

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 #:	XV
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:	6 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:	Being far but near your partner: the phone causes you to hear each other up close, the sound discharge that will be heard from talking on the phone to each other in the same room -- this sound will sound further away, it will hold a truthful representation of your distance in comparison to the phone which will pick up your voice up close regardless of how physically far apart you are.
Questions to observe:	{ }

