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| 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.                                                                                             |

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| SIGNIFICANCES OF SOCIAL SOUND #: | X                                                                                                                                                                                                                                                        |
| Number of participants required: | 7+                                                                                                                                                                                                                                                       |
| Before the game starts:          | <div>1. Assign one participant to “conductor” naming the rest of the participants “non conductors”</div> <div>2. Split the group into subsets of preferably 2 persons a unit</div>                                                                       |
| Recommended duration for game:   | Approximately 17 minutes and 30 seconds; for each of the seven Observations’ specific duration, see Part 1                                                                                                                                               |
| Interchangeable variable:        | Observations 2 -5 and Observation 7 have interchangeable variables. For Observations 2 - 5 anything that specifies, “talk about _____” may be shifted. For Observation 7 please refer to the interchangeable variable described in Social Sound Game #8. |
| Considerations:                  | This game is not about observing or questioning: it is the observation and question itself.                                                                                                                                                              |
| Variable to observe:             | { }                                                                                                                                                                                                                                                      |
| Questions to observe:            | { }                                                                                                                                                                                                                                                      |



