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# Interactive musical comedy meets dance party in Dusty Flowerpot's Disco Inferno

*We talked with Kat Single-Dain, creator/director/choreographer of Disco Inferno and artistic executive director of Dusty Flowerpot, about the extravaganza.*

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Kat Single-Dain directs 40 people and nine disco balls in Disco Inferno, an interactive musical comedy/dance party at Russian Hall on April 7, 8, 9, 14, and 15. jpg

**Disco Inferno: The World's Only Interactive Disco Musical! (that we know of)**

**When:** April 7-9, 14-15, and 20-22

**Where:** Russian Hall, 600 Campbell Ave., Vancouver

**Tickets:** Starting at \$30 at [eventbrite.ca](https://www.eventbrite.ca)

Flashing lights, an irresistible dance beat, and people on roller skates — if this sounds like a good time, then you'll want to check out Disco Inferno: The World's Only Interactive Disco Musical! A presentation of award-winning local arts group Dusty Flowerpot Cabaret, the show features a large cast of professional, semi-pro, and amateur performers and original music from Vancouver's own doyenne of double entendres Shirley Gnome, along with hits from the era.

We talked with Kat Single-Dain, creator/director/choreographer of Disco Inferno and artistic executive-director of Dusty Flowerpot, about the extravaganza.

**Q: What is this thing?**

**A:** Yeah, it's a beast. I tend to do this, where I create a show that not only has professional actors in it but also has community involvement and different levels of amateur performers — people who are, I guess, pre-professional. It ends up being about 40 people that I'm handling.

**Q: It's billed as a "musical comedy." Where does the comedy part come in? Is there a script or a bare-bones story?**

**A:** It's pretty much a complete musical theatre show that could be on a regular stage. But instead, it's in a hall and we're making the hall look like a discotheque and inviting the audience to be part of it.

**Q: How many disco balls have been harmed so far in the making of it?**

**A:** I should say that as a warning: No disco balls were harmed during the making of this show. Actually, probably a number of them, because we cut them open to make head-pieces.

**Q: Were they hard to source?**

**A:** What we needed was very particular, they had to be Styrofoam on the inside because they're not heavy and you can work with them. Luckily, I often work with Beaumont Studios, and they happened to have nine of these disco balls that were just perfect.



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**Q: What about pre- and post-show happenings?**

**A:** Intermission is basically a dance party. Also, throughout the show, there are moments where people should be dancing. And before the show, we teach some dances, and characters are roaming around. DiscoD2 is serving drinks. He's a robot. And then after the show, it's a dance party until midnight.

**Q: What if people gave away all their disco-appropriate outfits?**

**A:** We'll have a little pop-up shop in the lobby. There are different levels of what will be there. Monkey Fox Thrift is the company that is going to be at the station. We'll have everything from free by donation up to purchase from Monkey Fox Thrift and really nice pieces that might be more expensive.

**Q: And you're too young to actually remember disco yourself. So this is all a retroactive experience for you.**

**A:** Yeah, and it's probably not accurate at all.

**Q: So it's disco by way of popular culture?**

**A:** I guess you could say that. I've taken pieces of the disco era that I wanted to include. The hard drugs and the explicit sexuality are not part of the show, even though I recognize that's what partly defined that era, too. I've drawn on the unification that people felt on the dance floor, and our shared experience of loving music and movement, and the reminder that we're all kind of one on the dance floor. And then added our own brand of physical comedy on top of that.

**Q: Is there anything else you want to say about the show?**