



**WHERE IS
THE SKIER?**

WHERE IS THE SKIER ?

WHERE IS THE SKIER?

Where Is the Skier? is an immersive and multidisciplinary project for children aged 4 to 11 and the adults accompanying them.

It is a playful narrative environment, a space to inhabit that invites both a physical and perceptual journey. Here, imagination, art, and movement come together to tell the story of a skier who has mysteriously disappeared.

Children wander through a playground-like landscape guided by an unusual mountain guide. They become the protagonists of the performance, following colour-coded trails—just like on a real ski map—in search of the missing skier somewhere in the snow.

WILL THEY FIND THE SKIER?

The search gradually transforms into a journey through the imagination, across ever-changing landscapes made of geometric shapes and colours, tactile materials, and structures to explore and move through. Along the way, young explorers encounter stories to listen to, music to dance to, costumes to wear, and actions to perform, creating an emotional and sensory experience.

To continue the search, children take part in a series of interactive games and activities: a Knock-Em-Over game, fishing games, collective drawing, building and assembling shapes, paper cars racing through an

imaginary city, cubes, puzzles, and more.

Every action—stacking, composing, aiming, knocking down, creating, dressing up—becomes part of the performance itself.

Children and adults co-create a fantastical world together, sharing ideas and emotions with and without words, through movement, colours, and playful interactions.

WHERE IS THE SKIER? is an immersive experience that encourages cooperation and unfolds within an analogue, child-centred reality where everyone collaborates to create fireworks made entirely of paper confetti.

WHERE IS THE SKIER? The project functions as a site-specific storytelling device, a dramaturgical space, and a living, evolving structure that invites children to invent, build, imagine, and play.

WHERE IS THE SKIER? Designed to be modular and adaptable, *Where Is the Skier?* can take many different forms depending on its context and audience. Thanks to its flexible design, the project can be presented in theatres as well as directly within schools, adjusting its scale, layout, and level of participation to suit each environment.

CREDITS:

WHERE IS THE SKIER? IS A CREATION BY FRANCESCA CHIACCHIO

PERFORMERS: FRANCESCA CHIACCHIO, BRITT ROGER SARS

COSTUME AND TEXTILE DESIGN: FRANCESCA CHIACCHIO, MARZIA DALFINI

SET DESIGN: GEORGES LE GONIDEC

MUSIC: GEORGES LE GONIDEC

COPRODUCTION: CC WESTRAND, NADINE, CC 30, C-MINE

RESEARCH AND DISTRIBUTION SUPPORT avec le soutien de: ART BASICS FOR CHILDREN, 4HOOG, STORMOPKOMST, KAAP, NGHE

SUPPORTED BY VLAAMSE GEMEENSCHAP

PERFORMANCE INFORMATION

DURATION

60 minutes

AGE GROUP

Children aged 4 to 11 years

(The performance can be adapted to suit different age groups.)

LANGUAGES AVAILABLE

French, Dutch, English, Italian

CAST

2 performers

AUDIENCE CAPACITY

Maximum 25 audience members per performance

- Up to 4 performances per day can be scheduled in schools, cultural centres or festival settings

EDUCATIONAL WORKSHOPS

A range of educational workshops is available.

Duration: 1 hour

Workshops can be scheduled on the day of the performance or on another agreed date

CONTACT & BOOKINGS

francesca.chiacchio@gmail.com

+32 475 62 74 46

TECHNICAL RIDER

PERFORMANCE SPACE

The project is adaptable to a variety of venues and spatial configurations, including theatres, cultural centres, and schools.

Preferred Set-up:

- An unfurnished room of approximately 100 m² (such as a multipurpose hall or gymnasium), or
- A theatre space, or
- Several rooms allowing the installation to be spread across different areas and enabling audience circulation.

TURNAROUND TIME BETWEEN PERFORMANCES:

40 minutes

LIGHTING

The lighting design consists of floor-based lighting units mounted on stands and provided by the company.

- Fully autonomous lighting system
- No lighting grid or rigging required
- No venue lighting equipment required

SOUND

The sound system is fully autonomous.

- Complete sound system provided by the company
- Operates on standard electrical power supply

EQUIPMENT REQUIRED FROM THE VENUE

- 1 safe and stable ladder
- Several electrical extension cords suitable for the venue configuration

TECHNICAL STAFF

A venue technician may be requested to assist the company during setup and strike.

SET-UP & STRIKE

- Set-up: 8 hours
- Strike: 4 hours

Set-up and strike are carried out by two members of the company.

PARKING

The venue is requested to provide:

- 1 parking space for a car
- 1 parking space for a trailer

(Dimensions: 1.5 m × 2 m)

CONDITIONS FINANCIÈRES

To be agreed according to:

- Travel distance
- Number of performances
- Hosting conditions

HOSPITALITY & ACCESS REQUIREMENTS

- Access to the venue at least 8 hours before the performance
- Safe and accessible unloading area
- Performance space available in advance for installation and preparation

LINK VIDEO

[http://ilpalinsesto.com/performances/
where-is-de-skier/](http://ilpalinsesto.com/performances/where-is-de-skier/)

PERFORMANCE FLOW

The dramaturgy is based on a flexible spatial narrative, in which each space becomes a place of discovery and interaction.

STORY ROOM

A mountain guide welcomes the audience and tells the story of the missing skier. The story is illustrated on a large fabric scroll that is gradually unrolled, revealing scenes and landscapes along the way. The audience discovers a skier studying a mountain map and choosing a trail for an adventure. Suddenly, heavy snowfall begins, and the skier disappears. The children are then invited to embark on a quest to find the missing skier by exploring colour-coded trails, each offering sensory, playful, and collaborative challenges.

