



University of Wisconsin  
**Whitewater**

College of Arts  
and Communication

The Department of Theatre/Dance presents



# **She Kills Monsters**

**by Qui Nguyen**

**directed by Sara J. Griffin**

**Nov. 15 - 19 @ 7:30 pm**

**Nov. 20 - 21 @ 2:00 pm**

**Hicklin Studio Theatre**

*This production runs approximately 90 minutes without an intermission  
and may contain language and material that is difficult for some audiences.*

# **SHE KILLS MONSTERS**

by Qui Nguyen

## **CAST**

**Tilly**  
Abby Frey

**Agnes**  
Lindsay Bland

**Vera/Evil Gabbi**  
Jamie Love

**Lillith**  
Erin McKee

**Kaliope**  
Nadia Wolowik

**Narrator/Farrah/Evil Tina**  
Natalie Meikle

**Chuck**  
Myles Lockhart

**Miles**  
Bryce Giammo

**Orcus**  
Jadson Schneider

**Steve**  
Michael Garcia

**Kobold/Bugbear**  
Katie Aldred  
Drew Barron  
Joe Zehr

## **CREATIVE**

**Director**  
Sara J. Griffin

**Assistant Director**  
Josh Stoughton

**Fight Choreographer**  
Constance Swain

**Stage Manager**  
Moirra Kowalski

**Assistant Stage Managers**  
Samantha Ness  
Lillian Nicholas

**Technical Director**  
Ruth Conrad-Proulx

**Assistant Technical Director**  
Mary Sportiello

**Scenic Design**  
Eric Appleton

**Costume Design**  
Lydia Oestrich

**Lighting Design**  
Harry Heinrich

**Sound Design**  
Jon Mickel

**Hair & Make Up Design**  
Natalie Meikle

**Props Design & Management**  
Abby Smith-Lezama

**Props Team**  
Alexis Gunderson  
Lucas Poli  
Madelyn Welbel

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"She Kills Monsters" is presented by  
arrangement with Concord Theatricals  
on behalf of Samuel French, Inc.  
[www.concordtheatricals.com](http://www.concordtheatricals.com)

First produced in New York City  
The Flea Theater

Jim Simpson, Artistic Director;  
Carol Ostrow, Producing Director

# PRODUCTION TEAM

## Head Electrician

Trevor Brilhart

## Light Board Operator

Alexis Gunderson

## Sound Board Operator

Valerie Gyorke

## Scenery Run Crew

Ash Boos, Paul Borden

## Costume Run Crew

Abigail Brandt, Meg Hayes

## Scene Shop Technical Assistants

Kate Diedrich, Samuel Hess, Samantha Ness,  
Abby Smith-Lezama, Mary Sportiello

## Costume Shop Technical Assistants

Abigail Brandt, Katherine Griepentrog, Moira Kowalski,  
Natalie Meikle, Lydia Oestreich

## Prep Crew

Katie Aldred, Jonathan Alicea, Daniel Bahr, Paul Borden, Trevor Brilhart, Sarah Castelli, Gina Digieso, Makayla Fedler, Amanda Gorsuch, Alexis Gunderson, Kirsten Gutkowski, Valerie Gyorke, Meg Hayes, Ally Jaynes, Caleb Ketter, John Kirsch, Myles Lockhart, Ryan Meverden, Katie Monroe, Lillian Nicholas, Lochlainn Patterson, Ariana Peterson, Madison Repass, Jadon Schneider, Joshua Stoughton, Michael Thao, Carter Waelchli, Madelyn Welbel, Joe Zehr

## Mentors

Eric Appleton, Lighting Design  
Ruth Conrad-Proulx, Stage Management & Assistant Technical Director  
Tracey Lyons, Costume Design

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# artist profiles

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## **ABBY FREY**

(Tilly) Abby is absolutely thrilled to be preforming in her first production at

UW-Whitewater! After stepping back from the stage for awhile and working in tech as a props manager for a *A Place with the Pigs*, she is excited to be performing once again. She wants to thank her family for always supporting her through her ever changing adventures.



## **LINDSAY BLAND**

(Agnes) Lindsay is a senior Elementary Education major, minoring in Theatre.

Lindsay has had the pleasure to have been involved in other productions here at UW-Whitewater such as *Twelfth Night*, *Vanity Fair*, and *Le Misanthrope*. She would like to thank her family and friends for always supporting all her endeavors and coming to support the arts. The cast and crew have worked very hard on this show, and she hopes you enjoy!



