
SOUND DESIGN FOR SONG & STORIES 2026. ALLIES AND ENEMIES

By : Jerrod



MY CONCEPT

- **Songs and Stories 2026 is a devised theatre experience that immerses the audience in the *board game of life*, using sound to guide them through the story of *Allies and Enemies*. My goal as the sound designer is to create a dynamic auditory journey that helps the audience leave daily worries behind and fully engage in the world of the show. Each character has a distinct sonic identity tied to their color and personality — bold and rhythmic for Kol/Red, playful and lively for Lashay/Green, airy and bright for Sophie/Yellow, smooth and flowing for Noah/Blue, unpredictable and energetic for Dylan/Orange, and whimsical and lighthearted for Molly/Pink. These motifs highlight alliances, conflicts, and emotional shifts, giving the audience subtle cues about the game unfolding on stage.**
 - **The sound design works collaboratively with the other departments to enhance the immersive experience. Music and textures support the colorful set, complement the costumes, and interact with lighting and choreography to strengthen the movement and energy on stage. I also plan to explore subtle pre-show or scene-transition sounds that help actors enter each moment while keeping them unaware of the larger game, allowing the audience to experience the tension and playfulness of the board game world. Ultimately, sound becomes a tool to guide both audience and performers, making the journey through the game world engaging, playful, and emotionally layered.**
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SOUND PLAYLIST



PLAYER 1: MOLLY



PLAYER 2:LASHAY

African Xylophone



SOUND EFFECT

PLAYER 3: SOPHIA



PLAYER 4:DYLAN

HOST ENTRANCE

← BACKGROUND MUSIC

PLAYER 5:KOL



PLAYER 6:NOAH

