

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 #:	V
Number of participants required:	3+
Before the game starts:	Assign one person to “conductor”/Part 1 and the rest of the participants to “non conductor”/Part 2
Recommended duration for game:	Approximately 4 minutes total; Procedure 1 is 2 minutes and Procedure 2 is 2 minutes
Interchangeable variable:	{ }
Considerations:	- Sublimating by sonicizing the one directional intention of a question; and “sonicizing” by magnetizing
Variable to observe:	See diagram for Game #5
Questions to observe:	What is the speech sound texture of a perpetually asked question with no answer?

DIAGRAM FOR SOCIAL SOUND GAME #5

DESCRIPTION:

cube = conductor; cylinder = non conductor; yellow arrow = sound's intention's direction; turquoise line = sound's remnant's direction; cloud = constructed (discharge) sound-conglomeration utilized



