

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 #:	II
Number of participants required:	This game is for 4+ participants (and preferably for a group of people that can be split into units of two)
Before the game starts:	1. Split the group into units of two persons a unit 2. Assign one person to the role of Doer and the other to the role of Transfuser
Recommended duration for game:	4 minutes
Interchangeable variable:	The object must be tangible though it can be something that is not commonly thought of as an object -- for instance: one’s leg
Considerations:	- As Transfuser, talk about what you are seeing while you are seeing it but do note that if there are moments where there is nothing else to say about what you are seeing then fill those moments with anything that comes to mind. - The game may travel or the Doer may complicate the cycle -- these “may’s” are OK as long as the connection between the Doer and Transfuser remains unaffected (this connection is inherent in following the directions).
Variable to observe:	- The texture of sound made by talking <i>at</i> someone rather than <i>with</i> someone

	- The texture of sound made by two persons talking at each other rather than with each other - Listener transformed into eavesdropper
Questions to observe:	Can you hear the difference in tonal texture when you talk <i>at</i> someone versus <i>to/with</i> them?



