

# 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

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*Hotel 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**  
**Abigail 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**

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