CHARACTER DESCRIPTIONS

Character	Description	Gender*	What They're Like ...	No. of Scenes
Solomon	Head Game Designer	Boy	An intelligent man who is hard at work making games for kids to play. He is the creator of the "iAM" APP.	8
Claire	One of the kids who gets to tour the Lab	Girl	She is not afraid of anything, is fun loving and ready to try new things.	8
Josh	One of the kids who gets to tour the Lab	Boy	He is your competitive sports kid, who seems to know everything and never lacks for confidence.	8
Morgan	One of the kids who gets to tour the Lab	Girl	She loves technology and is crazy about anything to do with APPs.	8
J.T.	One of the kids who gets to tour the Lab	Boy	He is your average kid who loves games and hanging out with friends.	8
Avery	One of the Apprentices in the Lab	Girl	She is quite informative and ready to give instruction where needed.	5
Aaron	One of the Apprentices in the Lab	Boy	Happy to give instruction to kids, very cheerful and easy going.	5
Serious	A robot designed by Solomon	Girl	She is the non-emotional robot that can quote anything from the Bible as commanded. Monotone voiced.	4
Kristin	Assistant to Solomon	Girl	Bubbly assistant, always a smile, likes to chew her gum and talk.	2
Announcer	Announcer at the App Factory Store	Boy	Very strong, bold personality. Always talking as if he is on a stage.	2
Mom	Josh's Mom	Girl	A sometimes overprotective mom on the go.	1
Dad	Josh's Dad	Boy	A friendly man who loves his wife and son.	1

*Really, any of the roles may be played by a boy or a girl with only slight name and gender modifications in the script. The indications above show how we recorded them on the demonstration recording. Many roles could also played by older youth or adults.

If you have difficulty casting this many parts, you can cut down the parts as follows:

- There could be one assistant instead of two.
- Josh's dad could also be the Announcer, voiced from off-stage.
- Solomon could be played by an adult.
- Kristin could also be played by an adult.

If you are looking to create more non-speaking parts you could do the following:
- Add more kids in the store and give them one line about the store, etc.
- You could have one of the kids come with a sibling that speaks in the first scene, but does not go on the tour.
- Add store workers who speak to the kids as they enter.
- Add kids who enter the store and are there at the beginning and the end.
- Have two robots that take turns saying verses.
- Add kids who stand at the door and welcome in newcomers.
- Add parents who drop off their kids.