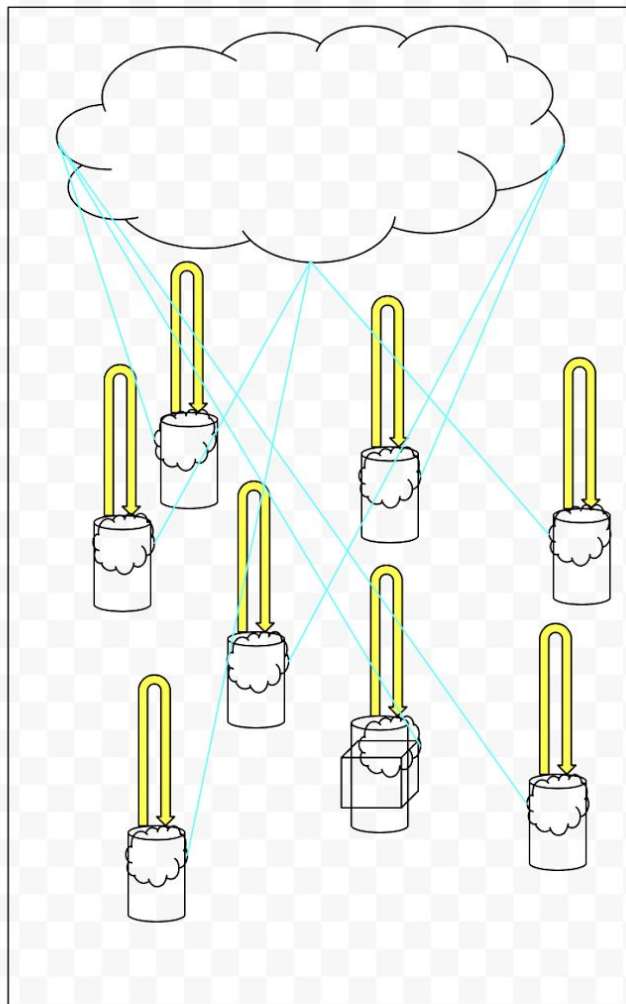
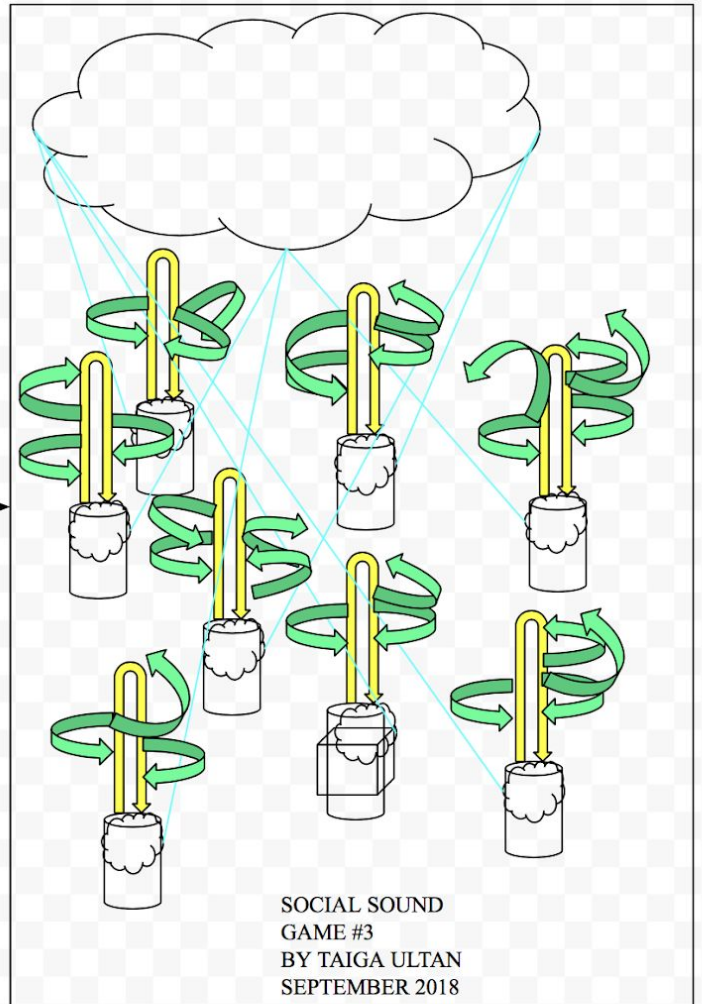


REQUIREMENTS FOR THE SOCIAL SOUND GAMES	
1.	Talk at a loud volume
2.	Talk incessantly
3.	Speak in your first language but in a shared language when conversation is called for
4.	One of the participants is to hold a timer: when they start the timer the game starts and when the timer ends the game ends (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 #:	III
Number of participants required:	3+
Before the game starts:	<i>If</i> you choose to assign a subject to “talk out loud to yourself” about then do so before the game begins
Recommended duration for game:	Approximately 6 minutes total; Procedure 1 is 3 minutes and Procedure 2 is 3 minutes
Interchangeable variable:	It may be necessary to assign a subject to “talk out loud to yourself” about. This subject may be anything and will apply to Procedure 1 and 2
Considerations:	- Have an actual conversation with yourself: develop your ideas; thoughtfully respond to what you state; voice your opinions; etc. - In Procedure 2 your conversation with yourself will be naturally influenced by what you hear around you -- this is OK.
Variable to observe:	Observe the difference in how you converse with yourself when listening to others around you versus when you only listen to yourself
Questions to observe:	How does your conversation shift when you shift your listening from being conscious of what sounds are around you to being conscious of <i>not</i> being conscious of what sounds are around you?



Procedure 1



SOCIAL SOUND
GAME #3
BY TAIGA ULTAN
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Procedure 2

