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:	3+
Before the game starts:	All participants must have a working phone in order to play this game
Recommended duration for game:	3 minutes
Interchangeable variable:	{ }
Considerations:	- Silence cannot exist without listening and vice versa - The scenario of this game looks at how the bedroom/our space of privacy has been infiltrated by the world, legitimately, due to the ways in which we utilize our phones within the bedroom; as the phone is interconnected with the world
Variable to observe:	The intimacy or vulnerability within the positioning of laying down Crowd silence Textures of silence -- a silence occupied by a technological enthrallment
Questions to observe:	What is the texture of silence when someone is on their phone completely enthralled by it and not fully in touch with the world around them (though enthralled with the entire world (not just the world around them) through their phone)?