

Good improv / Bad improv (2013-14) (revised December 2014)

A game piece exploring positive and negative behaviours in improvisation, by Clinton Green

For groups of three performers, any instrumentation

Instructions:

- Print and cut out each individual instruction (over page), place in a hat or similar receptacle. *Optional: print the full list/grid of instructions on posters or handouts so the audience are aware in advance of the different possible instructions.*
 - Each of the three performers pick an instruction from the hat. This can be done in front of the audience just before playing; however do not reveal the instruction selected to either the audience or the other performers.
 - The three performers then improvise, each incorporating their selected instruction into their performance.
 - After the improvisation is finished, each performer reveals his/her instruction to the audience and other performers. Host and performers might like to discuss how the instruction manifested in their performance, how they felt about it, etc.
 - *Optional: repeat with the same or different performers. If a performer draws the same instruction during a later 'round', they may redraw.*
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Play softer than everyone else	Play at a faster tempo than everyone else	Play at a slower tempo than everyone else	Restrict yourself to playing only four particular notes/sounds
Insert at least three periods into the performance where you play nothing for at least 2 minutes.	Play sympathetically to the member of the trio positioned closest to you. Ignore the other member.	Do not make any eye contact with the member of the trio positioned closest to you. Make regular eye contact with the other member	Play the 'opposite' of what the other members of the trio play.
Play louder than everyone else	Misplay every fourth sound/note	Be the star of the trio. Show everyone you are better than the other two.	Completely disregard what the others play. Play whatever you want.
Play like you want the audience to leave	Play your instrument really badly	Attempt to play something you have never tried to play before.	Try to surprise both the other members of the trio and the audience with what you play.