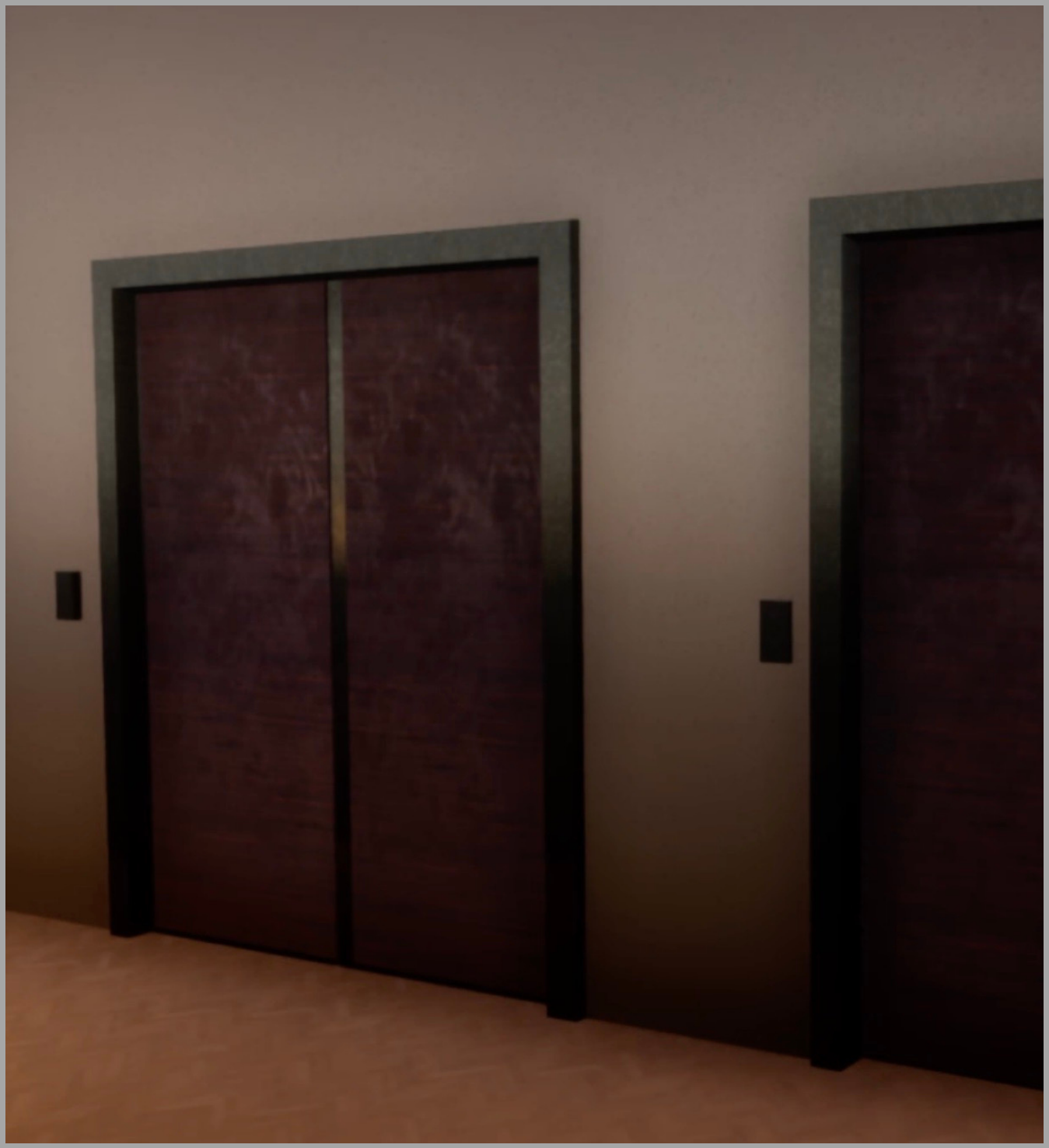
Hotel Paraiso

A devised, improvised video performance based on real stories.



Produced by:
The Departments of Film, Television, and Media, Theatre and Dance, Computer Sciences, and the Institute for Interactive Arts, Research, and Technology. Supported by the American Communities' ACP fellowship program.

About the Project

H*otel Paraiso* is a devised, improvised video performance based on real stories.
Drawing from Paul Preciado's "Learning from the Virus", the project attempts to tap into the collective experiences and unconscious of the Cal State LA students to explore deeply the relationship between immunity and community, as "the two terms share a common root, the Latin munus, the duty (tax, tribute, gift) someone must pay to be part of the community".

In the format of online playback theatre, a group of around thirty students shares and replayed personal stories of living in the pandemic around the 2020 presidential election. Formally, we loosely adapted Boccaccio's "The Decamerone" that takes place during the plague in 14th century Italy. In our adaptation, a group of young essential workers–medical students and nurses– that got in contact with the virus are quarantined in a hotel. They count the days to get out, and share their stories, face fears and troubles, only to learn that the hotel is actually a simulation created by a mischievous deity. In reality they are all between life and death under a ventilator in the ICU. They have to play a game, and only the winners will survive.

Performers

Mario Acosta
Maegan Carmona
Veronica Driscoll
Cindy Flores
Abagail Gutierrez
Luis Haro
Chris Pineda
Bryan Ramos
Laurence Rivera
Leeanna Shagrikyan
Zoia Wiseman
Rachel Zambetti

Technical Director and OBS operator
Laurent Gudemann

Production Team
Mario Acosta
Alexa Ayala
Maegan Carmona
Patsy Estrada
Miguel Hernandez
Eric Samayoa

Live Action Cinematography
Cindy Flores
Mario Acosta
Luis Haro
Chris Pineda
Leticia Hernandez
Moises Garza-Vazquez
Lajenia Jones-Grant

Post production team
Andrea Martinez Salazar, Sylke Rene Meyer (Editors)
Laurent Gudemann (Postproduction Supervisor)
Mario Acosta (Sound)

Virtual Sets and UNREAL operations
Noah Castro (Project Planner)
Kevin Diaz-Lopez (Team Lead & Architecture)
Jessy Francisco (Architecture)
Steve Galvan (Documentation)
David Hermosillo (Software Engineer)
Keit Hoang (Project Planner)
Taha Kamran (Documentation)
Zudong Li (Software Engineer)
Daniel Ramirez (Customer Relations)

Directed by
Sylke Rene Meyer

Thank you to the Institute for Interactive Arts, Research, and Technology (InArt), the Departments of Film, Television, and Media, Theatre and Dance, and Computer Science; the American Communities Fellowship program (ACP), Meredith Greenburg, Kristiina Hackel, Maria Karafalis, Matthew Gatlin, Kim Neal, David Krum, Elaine Eun Kang, and Brittany Mejia.