

REQUIREMENTS FOR THE SOCIAL SOUND GAMES
1. Talk at a loud volume
2. Talk incessantly
3. Speak in your first language but in a shared language when conversation is called for
4. One of the participants is to hold a timer: when they start the timer the game starts and when the timer ends the game ends (see the “recommended duration for game”)
5. The game cannot be done twice with the same group. A variable may shift in order to do the game twice with the same group (see the “interchangeable variable”).
6. Laughing is welcome: may these games be long drawn jokes if nothing else.

SIGNIFICANCES OF SOCIAL SOUND #:	I
Number of participants required:	This game is for 7 participants
Before the game starts:	Assign all 7 participants to a part
Recommended duration for game:	3 minutes
Interchangeable variable:	The conversation topic may change. For instance, collect local newspapers and hand one to each participant requiring them to derive their conversation on what they are reading; or assign a conversation topic before beginning.
Considerations:	- The “performative” transformed into the temperamental quality of “forced” behavior -- this “forced” quality may be found in moments of social awkwardness daily/throughout the day. - There are three parts And three compound parts
Variable to observe:	Of “crowd as instrument” -- permutation of crowd sound observed in game I = the texture of crowd sound made by a crowd of persons conversing with themselves out loud Listener transformed into eavesdropper
Questions to observe:	Do you listen to noise the same way you listen to sound? Do you check out or follow one of the conversations spoken out loud?

DIAGRAM FOR SOCIAL SOUND GAME #1

DESCRIPTION:

cube = conductor; cylinder = non conductor; (note that in ssg#1 the conductor and non conductor are combined -- hence, the superimposition of cube and cylinder found in the diagram of social sound game #1); yellow arrow = sound's intention's direction; turquoise line = sound's remnant's direction; cloud = constructed (discharge) sound-conglomeration utilized

