

indelarts

MYSTERY QUEST



WRITTEN BY MAXINE MELLOR
CONCEPT & DEVELOPMENT BY INDELARTS

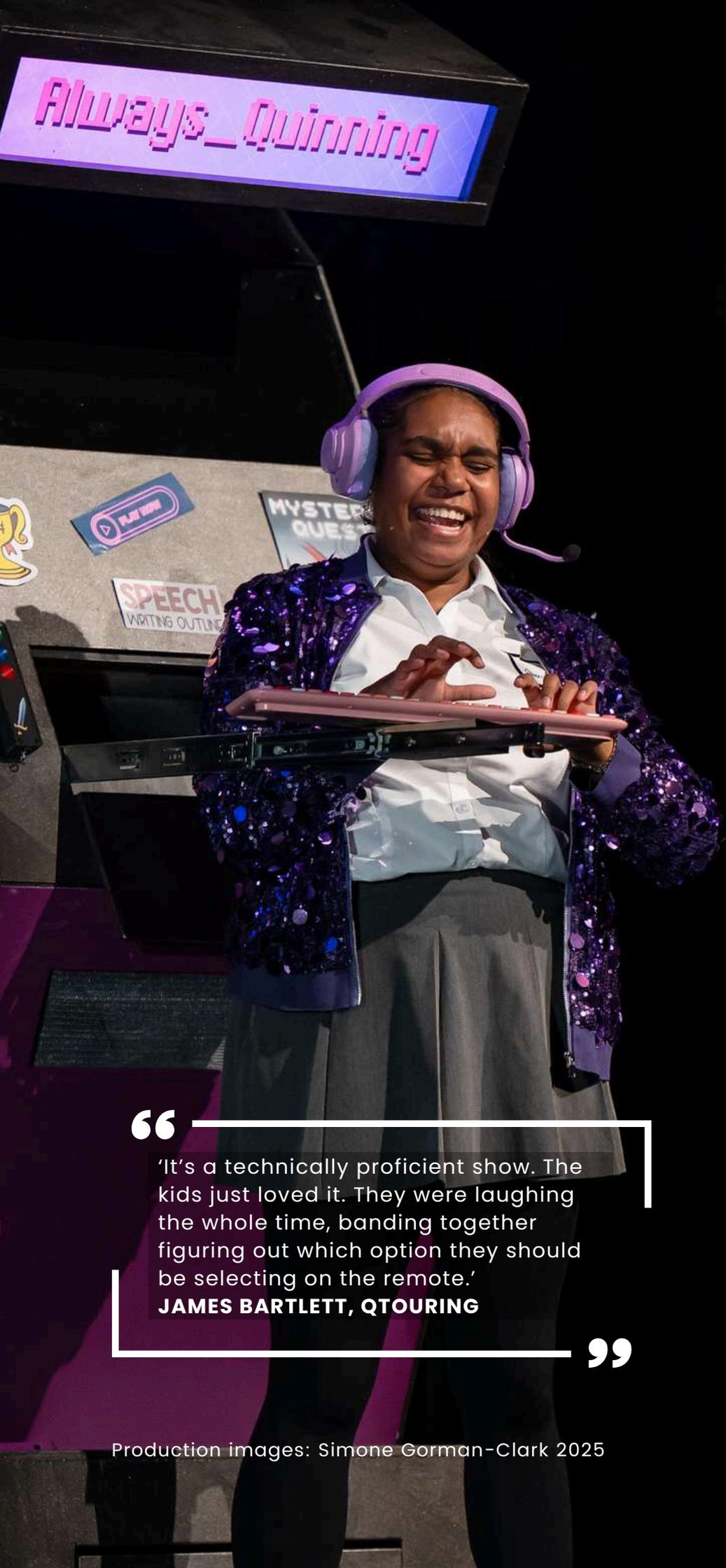


PRESENTER PACK

JOIN THE MISSION.
DISCOVER THE ADVENTURE.

Photo: Joel Devereux. Graphic: Jeremy Gordon
Information in this pack is correct at February 2026.





“

‘It’s a technically proficient show. The kids just loved it. They were laughing the whole time, banding together figuring out which option they should be selecting on the remote.’

JAMES BARTLETT, QTOURING

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ABOUT US



indelarts

indelarts

Performance powered by disability and neurodivergence

indelarts is an inclusive theatre company where artists with disability and neurodivergence take centre stage.

