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 #:	XVI
Summation of game:	Conductor calls on participant by saying a number (the number range is based on how many participants there are so if there are 3 non conductors then the conductor must call on all 3 in order to complete the game) The non conductor that is called on by the conductor reads their questions and answers from their sheet of paper outloud to the conductor While this is happening, the rest of the non conductors write on their sheet of paper until they are called The game proceeds until all non conductors have been called on to speak by the conductor
Number of participants required:	4+
Before the game starts:	1. Assign one of the participants to the conductor part 2. Assign each the rest of the participants to non conductor and give each of them a number 3. Decide how many questions will be written on each paper
Recommended duration for game:	The duration of this game is based on how long it takes for each non conductor to answer the questions written on their paper by the conductor
Interchangeable variable[s]:	1. The questions written on each non conductor's paper 2. The number of questions written on each non conductor's paper
Considerations:	{ }
Variable to observe:	Of the study of textures of silence -- this games permutation observes this specifically: Distracted silence versus focused silence
Questions to observe:	{ }
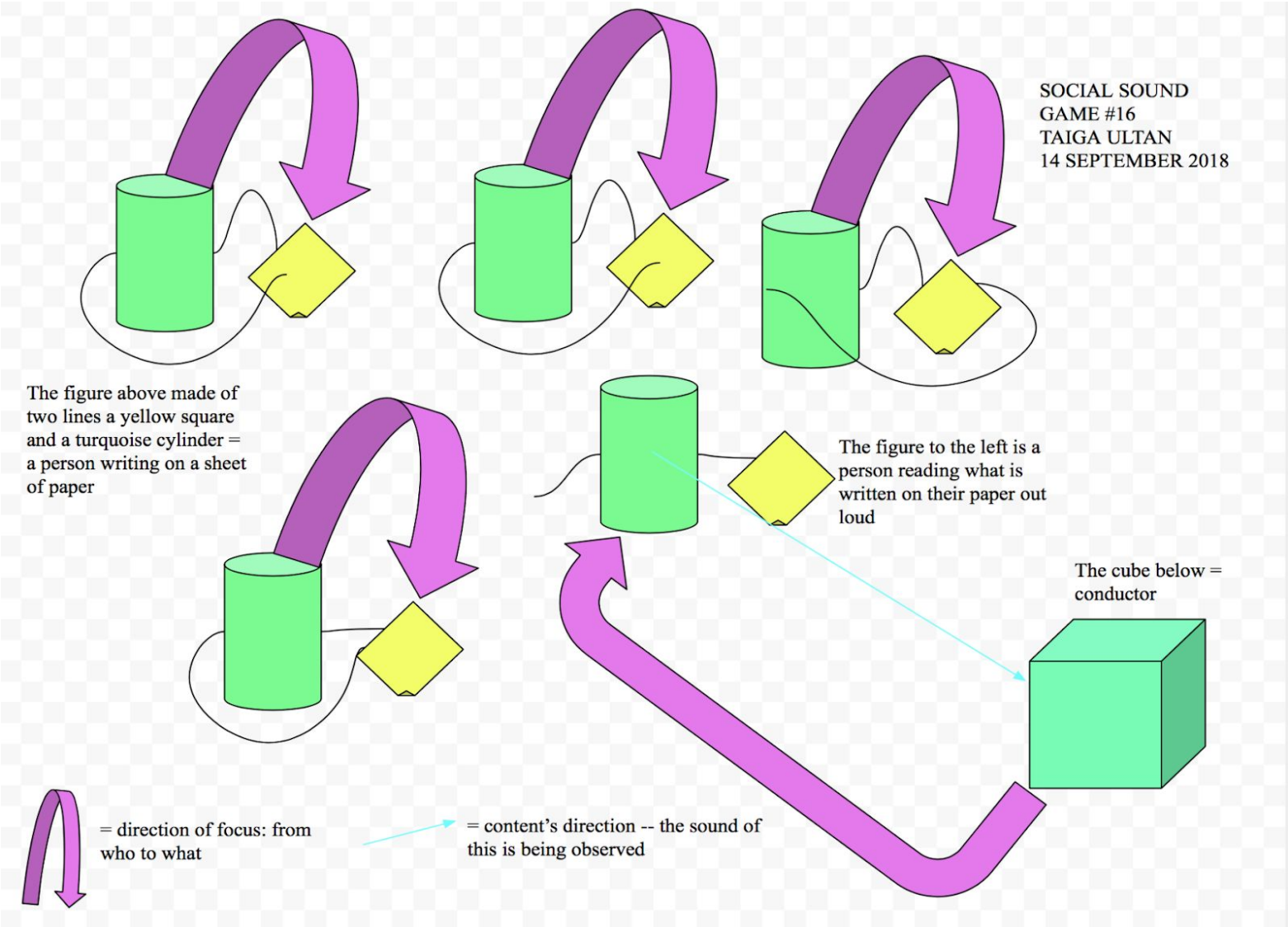
DIAGRAM FOR SOCIAL SOUND GAME #16