## **JAMIE LOVE**

(Vera/Evil Gabbi) Jamie is excited to be in another UW-Whitewater Production. You may have seen

her in *Antigone* (Antigone), *Twelfth Night* (Feste) or *Blithe Spirit* (Elvira). She is a senior this year and hopes to go on to pursue playwriting after graduation. She'd like to give a big thank you to her friends and family who continuously support her and hopes you will enjoy this touching and hilarious play.



## **ERIN MCKEE**

(Lillith) Erin is a Theatre Performance major and Voice minor, who is very excited to

be doing her second in-person show here at UW-Whitewater.



## **NADIA WOLOWIK**

(Kaliopé) Nadia is a freshman Early Childhood Education major and this is her

first show at UW-Whitewater!

# artist profiles

She is thrilled to be part of such a talented cast and creative team! As a queer person, this show means so much to her and she is so excited to be involved.



## **NATALIE MEIKLE**

(Narrator/  
Farrah/Evil Tina)

Natalie is a Junior standing student, with a

major in BFA Tech & Design (Costume Emphasis). This is Natalie's fifth mainstage show, and for the first time in almost two years she will be finally be performing in front of a live audience once again. Natalie would also like to say a special thank you to her friends and family for always supporting her. Enjoy the show!

**MYLES LOCKHART** (Chuck)  
Myles is a freshman at UW-Whitewater majoring in Theatre Performance. He is excited to be back onstage performing.



## **BRYCE GIAMMO**

(Miles) Bryce is a sophomore at UW-Whitewater and this will be his fifth show here. He has

previously been seen in *Vanity Fair* (Actor 3 understudy), *Le Misanthrope* (Philante), *Antigone* (Creon), and more recently, *A Place with the Pigs* (Pavel). Bryce would like to thank Sara Griffin for fueling his new love for D&D and hopes you enjoy the show.



## **JADON SCHNEIDER**

(Orcus) Jadon is a freshman at UW-Whitewater majoring in Theatre

Performance. Having graduated from Watertown high school, he was most recently seen as King Triton in Watertown Performing Art Studios production of *The Little Mermaid*. He is very excited to perform this year and continue throughout college.

# artist profiles

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**MICHAEL GARCIA** (Steve)

Michael is excited to be taking part in another show at UW-Whitewater.

Recent credits include Alan Raleigh in *God of Carnage* and the Watchman in *Antigone*. He wants to take the time to thank Sara Griffin for being an amazing director and all his fellow cast members for making this play possible. Enjoy the show!



**KATIE ALDRED** (Kobold/  
Bugbear) Katie is a sophomore at UW-Whitewater majoring in Voice with a

minor in Theatre. Aside from doing high school productions, choir concerts and dance recitals, her only other college production credit was *Antigone* in February '21. She is excited to be part of another show with this brilliant cast.



**DREW BARRON**

(Kobold/  
Bugbear) Drew is a sophomore at UW-Whitewater, majoring in

Communication. In his free time, Drew loves playing video games, longboarding, listening to music, and working with film cameras. Drew is also the youngest of five other siblings (two older brothers and two older sisters).



**JOE ZEHR**

(Kobold/  
Bugbear) Joseph is a freshman at UW-Whitewater who will be majoring in

Computer Science. Joseph enjoys being a kind person and likes to have fun with friends and make the most out of life.



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# artist profiles



**SARA J. GRIFFIN** (Director) *She Kills Monsters* is the fourth show Sara has directed at UW-Whitewater,

her previous shows being *Twelfth Night*, *Vanity Fair*, and *Antigone*. She received her BFA in Performance here at UW-Whitewater in 2007, before going on to get her MFA at the University of Delaware's Professional Theatre Training Program (PTTP) in 2011. She is a proud member of the Actor's Equity Association, and has performed in over 35 professional productions at theaters such as Lake Tahoe Shakespeare Festival, Idaho Shakespeare Festival, Utah Shakespeare Festival, Chicago Shakespeare, Northlight Theatre, Resident Ensemble Players and others. She is very grateful for her family and friends for all of their support over the years, her colleagues and students at Whitewater, and all of her teachers, whether they knew they were teaching her or not.

**JOSH STOUGHTON** (Assistant Director) Josh is a freshman at UW-Whitewater and this is his first mainstage production. He's had a wonderful time Assistant Directing and can't wait to be part of more shows.

