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WIRED WORLD by Kathleen Renne

The implications of today's wired world — cyber-bullying, Internet luring, online predators, virtual reality — are the focus of Centre Stage Theatre's upcoming production, *A Most Dangerous Game*. "I found it disheartening that, with all the advances in technology, teens were getting disconnected from each other and their families," says playwright and director Bonnie Gratz. "However, they're still naive about how technology is used to manipulate them, because of their limited breadth of life experience."

The title comes from the 1924 short story of the same name. Gratz says she sees some parallels between that tale of a big-game hunter who discovers he's actually the hunted, and kids and technology today.

A Most Dangerous Game follows the lives of three teens, each of which has an intimate relationship with technology. One guy spends all his time alone and online. Another character uses the Internet to try and find a boyfriend while overlooking potential prospects around her, and another uses technology to bully others, which eventually backfires. Gratz says she's not trying to be patronizing to kids. "It's less a cautionary tale, and more a discussion of how much fun it can be to get out there and meet each other and make one-on-one connections," she explains.

In keeping with the teens and tech theme, the production features an onstage DJ spinning an original hip hop score combined with ambient noise to give the audience a sense of place.

A Most Dangerous Game runs from February 1 to 3 in the Engineered Air Theatre (Epcor Centre).