and minds are manipulated in the modern media world.

LYNGARDNER

*Tramway, Glasgow,  
Thursday 29 until July 8*