Conflict is a pair of plays: On Waiting, and Make it Didn’t Happen, inspired by the iCom, a project by Stefan Agamanolis in the Human Connectedness group.

Conflict is a play for two spaces. It is intended to be performed simultaneously in two different performance spaces by different casts. In each space, the audience experiences a complete story, though they may choose to view the other side at another time. Each performance space will include a window, video and audio, into the other space to be used generally and at particular noted points in the scripts.

The play is written as two independent plays, each with its own script. The two plays are then aligned side-by-side to provide timing data, and levels of interaction (sound level and clarity of the video picture) are noted in colour.

Conflict is a one-act play. The eventual goal of this project is to explore the storytelling possibilities of allowing actors to interact, live, with performers in other locations, and to allow playwrights to explore new ways to show multiple sides of a story.