JUST Dance (Part of the Rework from "Mak, Nak and People of Phra Khanong")

Arunwadi Leewananthawet

Department of Performance Communication, Albert Laurence School of Communication Arts, Thailand

1. NAME OF CREATIVE WORK

JUST DANCE (PART OF THE REWORK FROM "Mak, Nak and People of Phra Khanong") 2. Name of Creator

Arunwadi Leewananthawet

3. BACKGROUND OR SIGNIFICANCE OF THE PROJECT

MAE NAK PHRA KHANONG IS ONE OF THE MOST WELL-KNOWN GHOST STORIES IN THAI-LAND. SINCE ITS FIRST MUSICAL STAGE SHOW IN 1911 BY HRH KROM PHRA NARATHIP PRAPHANPHONG, THE STORY HAS BEEN STUD-IED, TOLD, INTERPRETED AND STAGED FOR MORE THAN A CENTURY. THE STORY OF MAE NAK PHRA KHANONG HAS BEEN NUMEROUSLY NARRATED AND PERFORMED THROUGH SPOKEN WORDS, MUSICAL PLAY, AND OPERA. FROM JUNE 2014 TO JUNE 2015, THE RE-SEARCHER ALONG WITH A GROUP OF PER-FORMANCE COMMUNICATION STUDENTS WORK-ING CLOSELY WITH LIGHTING DESIGNER, PROJECTIONIST, AND SOUND DESIGNERS TO CREATE A CREATIVE PERFORMANCE CALLED "MAK, NAK AND PEOPLE OF PHRA KHANONG" TO INVESTIGATE OTHER ASPECTS IN MAE NAK STORY: THE CONFLICTS WITHIN FAM-ILY, INDIVIDUAL VS COMMUNITY.







"Mak, Nak and People of PhraKhanong" Photo: ReaungritSantisuk © 2015

IN THIS CREATIVE RESEARCH, THE RE-SEARCHER AIMS TO REWORK AND EXPLORE THE POLITICAL AND CULTURAL CONTEXT OF THE WORD "GHOST" IN "MAK, NAK AND PEO-PLE OF PHRA KHANONG" THROUGH ACTING, MOVEMENT AND DANCE TO NARRATE THE MAE NAK CHARACTER NON-VERBALLY. THE RE-SEARCHER WILL WORK CLOSELY WITH THE CHOREOGRAPHER TO ILLUSTRATE STORY'S MESSAGE. IT IS CLEAR THAT MAE NAK PHRA KHANONG IS THE STORY ABOUT GHOST AS A DEAD PERSON WHO WAS STRUGGLING TO BE WITH HER BELOVED HUSBAND, THE LOVE THAT CANNOT BE PLAUSIBLE. THE RE-SEARCHER INTERPRETS "GHOST" AS AN "UN-ABLE TO SPEAK" CHARACTER. "GHOST" IN THIS VERSION OF MAE NAK PHRAKHANONG CONTAINS ITS MEANING TO REPRESENT THE MINORITY OR MARGINAL PEOPLE IN THE SO-CIETY. THROUGHOUT THE STORY, THE PER-FORMER, WHO DANCES AND PLAYS "MAE NAK" ROLE, IS STRUGGLING AND FINDING HER "IDENTITY" AND HER "HOME" WHERE SHE FEELS BELONGS.

COLLABORATING WITH THE CHOREOGRA-PHER AND INCORPORATING ACTORS TRAIN-ING METHODS OF IMAGINATION IN ORDER TO TEACH THE BODY TO THINK ORGAINICALLY, A SERIES OF ACTING EXERCISE FROM LEE STRASBERG'S METHOD ACTING AND STAN-ISLAVSKY'S SYSTEM ARE IMPLEMENTED TO HELP THE PERFORMER TO DEVELOP HER IN-NER MOVEMENT WITH STORY AND THE SPACE. ACCORDING TO PHILLIP ZARRILLI, "THE ACTOR ENGAGED IN CERTAIN FORMS OF TRAINING BUILDS A REPERTOIRE OF SEN-SORIMOTOR SKILLS THAT AFFORD VARIOUS POSSIBILITIES OF ACTION WITHIN THE THEATRICAL ENVIRONMENT." THE PROCESS OF CREATING NON-VERBAL STORYTELLING BY IMPLEMENTING THE FUNDAMENTAL ACT-ING PROCESS: IMPROVISATION AND IMAGI-NATION, THE RESEARCHER SEEKS TO UN-DERSTAND AND REACH OUT TO THE DANCE LANGUAGE AND EXHIBIT THE CHARACTER EXPRESSION AND OBJECTIVE. THIS RE-SEARCH HAS BEEN COLLABORATING THE WORK WITH A CHOREOGRAPHER (ALSO A DANCER) AND A MUSIC COMPOSER TO EXPERIMENT WITH "GHOST" AND THE CONCEPT OF "OTH-ERNESS."

