

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 #:	VII
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 1 minute, Procedure 2 is 1 minute, Procedure 3 is 1 minute, and Procedure 4 is 1 minute
Interchangeable variable:	Of Procedures 1 and 2, “... about pencils, pens, and markers” and of Procedures 3 and 4, “... about toothbrushes” -- these topics may change though make sure Procedures 1 and 2 have three variables (hence, pencils, pens, and markers) and make sure Procedures 3 and 4 have one variable (hence, toothbrushes)
Considerations:	- Whisper loud enough for others to hear what you are saying
Variable to observe:	See diagram for Game #7
Questions to observe:	What is the difference in tonal texture when two people are talking at vs. to each other? How to develop develop a conversation that is one sided around something as boring as a spoon?

DESCRIPTION:

cube = conductor; cylinder = non conductor; yellow arrow = sound's intention's direction; black arrow = states that Procedure 1 proceeds into Procedure 2;

turquoise line = sound's remnant's direction; cloud = constructed (discharge) sound-conglomeration utilized