We create original, authentic and compelling theatre that speaks from lived experience. We share our work with audiences in ways that challenge assumptions, reset audience perspective, build understanding and provide positive social outcomes.

With a reputation for excellence, our award-winning productions connect with audiences in metropolitan, regional and remote Queensland, as well as nationally.

Our care-based practice means leading with kindness and always putting the wellbeing needs of our artists first. With growing evidence showing that arts practice has a positive impact on mental health, self-esteem and general wellbeing, indelarts aims to reduce the barriers, making arts practice accessible for everyone.

indelarts creates theatre that leaves a mark. We invite you to support our vision as our artists create, perform and thrive.



ABOUT THE SHOW

MYSTERY QUEST

Written by Maxine Mellor

Concept & Development by indelarts

Ready to play?

With a thrilling blend of live performance, gaming and adventure, **Mystery Quest** is a brand-new, interactive theatre experience where kids are the heroes of their own story.

Step into a glitching digital world of trolls and dragons, uncover hidden secrets, and take on a powerful corrupting force as our heroes Quinn, Milo and Evie navigate both their online and real-life worlds.

When a shadowy stranger in the digital world threatens to spill into the real world, Quinn must rely on her friends and family to navigate her way out of potential danger. Mystery Quest is created in collaboration with Brisbane's cutting-edge digital artists **Counterpilot**, who create immersive arts experiences with new technology, real-time interaction and transmedia storytelling.

Mystery Quest helps kids explore the digital world with curiosity, caution and confidence. As the action unfolds, kids will pick up essential online skills that last a lifetime, while adults will love the nods to classics like Atari, Nintendo 64, PlayStation, Wii, Game Boy, and even Carmen Sandiego.



Perfect for young adventurers aged 8 to 12 years, Mystery Quest explores cyber-safety, emotional intelligence and decision-making when online battles spill into real life.

**Join the mission.
Discover the adventure.**

MYSTERY QUEST
For: Years 3-6 (ages 8-12 years)

Touring in 2027

Credit lines:

This production was created with the support of Redland City Council through the Redland Performing Arts Centre.

Supported by the Australian Performing Arts Conservatory, Civic Solutions and The Holland Park Lions Club.

indelarts

APAC
AUSTRALIAN
PERFORMING ARTS
CONSERVATORY

redland
performing arts centre

CREDITS

Developed by: indelarts | **Playwright:** Maxine Mellor. | **Director:** Rebecca Alexander |
Co-Director & Collaborator: Kristian Santic | **Lighting Design:** Teegan Kranenburg |
Sound Design: Phil Hagstrom | **Costume Design:** Jessica Hansen and Isaac Morrison |
Performers: Najwa Adams-Ebel, Chelsea Doran, Jordan Bown | **Auslan Consultant
and Interpreting:** Fab Interpreting | **Video design:** Jeremy Gordon | **Set:** Josh
Mcintosh | **Audience immersion:** Counterpilot



Production images: Simone Gorman-Clark 2025

THE CREATIVES



MAXINE MELLOR

Maxine is an award-winning playwright and teaching artist. Recent awards include the 2023 Rodney Seaborn Playwrights Award for *O'Mighty Make-Believe*, the 2022 David Williamson Prize for Playwriting, and the 2022 AWGIE Award for Best Original Stage Play for *Horizon*, the 2012/2013 Queensland Premier's Drama Award for *Trollop*, Inscription's Edward Albee New York City Residency Scholarship, 2012, and the Max Afford Playwright's Award, 2014 for *The Silver Alps*. Recent productions include *Horizon* with Playlab Theatre, new versions of *The Wind in the Willows* for La Boite Theatre and *The Wizard of Oz* (Danger Ensemble/La Boite Theatre Company), and *Trollop* for Queensland Theatre.

REBECCA ALEXANDER

Rebecca holds Acting (USQ) and Education degrees (Griffith University) and works as an Actor, Workshop Facilitator, Producer and Theatre Maker. She has toured with Shake & Stir Theatre Company, founded award winning theatre company, indelarts, facilitated workshops for Queensland Theatre and La Boite Theatre Company, and teaches for NIDA. Directing credits include *Love Me*; and *Look Mum... No Hands!!!* (indelarts) and *A Place Like This?* (USQ). Other theatre credits include, *That's What She Said* (The Good Room) *Wilbur the Optical Whale* (indelarts), *Summer Wonderland* (La Boite Theatre Company) and many more.



