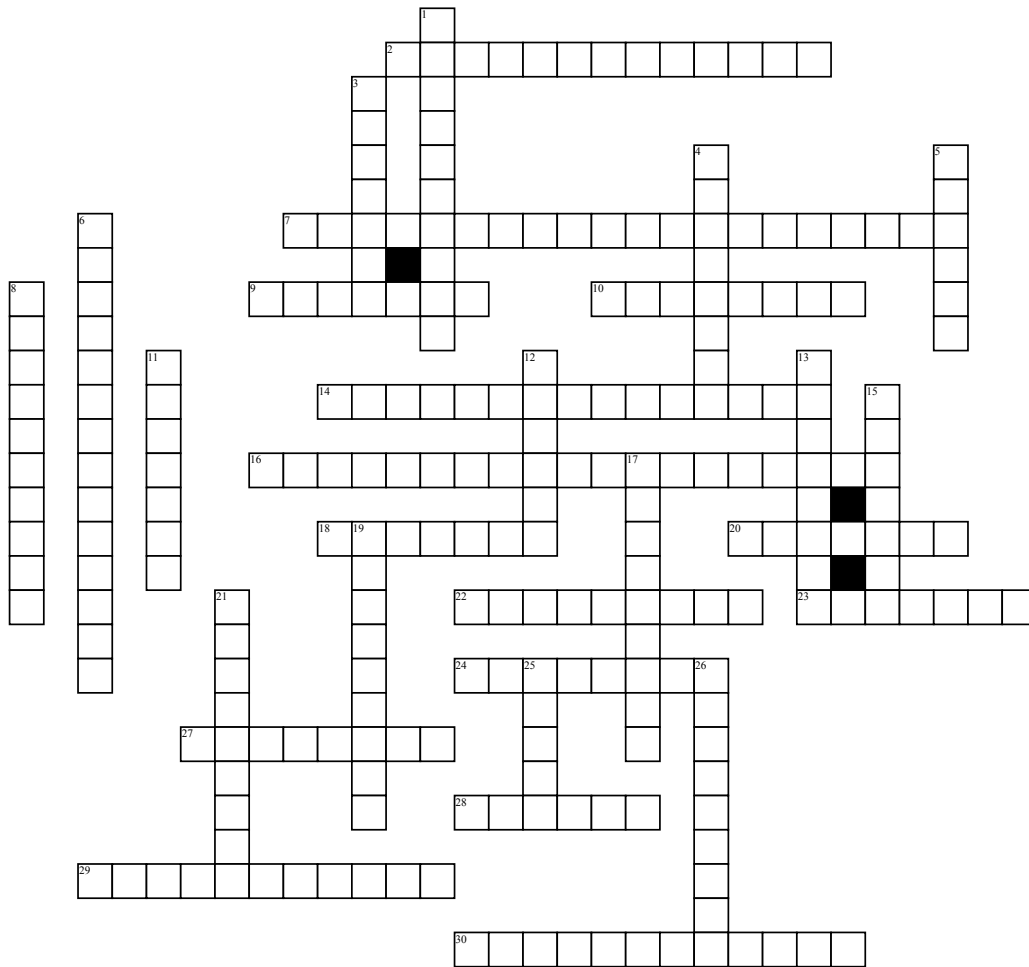


Improvisation Terminology



Across

2. An offer that meshes well with what's already gone before; usually enhances it
 7. What the scene is about
 9. Making silly faces instead of acting truthfully
 10. Acknowledging an offer but not doing anything with it, with the intent of using it late
 14. Turning intent into action and movement
 16. Introducing too much information into the scene, making it difficult or impossible to ever find a satisfying ending that resolves everything
 18. Doing something cute and silly that makes the audience laugh but doesn't do anything to advance the scene
 20. Taking over a scene and not letting other performers influence its direction
 22. The process of moving the scene forward
 23. Trying to make a joke of do something funny that doesn't flow naturally from the scene
 24. Rejecting information or ideas offered by another performer; also means preplanned movement in conventional theater

Word Bank

- | | | | | | |
|----------------------|--------------|-----------|---------------------|----------|-------------|
| advancing | waffling | offer | complementary | mugging | spaceobject |
| postshadow | talkingheads | objective | gagging | conflict | naming |
| handle | narrative | driving | blocking | corpse | wanking |
| physicalization | gibberish | endowing | informationoverload | pimping | commenting |
| pointofconcentration | plateau | shelving | instanttrouble | hedging | accepting |

27. Failing to make decisions
 28. To break up laughing while playing a scene
 29. An object used in the scene but which doesn't really exist; a mimed object
 30. A scene that involves a lot of standing around talking rather than engaging in physical action
- ## Down
1. Stepping out of the reality of the scene by saying or doing something that refers to the fact that it is a scene being played
 3. Playfully getting another performer to do something difficult or unpleasant which you probably wouldn't do yourself
 4. Without this, the scene is usually boring or dull
 5. The premise of a scene or game
 6. Making an offer that introduces a problem or conflict but that doesn't relate to the narrative of the scene prior to that point
 8. Discussion of the show by performers and crew after the performance
 11. A period during which a scene is not advancing
 12. Identifying characters, objects, places, and so forth in the scene
 13. Assigning attributes to another performer's character
 15. Making small talk instead of engaging in an action
 17. The thing that a character in a scene is trying to achieve
 19. Embracing the offers made by other performers in order to advance the scene
 21. The story told by a scene
 25. Any dialogue or scene which advances the scene
 26. A nonsense language