**CONSTANCE SWAIN** (Fight Choreographer) Constance is a classical actor with an extensive background in movement-African dance, gymnastics, and stage combat. She's staged fights for several national tours and mainstage plays at the American Shakespeare Center. She believes that everyone has a fighter inside of them and it's her passion to bring it out.

**MOIRA KOWALSKI** (Stage Manager) Moira is a junior pursuing a Theatre BFA with an emphasis in Stage Management. She is excited to work on a production that is performed with a live audience. Moira has worked in the past as the stage manager for *God of Carnage* and *Vanity Fair*. She hopes that everyone enjoys the fantastical world of *She Kills Monsters*!

# artist profiles

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**SAMANTHA NESS** (Assistant Stage Manager) Samantha is a second year Theatre BFA student with emphasis in Stage Management at UW-Whitewater. She has been involved in two previous productions, *Vanity Fair* and *Antigone* as the Assistant Stage Manager.

**LILLIAN NICHOLAS** (Assistant Stage Manager) This is Lillian's first show at UW-Whitewater, and she is very excited to be here and put a show on for you all. She is pursuing a major in Theatre Design and Technology with an emphasis in Stage Management. She has worked on many shows including *Fiddler on the Roof*, *The Little Mermaid*, *The Drowsy Chaperone*, and many others. Please enjoy the show!

**RUTH CONRAD-PROULX** (Technical Director & Stage Management Mentor) Ruth has been a professional theatre manager and technician specializing in production management and technical direction in producing theatrical venues for the past 20 years. She has worked

alongside professionals and students alike to meet the ever present challenges each production presents, finding learning experiences everywhere. At UW-Whitewater she oversees the stage management program, the scene shop, electrics, sounds and run crew labs in the Department.

**MARY SPORTIELLO** (Assistant Technical Director) Mary is a junior BFA Design and Technology with an emphasis in Technical Direction. She is excited for *She Kills Monsters*, as this is her first show as Assistant Technical Director. Previous credits include *Twelfth Night* (Stage Crew), *The Addams Family Musical* (Master Electrician), *Antigone* (Wardrobe/Camera Crew), and most recently *God of Carnage* (Props Master). She is glad to go back to normal theatre and hopes you enjoy the show!

**ERIC APPLETON** (Scenic Designer & Lighting Design Mentor) Eric is the Associate Professor of Scenic and Lighting Design in UW-Whitewater's Department of



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# artist profiles

Theatre/Dance. Recent designs include UW-Whitewater productions of *A Place with the Pigs*, *God of Carnage*, *Miss Lulu Bett*, and *The Addams Family Musical*. His latest book, *Drafting Fundamentals for the Entertainment Classroom* is due to be released in December.

**LYDIA OESTRICH** (Costume Designer) Lydia is a senior majoring as a BFA in Theatre Design and Technology with an emphasis in Costumes. This is her final BFA project before graduating in May '22. Previous credits include *Antigone* (Hair and Make Up) and *God of Carnage* (Costume Design). Lydia works as a stitcher in the costume shop and has worked on wardrobe for many productions at UW-Whitewater.

**TRACEY LYONS** (Costume Shop Manager & Costume Design Mentor) Tracey has designed for the CBC, Lincoln Theatre Guild, The Huron Playhouse, Madison Ballet, Madison Theatre Guild, American Folklore Theatre, UW-Madison Music Department and many other theatres. She has toured internationally

with *Sesame Street Live*. Her professional scope includes classical and contemporary theatre, dance, opera, and musicals. She authored [Sewing Techniques for Theatre](#) and co-authored [Teaching Introduction to Theatrical Design](#) (Focal Press). During the summer of 2017, she directed *Rounding Third*. Her MFA is in Costume Design and Technology from Wayne State University and BA from CSB/SJU.

**HARRY HEINRICH** (Lighting Designer) Harry is a senior BFA Theatre Design and Technology student and is excited to be a part of the creative team for *She Kills Monsters*. This is his biggest design so far in his career and is ready to tackle it head-on! Harry has done previous designs for *DanceScapes '20* and *God of Carnage*.

**NATALIE MEIKLE** (Hair & Make Up Designer) This is Natalie's second Hair and Makeup design, with previous work seen in the online performance of *God of Carnage*. Doing the Hair and Makeup design for *She Kills Monsters* came with

# artist profiles

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challenges, but all were faced head on and solved creatively. Natalie would like to add a huge thank you to her friends and family for supporting her every step of the way. Enjoy the performance!