COUNTERPILOT

Counterpilot is an award-winning collective of interdisciplinary artists who create unique and immersive arts experiences, activating audiences with new technology, rich design, and transmedia storytelling. Counterpilot have worked with Metro Arts, Brisbane Powerhouse, Brisbane Festival, Sydney Festival, Adelaide Fringe, and many others. They have received multiple awards including the Lord Mayor's Award for Best New Australian Work for *Crunch Time* (2018 Matilda Awards) and The Judges Award for *Adrift* (2022 Matilda Awards).



THE CAST



NAJWA ADAMS-EBEL

Najwa Adams-Ebel is a proud Birri-Gubba woman from Central Queensland who strives to create work that reflects her love for her culture and her passion for the arts. As a First Nations creative, she is an avid theatre maker and performer. Najwa graduated from QUT (Queensland University of Technology) with a BFA in 2024, after performing in a number of QUT productions including *Very Fine People*, *Hibernation*, *Hide the Dog* and *That Face*. Most recently, Najwa starred in *The Visitors* at QPAC, directed by Wesley Enoch. Screen credits include *That Blackfella Show* on ABC TV celebrating Naidoc Week 2025 and *Shake Takes* for Nickelodeon.

CHELSEA DORAN

Chelsea Doran is an actor, writer, and singer currently living, working, and creating on Jagera and Turrbal land. A graduate of the Bachelor of Fine Arts (Acting) at QUT, she is currently a cast member at Bluey's World. Chelsea co-wrote and starred in the debut web series ROOMIES with Kite Studios. Her notable credits include Nelle Eastland in Baz Luhrmann's *Elvis*, Angie/Dull Gret in Caryl Churchill's *Top Girls*, #00 in *The Wolves* and Harry/Susie Bones/Myrtle in *Puffs*. She played Abigail in the award-winning indie film *The Psychology of Beauty*, which received multiple awards including Best Independent Feature Film at the Cannes Indies Cinema Awards.



JORDAN BOWN

Jordan is a current student and member of indelarts. Following his lead role performance in the school production of *The Curious Incident of the Dog in the Night Time*, Jordan joined indelarts and performed in two indelarts showcase productions. He has performed in a training video for Mater for Mater hospitals, portraying a patient with neurodivergence and also completed work experience at Queensland Theatre and QPAC, working backstage on audio and set design. Jordan has also taken vocal lessons from an opera teacher to pursue his passion for music.



CURRICULUM LINKS

Links to Australian Curriculum V9 through Achievement standards

Learning Areas include:

- English (storytelling, speaking, Imagination, Transformation of Text, Language, Literature)
- HPE (digital & online safety behaviours, identity, peer relationships, and help-seeking strategies to keep safe)
- Drama (performance techniques, Creating and Making, Exploring and responding, Developing practices and skills)
- Media Arts (use of media technologies, interactive elements, representations of ideas, Exploring and responding)
- Technologies (design and create ideas and solutions)
- Languages AUSLAN)

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'It was this really great show in terms of navigating online gaming. Also understanding how that impact your daily life and your friends and family.'

**LOUISE EMERY, EDUCATION PRODUCER
HOTA, HOME OF THE ARTS**

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CURRICULUM LINKS

Achievement standards below that link to content descriptors

Year 3 English

- Students interact with others, and listen to and create spoken and/or multimodal texts including stories.
- They describe how stories are developed through characters and/or events.
- They create written and/or multimodal texts including stories to inform, narrate, explain or argue for audiences, relating ideas including relevant details from learnt topics, topics of interest or texts.

Year 4 English

- Students interact with others, and listen to and create spoken and/or multimodal texts including stories. They share and extend ideas, opinions and information with audiences, using relevant details from learnt topics, topics of interest or texts.
- They describe how ideas are developed including through characters and events, and how texts reflect contexts.
- They create written and/or multimodal texts including stories for purposes and audiences, where they develop ideas using details from learnt topics, topics of interest or texts.



