

BOOM X

Written and Performed by Rick Miller



We decided to start off 2023 with a BOOM, specifically *BOOM X*! After dazzling Kamloops audiences with the stories from the Baby Boom generation, virtuoso writer/performer Rick Miller returns to the Sagebrush stage with a sequel about his own generation: Gen X. This show is a great way to learn about the 1970s to 1990s, through a multi-media production that is sure to capture the audience's attention.

The Play

Picking up where *BOOM* left off, at Woodstock in August of '69, *BOOM X* takes audiences on a magical, multimedia journey all the way to 1995, when the internet started to envelop our lives. Miller plays over 100 colourful characters from the days of disco, the oil crisis, Watergate, the Cold War, video games, punk rock, the (second) British Invasion, and more.

Filled with history, music, and personal stories, the 70s, 80s and 90s boom to life on stage surrounded by Miller's signature style of stunning visuals and mind-blowing impersonations, *BOOM X* will take audience of all ages on an explosive journey through a generation that continues to shape our modern world.

Production Team

Produced by Kidoons and WYRD Productions

RICK MILLER Writer, Director, Performer & Production Manager

JEFF LORD Executive Producer

CRAIG FRANCIS Stage Manager / Dramaturg / Original Illustrations

AIDAN WARE Technical Director

NICOLAS DOSTIE Video & Projection Co-Designer

IRINA LITVINENKO Video & Projection Co-Designer
BRUNO MATTE Lighting Designer
VIRGINIE LECLERC Costume & Props Designer
RICK MILLER Set & Sound Designer / Composer
CREIGHTON DOANE Additional Music Production
SÉBASTIEN HEINS appears as "Brandon" on video
LOGOGRAPH Graphic Design, Multimedia & Marketing

Rick's Talk Backs

Part of the BOOM X performance is a daily talk-back that Rick Miller himself hosts! After every show he will arrive back on stage and answer a few questions from the audience, so make sure you come with questions!

What are the Generation Age Ranges & Attributes?

By grouping age ranges together, researchers can determine characteristics and changes in views over time. "Generations are one way to group age cohorts. A generation typically refers to groups of people born over a 15 to 20 year span" – Pew Research Center. Age ranges can differ depending on the site, but these are the approximate dates according to Beresford Research.

Generation Z or GenZ

Age Range: 1997-2012

Attributes: Financially focused, entrepreneurial, technologically savvy, competitive, & independent.

Generation Y or Millennials

Age Range: 1981-1996

Attributes: Optimistic, value experiences, educated and knowledgeable & health conscious.

Generation X or GenX

Age Range: 1965-1980

Attributes: Expert DIY-ers (Do It Yourself), independent, pros at the work-life balance & entrepreneurs.

Boomers II AKA Generation Jones

Age Range: 1955-1964

Attributes: Pessimistic, very practical about change & nostalgic.

Boomers I

Age Range: 1946-1954

Attributes: Independent, strong work ethic, goal-centric, & self-assured.

Post War or Silent Generation

Age Range: 1928-1945

Attributes: Traditionalists, respectful, resilient, & frugal.

WWII or The Greatest Generation

Age Range: 1922-1927 or sometimes 1900-1927 depending on the site

Attributes: Humility, personal responsibility, commitment, integrity & self-sacrificial.

Activities:

1. Kidoon Network is a creative production company, where Rick Miller is the creative director. It's a combination of online educational and live entertainment. This company is where the *BOOM* productions are born, as well as many online and live shows. Check out one of the Online Series available through this link and see what you think!
<http://www.kidoons.com/series>
2. Encyclopedia Canada is another great resource from Kidoon Network, which aims to connect fellow Canadians through stories. What's your favourite story that you found on the site? Do you have a story to tell? Check out the link here:
<http://www.encyclopediacanada.com/>
3. What are your parents or grandparents' generation? Sit down with someone from a different generation than you and talk about their experiences growing up versus yours. Do the attributes listed above match them? What cultural phenomenon's do they vividly remember? What is important to them, versus what is important to you?
4. The 1970s and 80s brought one of the most iconic toys to light, the Rubik's Cube. Have you ever solved a Rubik's Cube? Check out this video on how to solve one and see if you have the power! <https://youtu.be/R-R0KrXvWbc>
5. Rick Miller performs this show repeatedly, and although he has a script that he memorizes, it always changes a little depending on where he's performing and what the current events are in the area/around the world. On his tour of *BOOM* back in 2021, Rick had a lot of fun with our technicians and would ask them for a specific word to implement into his show! All the technicians would listen intently until he said the word they had requested – it could have been anything! Try out a fun improv game with friends and family by giving a person a single word or short phrase, and then that person must tell a story that includes whatever was said! Stretch those creative muscles!

Core Competencies:

1. **Communication Competency**
2. **Creative Thinking Competency**
3. **Critical Thinking Competency**
4. **Positive Personal & Cultural Identity**
5. **Social Responsibility**

Big Ideas:

Social Studies: Grades K-9

1. Grade K – Our communities are diverse and made up of individuals who have a lot in common.
2. Grade 2 – Canada is made up of many diverse regions and communities.
3. Grade 5 – Immigration and multi-culturalism continue to shape Canadian society and identity.
4. Grade 6 – Media sources can both positively and negatively affect our understanding of important events and issues.
5. Grade 9 – Collective identity is constructed and can change over time.
6. Historical and contemporary injustices challenge the narrative and identity of Canada as an inclusive, multicultural society.

Arts Education: Grades K-9

1. Grades K-1 – People create art to express who they are as individuals and community.
2. Grade 2 – Creative expression develops our unique identity and voice.
3. Grade 3 – The mind and body work together when creating works of art.
4. Grade 4 – Creative expression is a means to explore and share one's identity within a community.
5. Grade 5 – Engaging in creative expression and experiences expands people's sense of identity and belonging.
6. Grade 6 – Engaging in creative and experiences expands people's sense of identity and community.
7. Grade 7 – Through art making, one's sense of identity and community continually evolves.
8. Grade 8 – Individual and collective expression can be achieved through the arts.
9. Grade 9 (General) – Identity is explored, expressed, and impacted through arts experiences.
10. Grade 9 (Drama) – Identity is explored, expressed, and impacted through drama experiences.
11. Grade 9 (Music) – Identity is explored, expressed, and impacted through music experiences.

English Language Arts: Grades K-9

1. Grade K-9 – Language and story can be a source of creativity and joy.
2. Grades K-9 – Exploring stories and other texts helps us understand ourselves and make connections to others and to the world.

Works Cited:

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