100 - Theatrical Context

100 was created by Christopher Heimann and Diene Petterle in July 2001. Instead of looking for a play, Heimann and Petterle decided to create their own based on certain themes and ideas they felt strongly about - in today's society our constant rushing around gives us very little time or energy to focus on what is important in life. They were inspired by the way in which reality and fantasy blend seamlessly in his novels. Out of these starting points, the premise and narrative structure, character and character's journeys were developed. 100 was presented at the Arcola Theatre as a work in progress. However, the audience reaction was so strong and positive it was decided to develop the play and take it to the Edinburgh Festival.

100 was created very early in the 21st century, but the ideas of what happens to humans after death has been explored for thousands of years. 21c society has arguably a stronger focus on happiness and personal fulfilment than previous eras. Social media shows the importance of sharing information that has become so important and the play's focus on the characters choosing one memory combines both of these aspects.

The idea of creating a magical experience for the audience using minimal set and props was important for the production. In the introduction to the recommended version, Christopher Heimann discusses his intention of creating a 'flow of the transformation of objects, characters and the space by the simplest means'.

This play was then reworked slightly to create the published version of the text, which was performed at the Soho theatre, London in 2003. The production was a strongly physical production where the only props were bamboo sticks and a single orange. In terms of design, this was kept very simple, with lighting effects used to support the performers who were costumed in the characters' underwear, suggesting a hasty and unplanned exit from reality.