

# WHISPER

## COMMENTS & REVIEWS

**“The show is like having someone intoning sinister nothings into your ear. The atmosphere the piece generates is menacing and compelling.”**

- Maxie Szalwiska, The Guardian

<https://www.theguardian.com/stage/theatreblog/2008/oct/03/theatre.sound.design>

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**“Whisper is quite simply an extraordinary piece of theatre. Visually captivating”**

- Carole Gordon, What’s On Stage

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**“starts dark and gets darker... an intriguing brush with altered reality, [the production] flirts with the feel of a supernatural, psychological thriller.”**

- Anita Gates, The New York Times

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**“Whisper cleverly mines the dramatic tension between ‘reality’ and the seductive power of technology”**

- Paul Menard, Backstage

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**“...unfolds inside your head like a nightmare...the mixture of foley soundscapes and the strange melding and disconnect between image and sound sucks you in.”**

- Lyn Gardner, The Guardian

<https://www.theguardian.com/stage/2008/may/17/theatre1>

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**“Whisper creates an aurally imaginative and multi-faceted portrait of fast and fragmented modern city life and produces an ambitious and unusual experience.”**

- Martina Von Holm, Total Theatre

<http://totaltheatre.org.uk/archive/reviews/proto-type-theater-whisper>

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**“Produced by the forward-thinking Proto-type Theater, the play requires each audience member to wear a set of headphones, through which they hear the voices of three live performers narrating a fictional walk through a fictional city.**

**Obscured behind a cinematic screen, the performers are seen as shadows, silhouettes or in stark clarity, creating a fully swamping sound environment to accompany their narration.**

Perhaps most importantly, the performers' text is written in the second person, which means that the audience hears the story as if it is about them. The effect is that the audience feel they are part of the performance.”

- Exeter Phoenix