



Royal Shakespeare Company  
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September 20, 2025

RE: Epic Mega Grant Application, Carré

Dear Selection Committee,

In my capacity as Director of Creative Innovation at the Royal Shakespeare Company (RSC), I am delighted to recommend Lisa Jamhoury for the Epic Mega Grant, which will support the continued development and distribution of her groundbreaking interactive performance *Carré*.

RSC is an internationally-renowned theatre company and arts incubator inspired to deepen human understanding through the power of theatre, by redefining how Shakespeare and great storytelling connects us all, creates opportunities, and brings joy. Founded in 1961, RSC maintains its legacy as an indispensable arts hub, investing in the future of live performance through partnerships with research institutions, technologists, and innovative artists. We are thrilled to have invited Lisa to work with us in the coming year as one of our 2025-26 Interdisciplinary Fellows.

Our year-long engagement includes professional and project development counsel; access to our rehearsal spaces, technical inventory, and technicians; travel and housing support; and an unrestricted artist stipend. Through the engagement, Lisa will interface directly with RSC's international consortium of cultural and research leaders, including Massachusetts Institute of Technology (MIT) Open Documentary Lab and Co-Creation Studio (Cambridge, MA, USA), Stanford Arts (Stanford, CA, USA), The Oxford Research Center for the Humanities (TORCH, Oxford, UK), and Brooklyn Academy of Music (BAM, Brooklyn, NY, USA), among others.

Lisa's *Maquette*, upon which her new work *Carré* builds, is a genre-defining work. Lisa's unique background combining physicality, dramaturgy, and XR programming come together in the work to offer new visions for how performance and technology can be truly inseparable *and* human-centered. Her work is already inspiring the field of movement, performance, and technical artists. RSC is thrilled to support the continued research, development, and distribution of this work, as we believe the industry has much to learn from its success.

As her mentor at RSC, I believe Lisa's work is a perfect fit for this grant, which aims to support creative innovation and community development in game engine-fueled XR experiences.

Lisa's work across performing arts, academic, open source, corporate, and nonprofit sectors affords her a unique ability to deliver on innovative ideas, both technically and dramaturgically. Having worked alongside some of the biggest names in tech, including Google, Meta, and Adobe, as well as instructing new members to the creative technology field at New York University, Lisa balances a commitment to technical rigor with a forward-thinking, creative, and community-first ethos.

Lisa draws on her lived experiences as a first-generation Lebanese-American artist, working mother, and caregiver for vulnerable family members to explore the body-technology relationship. Her work is notably informed by a car accident in early adulthood that left her with permanent injuries exacerbated by long hours at her computer. Drawing from her personal history, Lisa pushes the creative technology community forward with empathy, inspiration, and joy.

Indeed, Lisa is a uniquely talented artist and serious professional deeply committed to contributing to her community and field. I strongly urge you to support Lisa's adventurous, impactful work.

Please do not hesitate to contact me with any questions or for additional information.

A handwritten signature in black ink, appearing to read 'S. Ellis'.

Sarah Ellis  
Director Of Creative Innovation  
Royal Shakespeare Company