



Synopsis

Edit:Undo is a musical comedy about life and love in the digital age. To have fun, connect with friends, and to cope with the stress and anxieties of school, today's teenagers use new technology they find essential—cell phones, IM buddy lists, text messages, and videogames. These devices make their life manageable—but, sometimes, they can get in the way of real life.

Edit:Undo tells the story of Rory Conway, a hardworking senior at Wiley High whose constant successes cause her to run afoul of a nefarious School Board, embroil her in arguments with her own classmates, and put her in the center of a generational war over technology.

Act One begins with Rory winning a crucial football game, the press from which enables the school to win a grant to become the ultra-high-tech "Wi-Hi". This gift poses a threat against two School Board members, whose businesses (Abacus Pencil and Suburban Sprawl Realtors) will make huge profits if Wiley maintains its reputation as a "loser school." They persuade other Board members that technology leads to bad student behavior and must be stopped.

One of the School Board members arranges for her son to enroll in Wi-Hi. He flirts with Rory while playing technology-related tricks on her, giving the School Board grounds to suspend her and block the technology grant. Maxwell, an aspiring videogame designer with a crush on Rory, rises to her defense. When he hears the (false) rumor that the P.T.A. is behind the School Board crackdown, Maxwell leads the teenagers in a strike, refusing to help the adults in Wileytown with any problems they have with computers, cellphones, or any other high-tech tools.

Act Two begins with the older generation wrestling in despair, totally confused about modern technology—and the students of Wi-Hi arguing with each other over on-line relationships. Suspended from school, rejected by colleges, and at odds with her friends, Rory feels completely lost. Rory gets to know the school's lady janitor, who attended Wiley thirty years ago with the School Board members—who reveals to Rory that the Board's bitterness and her own loveless life are the consequences of the boys' misuse of technology during their own senior year. The boys were so enchanted by the first arcade video game (Pong) that they used it to choose their prom dates, with disastrous consequences. The might-have-beens that still haunt the janitor and the Board members are now imperiling Rory and her classmates.

The only way Rory can stop the School Board, save Wiley High, and bring the kids and adults back together across the technology gap is to "edit" and "undo" what the adults did to each other when they were young. If a long-ago game could tear apart the two generations, she thinks, maybe a replay of the same game could be used to bring adults and students back together. Rory persuades the two sides to settle the strike with a tournament of games: three old ones, three new ones, and a secret seventh game—which turns out to be Pong. When the School Board members are confronted with the bad memory of their old game-playing with technology, they back down.

In the end, the school gets the grant, the adults students learn to respect the difference between people's virtual and real lives. As Rory says, "People aren't pixels!" Rory and the other students of Wi-Hi graduate, heading off to a future of limitless possibilities, ready and eager to "edit undo" anything that might need fixing.