



Groove Orchestra - Concept *facilitating play in a physical space*

Introduction

The *Improvisational Groove Orchestra* is an event where participants meet and make sounds with limited equipment- vocals, clapping, stamping, etc. It is as much about socializing as it is about sound. This concept intends to spark ideas that will lead to the creation of a game for the physical space.

The goal of the 'game' is to facilitate participation and increase spontaneity, breaking down social barriers and inhibitions. When implemented effectively, play will encourage and reward, while remaining strictly non-competitive in spirit.

The ideas presented here are *not* part of a solid, testable, game framework. This will be the next step, requiring iteration with play-testing in a live environment.

Categorizing Input & Output

Below are some examples of how a structure can form around particular **vocal sounds** and **physical sounds** during the groove orchestra jam sessions.

Vocal Sounds:

- Instrument: Percussion
- Instrument: Bass
- Instrument: Treble
- Animal: Bird
- Animal: Fish
- Animal: Mammal
- Spoken word: Thoughtful
- Spoken word: Emotional
- Spoken word: Spiritual

Physical Sounds:

- Creation: Feet
- Creation: Hands
- Creation: Fingers
- Creation: Movement

- Deprivation: Sight
- Deprivation: Sound
- Deprivation: Touch

Participation Cards

To begin with, participants draw a **PHYSICAL** and **VOCAL** card. The sounds and senses could be represented as icons on large, thick colored paper.

When a participant draws a **VOCAL** card, they are required to improvise the specific sound or words category indicated.

When a participant draws a **PHYSICAL** card, they are required to either use part of their physical body to create a sound, or deprive themselves of a particular sense (eg. closing their eyes, or placing their hands on their ears).

Integrating Mechanics

- Once participants have drawn a PHYSICAL and a VOCAL card, they can immediately begin improvising.
- On a particular cue (eg. host uses an indicator), participants must pick a new physical or vocal card..... (needs work!)
- Time based?
- Layer upon layer
- Metronome?
- Round based? Events? Balance structure with spontaneity.

Open Questions

- Mechanics based around sharing?
- Mechanics based around social interaction?
- Spontaneous / emergent behavior mechanics?
- What about tools and instruments?
- Large dice incorporated into the game?
- Non-competitive reward incorporation?