

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 #:	XII
Number of participants required:	4+
Before the game starts:	Split the group into subsets of two persons a unit Within each unit, assign one person to Part 1 and the other to Part 2 (note that Part 2 must have a phone)
Recommended duration for game:	3 minutes
Interchangeable variable:	{ }
Considerations:	- Silence and listening coincide - Placing two forms of silence before each other may illuminate their differences
Variable to observe:	A silence governed by ones phone versus a silence not governed by ones phone
Questions to observe:	Is privacy important to silence and listening? More specifically, does the phone affect one’s privacy? Placing two forms of silence before each other may illuminate their differences -- does it illuminate their differences to the people playing the game, is that possible?