**ABBY SMITH-LEZAMA** (Props Designer & Manager) Abby is in her fifth and final year as a B.A. Theatre major. This will be her fourth time as Props Master in the last two years with UW-Whitewater. Previously she worked in *Antigone*, *Vanity Fair*, and *Twelfth Night*. Prior to her work in props, she was the Lighting Designer for *Resort 76* in 2019. After graduation, Abby hopes to work with the Chicago Shakespeare Theatre and attend Depaul University in Chicago to earn a Masters in Non-Profit Management.

**ALEXIS GUNDERSON** (Props Team) Alexis is a freshman B.A. Theatre major. This is her first time working as a props assistant at UW-Whitewater. She was previously the Lightboard Operator for *A Place with the Pigs*. She is on track to become a BFA Theatre Design and Technology major with a focus in Lighting Design.

**LUCAS POLI** (Props Team) Lucas is a sophomore at UW-Whitewater. He fell in love with theater in his junior and senior year of high school - just as anyone who loves people and a flare for theatrics would. He is proud to be working on *She Kills Monsters* behind the scenes on props.

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## THEATRE/DANCE DEPARTMENT FACULTY AND STAFF

Marshall Anderson, Department Chair  
Linda Allegretti, Academic Department Associate

Eric Appleton  
Bruce Cohen  
Ruth Conrad-Proulx

Sara J. Griffin  
Barbara Grubel

Piper Hayes  
Tracey Lyons  
Amy Slater

# THE KENNEDY CENTER

*The Kennedy Center American College Theater Festival 50<sup>®</sup>, part of the Rubenstein Arts Access Program, is generously funded by David and Alice Rubenstein.*

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*Kennedy Center education and related artistic programming is made possible through the generosity of the National Committee for the Performing Arts and the President's Advisory Committee on the Arts.*

This production is entered in the Kennedy Center American College Theater Festival (KCACTF). The aims of this national theater education program are to identify and promote quality in college-level theater production. To this end, each production entered is eligible for a response by a regional KCACTF representative, and selected students and faculty are invited to participate in KCACTF programs involving scholarships, internships, grants and awards for actors, directors, dramaturgs, playwrights, designers, stage managers and critics at both the regional and national levels.

Productions entered on the Participating level are eligible for invitation to the KCACTF regional festival and may also be considered for national awards recognizing outstanding achievement in production, design, direction and performance.

Last year more than 1,300 productions were entered in the KCACTF involving more than 200,000 students nationwide. By entering this production, our theater department is sharing in the KCACTF goals to recognize, reward, and celebrate the exemplary work produced in college and university theaters across the nation.

# A NOTE FROM

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A casual viewer might read or see this play and think it a love letter to “the ultimate geek pastime”, the role-playing game of Dungeons & Dragons. And it certainly is, but it would be a mistake and disservice to stop at that level of interpretation.

Through the awesome world of D&D (Dungeons & Dragons), and lot of levity and love, this play tackles some very large and very difficult issues - loss and homophobia.

Losing a loved one is a universal experience that all have or will go through. Yet we continue to write songs, plays, poems, and movies about it because we can't seem to articulate the pain of loss to those around us. We strive to put this feeling, this pain, this experience into words, music, and dance. But we can't quite do it, and are compelled to keep trying. This play asks us to again contend with what it means to lose someone, specifically a person that we believed would always be there, someone we have taken for granted, someone we didn't understand. If the pandemic has taught us anything, it's that the life we know can be ripped away in an instant. And this play reminds us to take the time to see people while we can, to take in their essence, to learn and appreciate who they truly are, lest we lose the opportunity forever. I think it also asks us to consider what mark we will and wish to leave on the world, what memories we will leave to our loved ones.

In late April of 2020, while the world was shut down, I was cut off from many of my favorite and most important people. I desperately needed to connect with them, and we needed an activity to avoid constantly talking about the state of the world. Enter a game - a complex, creative, challenging, wonderful game that I had tried out a few times before. A group formed, a party of out of work actors, all with various levels of experience with Dungeons & Dragons. We decided to play once a week on Zoom for as long as was possible. This became our social outing, our connection to the outside world, our joy. We held each other up as we weathered the tumult of lockdown, the repeated loss of employment, and the fear of future. We laughed together, cried, created, fought, listened, complained, and grew. What started out as a band-aid became one of the greatest gifts of my life. I would not be the person I am today without those people, and this game. We still play, over 18 months after we began,

# THE DIRECTOR

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spanning four time zones, navigating seven schedules. D&D has seen a massive resurgence because of this pandemic, and has offered many the same chance to stay connected. But there are infinite reasons to roll the dice on D&D.