BLUE TRAIL

The children crawl through a blue tunnel. On the other side, they discover a lake: a large structure covered with fabric, on which dozens of felt pieces representing the skier's clothing are displayed.

These pieces are used to create a composite portrait of the missing skier.

In the first phase, the children use magnetic fishing rods to catch the specific clothing items requested by the guide. In the second phase, they must reconstruct the skier's face. Eyes, noses, and mouths are hidden in a dark area called "The Abyss", filled with felt pieces. Using flashlights, the children explore the darkness to find the elements needed to assemble the skier's face.

Once this stage is completed, the children receive their first clue: the skier is the only person wearing glasses.

A blue envelope containing fabric pieces is then handed to a selected audience member, who becomes the 'Keeper of the Clue'. These pieces are attached to their jacket and will accompany the group throughout the rest of the quest.



PERFORMANCE FLOW

YELLOW TRAIL

The children discover an interactive Knock-Em-Over game: fragments with eyes seem to be watching them in the snow. They throw coloured snowballs at targets, gradually revealing hidden animals and small skiers. Here, the skier has been celebrating with the animals.

A yellow envelope reveals that the skier has headed to the city. A set of yellow vests is distributed to the children so they can continue the journey, and the selected clue-holder receives new fabric pieces to attach to their jacket.

GREEN TRAIL

The green trail immerses the children in an imaginary city covered in snow that melts every 15 minutes, leaving behind a green grassy landscape. The children participate in rebuilding the city using fabrics, wooden blocks, stones, letters, numbers, recycled plastic, and more. The activity combines creativity, manipulation, construction, and cooperation.

Blacklight transforms the objects into glowing, fluorescent landscapes.

After a sharing moment about their creations, the snow melts, carrying the whole town away with it, and the green of a meadow appears. The 'frustration' is balanced by the arrival of 90 foam cubes, which the children stack, sort, and combine to create roads, columns, and structures.

At the end, a space funny helmet is given to the Keeper of the Clue, who performs a catwalk guided by music and the children, crossing the pink door toward the next stage..

PINK TRAIL

Once in the cosmos a soft white space opens and the children enter.

The pink envelope they find contains fresh mint and some informations from the skier, who is in a white world where she explores only through touch and smell. This place can only be accessed through imagination.

The children put on sleep masks, breathe in the mint, and imagine the skier. Sometimes they "see" her and describe what they perceive.

The ending remains open and poetic, inviting each participant to continue the journey through imagination and sensory experience.



ARTISTIC APPROACH

WHERE IS THE SKIER?

The artistic approach of *Where Is the Skier?* is rooted in the creation of an immersive, participatory, and sensorial environment in which children become active agents of the experience.

The project is built as a living dramaturgical system rather than a fixed performance. It proposes a narrative framework that unfolds through space, movement, and interaction, where storytelling is activated by the audience's presence and decisions.

At the core of the work lies the idea that scenography is not a backdrop, but a playable environment. Shapes, colours, textiles, tunnels, everyday objects, and tactile materials form a constantly transformable landscape. These elements are designed to be manipulated, rearranged, and reactivated by the children, making them co-creators of the space and its evolution.

The performance structure encourages multiple modes of engagement. Children may explore individually, focusing on sensory discovery, or engage collectively in collaborative tasks and shared problem-solving. This dual dynamic allows for different levels of attention, interpretation, and participation depending on age, personality, and context.

A central aspect of the artistic research is the relationship between play and meaning-making.

The project draws on game-based structures—rules, challenges, clues, and progression—while maintaining a poetic and open-ended narrative. The aim is not to produce a single linear story, but to generate a constellation of possible interpretations shaped by the participants.

Sound, colour, movement, and materiality are treated as narrative languages. Each action performed by the children—building, hiding, searching, assembling, or transforming—becomes part of the dramaturgy itself.

THE QUESTION OF DISAPPEARANCE

The question of disappearance, which structures the narrative, is approached as a poetic engine rather than a dramatic conflict. It opens a space for curiosity, imagination, and transformation, inviting children to engage with absence as something active and generative rather than fixed or resolved.

Finally, *Where Is the Skier?* explores how theatrical experience can expand beyond observation into participation, and how children can inhabit a story not as spectators, but as authors, explorers, and collaborators in a shared imaginative world.

WHERE IS THE SKIER?

Proposes an artistic, sensory, and educational journey that invites children and teachers to share a common playground, a space of transformation, cooperation, and active imagination. A space where we learn by doing, think through touch, build through play — and where the ending remains an open door to whatever each person chooses to imagine.

BIO

FRANCESCA CHIACCHIO IS AN ARTIST AND CREATOR OF LIVING IMAGES. SINCE 2016, SHE HAS BEEN DEVELOPING PARTICIPATORY ACTIONS FOCUSED ON THE BODY AND GRAPHIC EXPRESSION, IN BOTH PUBLIC AND PRIVATE SPACES.

HER ARTISTIC WORK CAN BE DESCRIBED AS A COLOURIST WHO DRAWS WITHIN A GIVEN SPACE USING A SYSTEM OF COLOURS AND GEOMETRIC FORMS. SINCE 2016, SHE HAS BEEN DEVELOPING ILPALINSESTO, A MULTIDISCIPLINARY PROJECT BASED ON THEORETICAL, PRACTICAL, AND RELATIONAL DIMENSIONS.

ILPALINSESTO.COM

GEORGES LE GONIDEC IS A MUSICIAN, SOUND DESIGNER, ILLUSTRATOR, STAGE ARTIST, AND, ABOVE ALL, A VIDEO GAME PLAYER AND DESIGNER. HE IS A MEMBER OF THE PUPPET COMPANY LA BOÎTE À CLOUS, AND WHEN PERFORMING ON STAGE, HIS NAME IS INKY POO.







