

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 ← CAUTION: In social sound game #8 be careful as the game is based on unpacking the letter “H” in the english language. This letter was chosen because of the way it sounds does which does not sound like any other word. The letter “C”, for instance, cannot be used as it sounds like the word “see” or “sea”. Please be aware of this concept and accommodate accordingly.
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 #:	VIII
Number of participants required:	4+
Before the game starts:	{ }
Recommended duration for game:	3 minutes
Interchangeable variable:	Other than “H”, you may use the following letters: D, E, F, J, L, N, Q, S, V, Z
Considerations:	- Unpacking the musics with one letter, in this case the letter “H” -- the myriad of sonic textures within one letter are brought forward via repetition or prolongation. - Randoms that play into the concept of this game: phonetic spellings; morpheme; vocable
Variable to observe:	Revealing the the myriad of sounds, intonations, inflections of sounds behind or within expression by controlling the mean in which expression can be expressed.
Questions to observe:	Is saying something based on the mean used to say that something? If that mean is severely controlled, in this case, to the point of being made only of the letter “H”, does the something get lost?

