

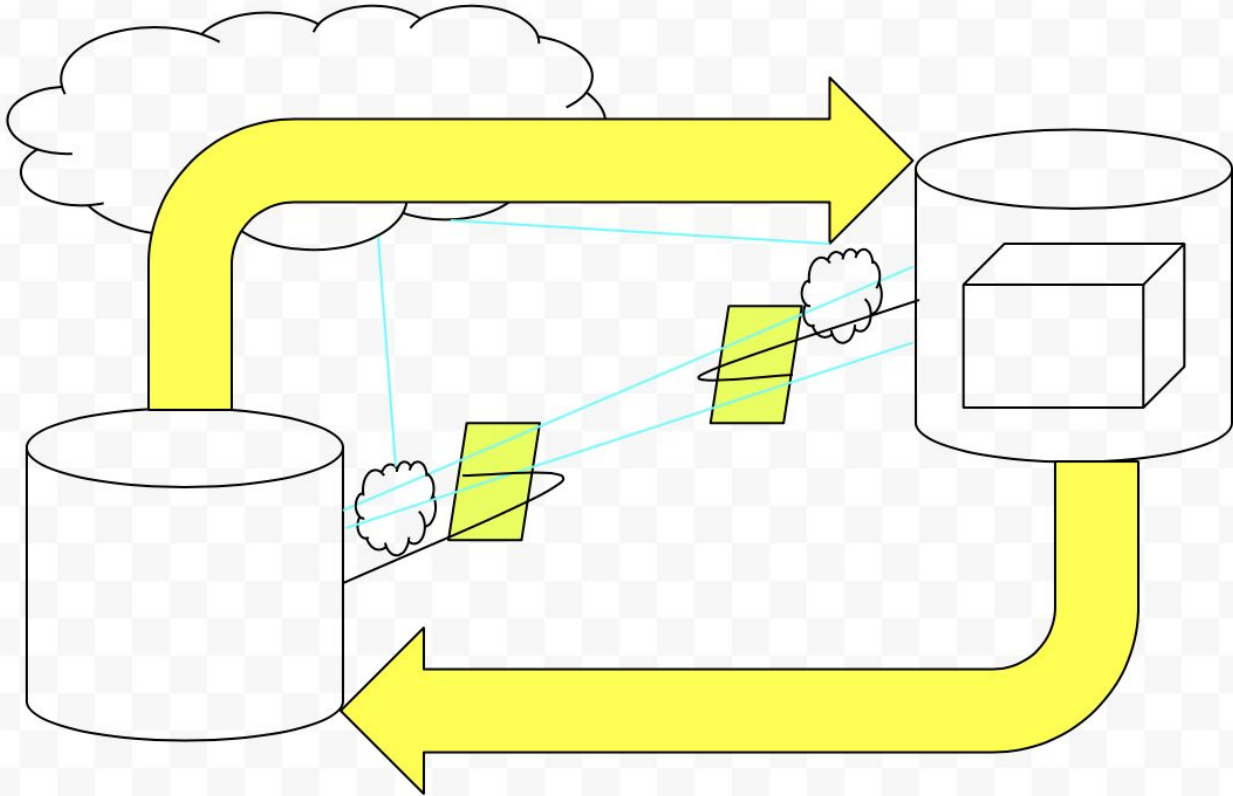
REQUIREMENTS FOR THE SOCIAL SOUND GAMES	
1.	Talk at a loud volume
2.	Talk incessantly
3.	Speak in your first language but in a shared language when conversation is called for
4.	One of the participants is to hold a timer: when they start the timer the game starts and when the timer ends the game ends (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 #:	XIV
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:	{ }
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:	See diagram for Social Sound Game #14
Questions to observe:	How does your body react to the actions required in this game?

DIAGRAM FOR SOCIAL SOUND GAME #14

DESCRIPTION:

cube = conductor; cylinder = non conductor; (note that in ssg#14 the conductor and non conductor are combined -- hence, the superimposition of cube and cylinder found in the diagram of social sound game #14); yellow arrow = sound's intention's direction; turquoise line = sound's remnant's direction; cloud = constructed (discharge) sound-conglomeration utilized; lime colored rectangle with black line curve around it = phone with arm



SOCIAL SOUND GAME #14
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SEPTEMBER 2018