CURRICULUM LINKS

Year 5 English

- Students interact with others, and listen to and create spoken and/or multimodal texts including literary texts.
- For particular purposes and audiences, they share, develop and expand on ideas and opinions, using supporting details from topics or texts.
- They use language features including topic-specific vocabulary and literary devices, and/or multimodal features and features of voice.
- They explain how ideas are developed including through characters, settings and/or events, and how texts reflect contexts.
- They create written and/or multimodal texts, including literary texts, for particular purposes and audiences, developing and expanding on ideas with supporting details from topics or texts.

Year 6 English

- Students interact with others, and listen to and create spoken and/or multimodal texts including literary texts. For particular purposes and audiences, they share, develop, explain and elaborate on ideas from topics or texts.
- They identify similarities and differences in how ideas are presented and developed including through characters, settings and/or events, and how texts reflect contexts.
- They create written and/or multimodal texts, including literary texts, for particular purposes and audiences, developing, explaining and elaborating on relevant ideas from topics or texts.

Year 3 & 4 HPE achievement standard

- Students identify influences that strengthen identities and describe strategies to manage emotions, changes and transitions.
- They apply skills and strategies to interact respectfully with others.
- They describe the influences that inclusion and stereotypes have on choices and actions.
- Students describe and apply protective behaviours and help-seeking strategies to keep themselves and others safe online and offline.
- They interpret health information to apply strategies to enhance their own and others' health, safety, relationships and wellbeing.



Production images: Simone Gorman-Clark 2025

CURRICULUM LINKS

Year 5 & 6 HPE

- Students explain how different factors influence identities.
- They propose strategies to manage emotions, developmental changes and transitions.
- They propose strategies to demonstrate respect, empathy and inclusion. They explain how stereotypes influence roles and responsibilities.
- Students explain how communication skills, protective behaviours and help-seeking strategies keep themselves and others safe online and offline.
- They analyse health information to refine strategies to enhance their own and others' health, safety, relationships and wellbeing.

Links to Cross Curriculum Priorities include

- Sustainability

Links to General Capabilities include (HICP – students operating on a Highly Individualised Curriculum Plan) include multiple goals from

- **Critical and Creative Thinking:** Analysing how avatars reflect identity and decision-making & Comparing problem-solving in the game world vs. real life.
- **Ethical Understanding:** Considering online safety, anonymity, and trust. Weighing right and wrong in choices Quinn and friends make.
- **Literacy:** Engaging with storytelling, characterisation, and persuasive speech (Quinn's campaign).
- **Personal and Social Capability:** Exploring resilience, conflict resolution, and teamwork. Understanding loyalty and the pressures of achievement.

Content descriptors – for other learning areas:

Australian Curriculum Links (v9) – Years 3–6

The Arts – Drama: Performance techniques, Creating and Making, Exploring and responding, Developing practices and skills

- [AC9ADR4D01](#) & [AC9ADR4C01](#) & [AC9ADR4E01](#) Year 3 & 4
- [AC9ADR6D01](#) & [AC9ADR6C01](#) & [AC9ADR6E01](#) Year 5 & 6

Media Arts – Exploring and responding, creating and making

- [AC9AMA4E01](#) & [AC9AMA4C01](#) Year 3 & 4
- [AC9AMA6E01](#) & [AC9AMA6C01](#) Year 5 & 6

CURRICULUM LINKS

Digital Technologies Year - 3- 6

- [AC9TDE4K01](#) & [AC9TDI4K03](#) – Explore how people safely use digital systems to meet needs and create solutions including data representation.

Languages Auslan

- [AC9L2AU4U01](#) - recognise and model signs to sign words and phrases.

Learning Outcomes

After attending Mystery Quest, students will be able to:

- Identify safe and unsafe online behaviours.
- Understand the importance of critical thinking when navigating digital spaces.
- Explore the value of teamwork, problem-solving, and creativity.
- Reflect on how games and stories shape their choices and identity.
- Recognise parallels between fantasy adventure and real-world digital literacy.



PRODUCTION SPECIFICS

DURATION

60 mins + 15 min Q&A
No interval

RELAXED PERFORMANCES

Every show is a relaxed performance with Auslan interpreting. Sensory elements such as stage light and sound are softened, house lights remain partially on and theatre doors remain open. Pre-show social stories are provided ahead of the show to provide familiarity and minimise sensory triggers.

SUITABLE VENUES

The show is available in full theatre mode or a scaled down version. It can be performed in theatre venues or community spaces and school halls. The ideal requirements are 8m deep x 8m wide, but we can work with you to suit your space.

