

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 #:	XI
Number of participants required:	4+
Before the game starts:	Split the group into units of two persons a unit
Recommended duration for game:	4 minutes
Interchangeable variable:	{ }
Considerations:	- Be very clear as to when you are supposed to talk and when you are not supposed to talk in this game as the allotted duration, the constructed duration of silence is the most important aspect of this game.
Variable to observe:	The sound that precedes a duration socially awkward silence prepares it the the duration of socially awkward silence prepares for the sound after it Textures of silences; in this case, a form of socially awkward silence inherent in the act of transportation -- getting from here to there
Questions to observe:	Why do we get along when planning the destination or when having arrived at the destination but feel such severe insecurity and awkwardness in between destinations? Why are we so afraid of the process of getting from here to there and why does this tarnish our small talk, inspiring us to sit in awkward silence rather than a tension free silence?

