

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 #:	IV
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:	Split the group into units of two persons a unit
Recommended duration for game:	4 minutes
Interchangeable variable:	The conversation topics may change (these are specified under “1” as “a-c”)
Considerations:	- Let the tangents be moments for both persons in the unit to practice ignorance and self-centered listening. - The transition from tangent to conversation may cause certain physical reactions and this is OK: for instance, when conversing, one may look into their partner’s eyes and then look away when tangent ing.
Variable to observe:	The oscillation between two speech sound textures: a considerate speech sound texture vs. an inconsiderate speech sound texture : the “considerate speech sound texture” is made by a form of talking that considers how its content is being received; the antipode of this is the “inconsiderate speech sound texture”.
Questions to observe:	Does the sound texture change when the intention of the sound’s construction changes? In this case, does the sound-texture shift (and how so) when the person talks to the other person in a way that is sensitive to how what they are saying will be received?

How much does the concept of what their saying shift when they are considerate of how it will be received?



