

Synzine

February 2020

Conversation piece

for 3 players

Phase 1 - a moderate tempo/pace

Go for a walk

Ideally in the neighborhood where the game will be played and on the day it will be played

The walk can be by yourself or with the other players

While walking, listen for fragments of text that you hear spoken by strangers on the sidewalk

Write the word or phrases down, but do not stop to listen

The game needs at least 10 words or phrases (having more than 10 gives you some room to edit)

Phase 2 - with not quite enough time to think

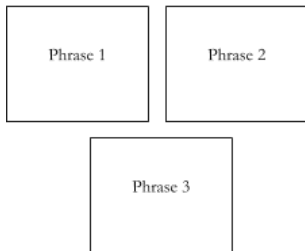
All three players do this phase together

On small pieces of paper, like post it notes, write down all of the gathered words or phrases

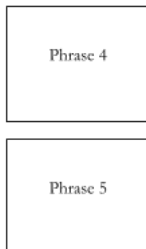
Choose 10, keeping in mind that some will be repeated, some will need to prompt a response, and some will be part of a sequence

Arrange the 10 phrases in three groups like this:

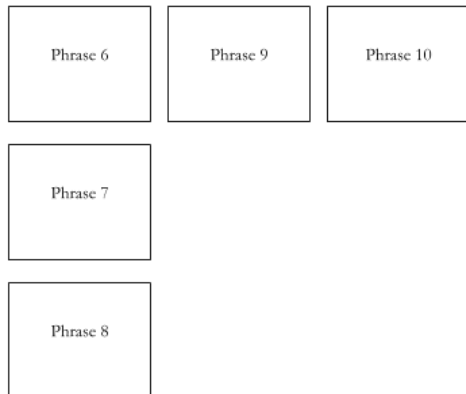
1. Repeat



2. Prompt



3. Sequence



Phase 3 - fast

Start with all players speaking 'Repeat' phrases

After this, anyone may initiate a 'Prompt' or 'Sequence' at anytime

1. Repeat

Choose a phrase to repeat, over and over, quickly

2. Prompt

When you hear a player speak one of these, respond with the first thing that comes to mind

When a response is spoken, one or both of the other two players must repeat that response

i.e. Player B: "phrase 4"

Player C: "yellow boots"

Player A and/or B: "yellow boots"

3. Sequence

When you hear a player speak phrase 6, the sequence must be finished by one or both of the other players either speaking the phrases in order below (7 then 8) or in order to the right (9 then 10)

for example:

Player A: "phrase 6"

Player B: "phrase 7, phrase 8"

or

Player A: "phrase 6"

Player B: "phrase 7, phrase 8" (simultaneous) Player C: "phrase 9, phrase 10"

Playing notes:

Treat 'Repeat' like home - if you are not initiating or responding to an impulse from another player (or if you are unsure what to do), then choose a 'Repeat' phrase

You must always be saying something - all three players will be speaking at the same time for the majority of the game

Listen closely for the inputs/impulses of the other players

You will miss things, you will make mistakes. Do not dwell.

Enjoy the moments of play and unison

There is a possibility, if the game goes on for awhile, that the observers will catch on to enough of the structure to participate.

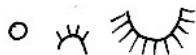
Blikkenwisselling:

This game can be played by any group of people, the only requirement is that you are ready to be seen, and to look others in the eyes. The first part is preparation for the second and can be done in a group but is easiest with two players.

Part 1)

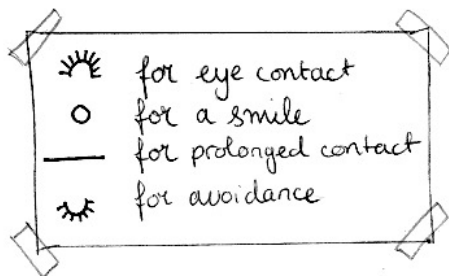
Find a room with a view and spend at least one hour looking out, while playing your musical instrument, singing or moving inside the room. Draw a map of your interactions as you cross glances with the people passing by. Ideally use the window to draw on, but possibly on another see-through surface.

With two people: one can do the interaction and the second can do the drawing of those interactions on the window.

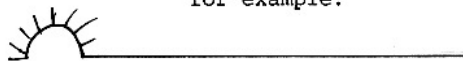


the interaction can be a prolonged eye-contact, a smile or even one avoiding to look at the other. How could each of those be expressed in sound and/or movement?

Create a sign that will symbolize each type of interaction and draw it in your map



for example:



the glancing game

Part 2)

Now it's time to play the map!

Choose a point to start and play the relationships that are now drawn on the surface. Each player can start at a random point on the map and move in their own time and direction across the space, from side to side or also inside and outside (in case you can use both sides of a window).



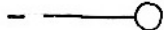
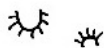
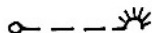
To play the signs, different approaches can be applied:

A) A set of sounds/movements is decided in advance for each sign on the glass.

Since the direction of the piece is random, each meeting creates space for improvisation.

eg. a short high pitch for a circle, lift one arm for a short line, start a conversation for a dot, etc.

B) Each player makes their own interpretation of the signs, thus there is no common translation.



Things to try:

1. Eye-contact can be interpreted as coinciding musically/in movement/gesture, but it can also be expressed in contrast.
2. Avoidance does not necessarily mean silence or an ending. It can also be a change of direction or a physical movement.
3. What comes after avoidance?

MBS

1_____Conversation Piece
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3_____The Glancing Game
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Available online

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