

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 #:	VI
Number of participants required:	This game is for 3+ participants
Before the game starts:	Assign a number to each participant
Recommended duration for game:	Game VI’s duration is based on how long it takes for each participant to transform from transfuser to doer/for each participant to act as both transfuser and doer
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:	- The beginnings of the tasks illustrated in game VI will be quite random/chaotic, let them be.
Variable to observe:	Of “textures of silence; silence as entity; shades and various shadows of silence”, observe the various textures of silence that rise due to the arrangement of actions in this game.
Questions to observe:	This game attempts to distill “mob mentality” found in socially awkward behavior which is given voice in the transitions from action to action in this game -- question/observe these attempts