## **Here are the reasons why we, the *She Kills Monsters* cast and crew, play:**

"I started D&D in high school and fell in love with it. It's collaborative storytelling and, as a writer, inspires me in my own work."

"It brought me closer to my father when he was away, alone for work and school. This was a way for us to connect and learn more about each other, and just spend time together."

"It gives me an opportunity to create one-of-a-kind worlds and adventures with my friends. D&D allows me to live out lives, friendships, and families in game, that I could never experience in the real world."

"I started playing D&D with my sister. It was incredible to be able to create background stories and draw up fun, crazy characters. It allows me to be someone else, to play with magic and to get into crazy funny situations with sometimes little to no consequences, if I roll well. In a way, the characters I have created have become a part of me, and I get to share their story with my friends and go on adventures at the same time."

"I've been playing dungeons and dragons since my sophomore year of high school and it's been one of the best decisions I've made. It's nice to be able to play someone else for a little while and just relax."

"It allows my friends and I the opportunity to leave stress and anxiety behind, and jump into a different world! I play to further explore myself and what I am capable of in game and out."

**Don't knock it 'til you try it, y'all. A new adventure awaits.**

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# OFFENSIVE LANGUAGE:

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## **From the Director:**

This play premiered in 2011, and it would be great to say the problem of homophobia is no longer an issue 10 years later, but we know all too well that is not the case. Intolerance of all kinds is far too prevalent in our world, and you, dear audience member, are about to get a very clear picture of what it is like to be on the receiving end of such intolerance. The text of this show uses a homophobic slur, the word "dyke". This has not been done casually. The inclusion of this word is to make the audience feel how awful and damaging this language and way of thinking is. Many LGBTQ+ folk deal with this bullying and intolerance on a daily basis, too often at the hands of their own families. The story and the language are designed to make the audience uncomfortable, and, hopefully, create the space for people to engage in open heart/mind conversations about homosexuality.

When casting the show, I knew performing this text as intended is a great responsibility and emotionally taxing on the actor. I cast two women who I knew possessed the strength and grace to respectfully tackle such a challenge.



# APPROACH & DELIVERY

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## From the Actors:



"I truly believe that everyone should feel comfortable; people should be able to express who they are inside and out, freely, without judgement. There are certain words that have been perpetuated in society and against the LGBTQ+ community for decades, and one of them is the d-slur. The usage of the slur is horrendous. Separating myself from the character was easy, but it wasn't easy to say the word, especially to a

friend and classmate who I care about. She is a kind soul and it's painful to even act out such a scene. It is a slur that has hurt my friends, and it does do damage, even if people use the excuse of it being "just a word." It is never okay to hurt someone with it. I hope the usage makes people uncomfortable. Within the context of the scene, it is highlighted that it is not acceptable to say. So please, after watching the show, hug and appreciate those you know who are a part of the LGBTQ+ community. Support the people around you who you know and love. Let them speak up and take a moment to not comment or react, just listen."- Natalie Meikle



"The D-Slur is obviously a word not to be used lightly. It's a word with an ugly history of oppression and hate. As someone surrounded by queer folks that I love and care about, having to say the word, especially in such a nasty manner, broke my heart. It's important to put some distance in between myself and the character, and to emotionally take care of my mental health afterwards. Some of the moments are really hard to get through. But,

depicting such an awful character is a learning opportunity for the audience and everyone involved, and we do it for the community. I hope that it makes people uncomfortable. I hope it opens discussions and starts conversations. It is triggering for lots of people. Homophobia has always existed and still is very real. The type of things depicted happen all the time. After the show, my biggest hope is that people will get involved and protect their LGBT friends. And for anyone part of the community struggling, there are a lot of people out there who care about you."- Jamie Love

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Another way for you to support the Theatre/Dance Department is through tax-deductible donations. The UW-Whitewater Theatre and Dance Department's 5-production season offers hands-on learning-by-doing experiences for our students.

When putting on a production they learn: Contemporary and classic acting styles, Choreography for musical theatre, Contemporary, tap and jazz dance techniques, Carpentry and project management, Sewing and costume construction, Critical thinking in research and script analysis, Scenic, lighting, sound and costume design, Science and math skills in all design and build projects, and more.

Our students use these skills to launch exciting careers in theatre, film and television, as well as stage and project management, game design, teaching and many other fields. We hope you'll consider making a gift to support the UW-Whitewater Department of Theatre/Dance. Your gifts support the outstanding educational experience our students have come to expect.

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