

Dear Dexter Drama Club,

My name is Emily Prall, I'm going to be a Junior next year and played Tybalt in this year's *Romeo and Juliet*, but I've also been in all six shows the drama club has put on in the last two years as an actor and Dancer. I joined Improv at the beginning of my freshman year, directly following *Sherwood*, and it has been a blast. Hands down improv is my favorite part of the drama club. It's fun, creative, and you don't have to audition to get a part. It's open to everyone and it's super chill. Joining Improv helped me become a better more confident performer, presenter, and student. It's been really beneficial and I would highly recommend giving it a try.

I'm not going to claim to be the best improver in the improv troupe, because that's not what's important for hosting improv. Hosting improv is a balancing act of how to both build up people's confidence and help them be successful, but also challenge them to do even better in the future. This year I got experience hosting improv games both at improv and its shows, but also in *Drama performance*. A class at our high school where I learned a lot about; choosing games, explaining games people have never played, and selecting participants.

Over the past two years, improv has been hosted in very different ways between the two pairs of captains. In my freshmen year, the captains were very focused on helping people improve by picking games that we struggled with as a group. While this helped people improve, it could also be frustrating and discouraging when people felt like the games weren't going well. This year our improv captains have taken a different approach and let the people at improv have more control over what we do as a troupe, as well as choosing games we are better at. I want to try and strike a balance between the two. Playing both games that people enjoy and trying to work on some of the ones we tend to struggle with so we can continue to improve. Part of this is balancing people who need to work on a particular game with people who are more experienced and can help them if they get lost. This is something you can only do if you know the troupe and what each person excels at and can improve on.

One thing I enjoyed about improv this year, and would like to keep doing is having the opportunity to replay games a second time. This year the improv captains have started asking after each game if people would like to play it again and I think it's a fantastic tool. For instance, when you first join improv it can be daunting to volunteer to play a game you don't fully understand. But sometimes after seeing the game played through, people will understand it better, and then they will want to play. In addition, it also gives multiple groups of people a chance to play a game without having to wait for the next improv meeting. Which I think makes improv more fun and accessible for everyone, and that's what Improv should be, a fun accepting, and creative space that everyone can excel in.

-Much gratitude for your consideration,
Emily Prall