POST-SHOW Q&A

We offer a 15-minute post-show Q&A session for students to ask questions about the production, the performers, the show's creation, the digital component or staying safe online.

WORKSHOPS

Want to extend the experience? Book an additional 45-minute, drama-based workshop where students will create their own avatar.

MAXIMUM NUMBER OF PERFORMANCES PER WEEK

Up to 8 performances a week.

TOURING PERSONNEL

The touring party consists of 5 people.

Najwa Adams-Ebel | Performer
Chelsea Doran | Performer
Jordan Bown | Performer
TBA | Stage Manager/Operator
TBA | AV Technician / Operator

PRODUCTION SPECIFICS

SOUND

The show requires 3 x microphones, sound desk and PA. All files will be on QLAB.

LIGHTING

Lighting is yet to be confirmed. All files will be on QLAB.

AV

The show requires 1 rear projector, a laptop and up to 50 interactive remote controls for audience interactivity, which are provided by indelarts.

EXAMPLE SCHEDULE

Day 1
Venue Pre-Rig (where applicable)

Day 2
Tour Party arrive for load In, tech check and rehearsals

Day 3
Perform 11am + 7pm. Load Out

COSTS

Please contact us to discuss pricing.

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This work has amazing messages and its geared exactly to this age group. We're in good hands because the young people do know the right and the wrong answers.

**BRAD RUSH, PROGRAMMING MANAGER
REDLANDS PERFORMING ARTS CENTRE**

”

MARKETING

COPY - ONE LINER

With a thrilling blend of live performance, gaming and adventure, Mystery Quest is an immersive theatre experience for kids 8-12 years exploring online safety.

COPY

MYSTERY QUEST

Written by Maxine Mellor

Concept and Development by indelarts

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Join the mission. Discover the adventure.

MARKETING

MARKETING PACK

The Mystery Quest Marketing Pack includes images, copy, bios, headshots, videos and a media release. **[Access the Mystery Quest Marketing Pack here.](#)**

HERO IMAGES

The hero images for Mystery Quest are shown below and saved in the Marketing Pack, as well as variations. If you require specific dimensions, please let us know.

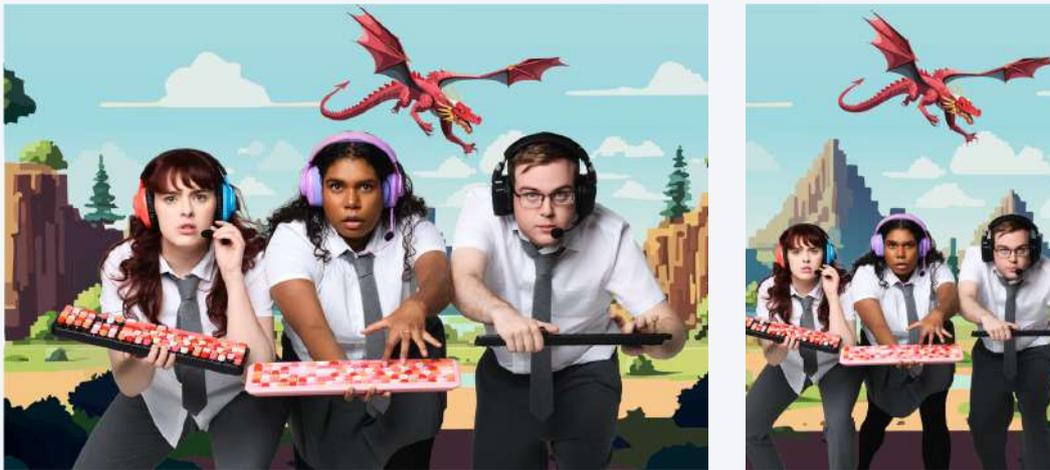


Photo credit: Photo: Joel Devereux. Graphic: Jeremy Gordon.

Photo description

Two female actors and one male actor are dressed as school child characters. They are wearing headsets and playing computer games, with focussed expressions. In the background, there is a digital landscape of mountains and the sky with a red dragon flying above them.

PRODUCTION IMAGES & VIDEO

Production shots and video trailers are also available in the Marketing Pack.

MEDIA

Our cast and director can be available upon request for media interviews.

PRINTED PROMOTIONAL MATERIAL

Printed flyers and posters can be supplied upon request.

CONTACTS



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