-13-

4. PROJECT OBJECTIVE

4.1 TO STUDY THE FUNDAMENTAL LANGUAGE OF DANCE IN ORDER TO INCORPORATE WITH SCRIPTED PLAY.

4.2 TO STUDY THE FUNDAMENTAL LANGUAGE OF DANCE THAT COULD BE IMPLEMENTED IN ACTING MOVEMENT.

4.3 TO STUDY THE CREATIVE PROCESS THAT COLLABORATES AMONG DANCE, MUSIC AND ACTING.

5. CONCEPT

STAGE PLAY TO DANCE MOVEMENT

6. PROCESS OF DESIGN OR ART WORKS

6.1 REWORK FROM THE SCRIPT BY MAIN-TAINING THE ORIGINAL PLOT AND MESSAGE BUT ELABORATE THOROUGHLY ON ACTION, OBJECTIVES, AND MOTIVES OF NAK CHAR-ACTER TO SUPPORT MUSIC AND SOUND COM-POSER AND CHOREOGRAPHER.

6.2 STUDY A RECORD VIDEO FROM THE ORIGINAL PERFORMANCE

6.2.1 TO EXTRACT NAK CHARACTER TO EX-PRESS HER ACTIONS AND EXPLAIN EACH SEQUENCE TO PORTRAY MESSAGE OF INDI-VIDUAL VS COMMUNITY.

6.2.2 TO LIST EACH ACTION AND EXPRES-SION TO DISCUSS WITH CHOREPGRAPHER. 6.2.3 TO LIST EACH ACTION AND EXPRES-SION TO DISCUSS WITH SOUND COMPOSER. 6.3 DISCUSS AND SHARE REFERENCE WITH CREATIVE TEAM

6.3.1 DISCUSS AND SHARE REFERENCE WITH MUSIC AND SOUND DESIGNER.

6.3.2 DISCUSS AND SHARE REFERENCE WITH PRODUCTION DESIGNER.

6.3.3 DISCUSS EXCHANGE KNOWLEDGE WITH THE DANCER TO DISCOVER AND BRIDGE BE-TWEEN ACTING-DIRECTING AND MOVEMENT AND CHOREOGRAPHY WITHOUT MUSIC (RE-CORDING THE VIDEO).

6.4 ACTING REHEARSING WITH ORIGINAL SCRIPT (RECORDING THE VIDEO). 6.5 ACTING REHEARSING WITHOUT SCRIPT AND SPOKEN WORDS (RECORDING THE VID-EO).

6.6 MOVEMENT REHEARSING DEVELOPED FROM PREVIOUS STEP WITH MUSIC (RECORDING THE VIDEO).

6.8 DISCUSS THE DEVELOPMENTS WITH ALL PARTIES (MUSIC AND SOUND DESIGNER, CHOREOGRAPHER AND DANCER, PRODUCTION DESIGNER)

6.8 FINALIZE THE PERFORMANCE

7. MATERIAL AND TECHNIQUES OF DESIGN OR ART WORKS

IN ORDER TO CREATE A SERIES OF EXER-CISE USING LEE STRASBERG "METHOD ACT-ING" AS FOLLOWS: PART ONE:

 DISCUSSING CHARACTER BACKGROUND AND OBJECTIVE, CHARACTER'S ONGOING THOUGHTS, SENSATIONS, PERCEPTIONS AND EMOTIONS.

· USE OF AFFECTIVE MEMORY, MEMORY OF SENSATION AND EMOTION.

PART TWO:

 RELAXATION, MUSCLE AND MIND, ELIMI-NATE TENSION, CONTROL PHYSICAL ASPECTS TO BUILD CONTROL OF MENTAL AND EMO-TIONAL ASPECTS.

PART THREE:

 CONCENTRATION, FOCUSING ON AN OB-JECT, AND BUILD THOSE FOCUS TOWARDS OBJECTS IN MIND, SITUATION, SENSATION, MEMORY RECALL, AND FINALLY IMAGINA-TIONS.

PART FOUR:

 SENSE MEMORY, EXPLORE WITH OBJECT'S SHAPE, DIRECTION OF MOVEMENT AND UN-LEASH PERFORMER'S CREATIVITY. PART FIVE:

• SEQUENCE AND IMPROVISATION, CREATE SITUATIONS, SOLVE PROBLEMS, DEVELOP HABITS, EXPLORE FROM BUILDING OBJECTS THAT EVOLVE TO MORE COMPLICATED CHAR-ACTER, SITUATION, EVENT TO EVENTUALLY 8. IMAGES OF WORK IN PROGRESS MOVEMENT





9. KNOWLEDGE AFTER FINISHED PRODUCE ART OR DESIGN WORKS

9.1 To GAIN DEEPEN DIRECTING SKILLS THAT TRAIN ON RESEARCHER'S EARS AND UNDERSTANDING THE LANGUAGE OF SOUND. 9.2 TO GAIN DEEPEN DIRECTING SKILLS THAT TRAIN ON RESEARCHER'S EARS AND UNDERSTANDING THE LANGUAGE OF MOVE-MENT.

9.3 TO GAIN AND HONE SKILLS IN DIRECT-ING PERFORMERS WITH DANCE BACKGROUND.

Case-2015

Faculty Show

st CA Creative Work