

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 #:	XIII
Number of participants required:	4+
Before the game starts:	All participants must have a working phone in order to play this game Split the group into subsets of two persons a unit
Recommended duration for game:	3 minutes
Interchangeable variable:	{ }
Considerations:	- There will most likely be awkward moments between procedures/within the transitions from procedure to procedure, let these be heard
Variable to observe:	Using a device when it is not necessary to use the device Textures of silence; again, in this case, observing what the silence is like when two persons are facing each other and are playing silence by conversing with each other through a silent medium/media/device
Questions to observe:	What is the conversation like when you’re texting your partner when they are right in front of you?

