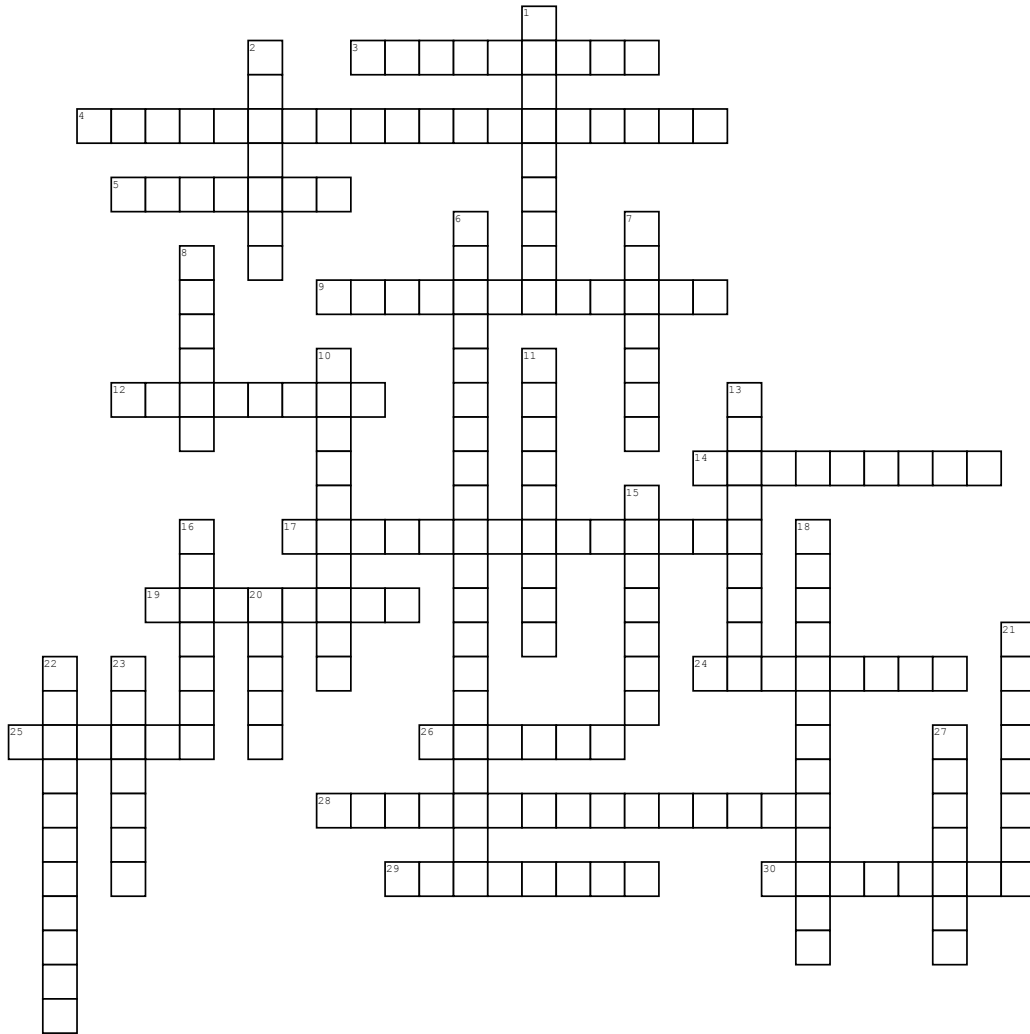


# Improvisation Terminology



## Across

- 3. Process of moving the scene forward
- 4. Giving too much information for a scene and consequently having to find a way to resolve everything in the end
- 5. Having small talk rather than engaging in actions
- 9. A scene involving standing and talking instead of physical action
- 12. Performers and the crew talking about the show after the performance
- 14. What a character tries to achieve
- 17. Making an offer to introduce conflict but doesn't relate to the narrative prior
- 19. Assigning attributes to someone else's character
- 24. The act of acknowledging an offer yet leaving it alone temporarily in order to use it later

## Word Bank

Corpse  
Hedging  
Instant Trouble  
Driving  
Pimping  
Wanking  
Naming  
Accepting

Offer  
Handle  
Shelving  
Waffling  
Endowing  
Complementary  
Space Object  
Gagging

Information Overload  
Advancing  
Commenting  
Gibberish  
Physicalization  
Point of Concentration  
Post Show

Narrative  
Objective  
Mugging  
Blocking  
Conflict  
Plateau  
Talking Heads

- 25. Identifying objects, characters, places, etc. in the scene
  - 26. Premise of a scene and/or game
  - 28. The act of turning intent into movement
  - 29. This makes a scene lively and active
  - 30. Not being able to make decisions
- Down**
- 1. Accepting offers from other performers to advance the scene
  - 2. Getting another actor to do something difficult or unfavorable for the sake of messing around
  - 6. What the scene is about
  - 7. When the scene is not advancing
  - 8. Breaking up laughter during a scene
  - 10. Breaking the fourth wall during a scene
  - 11. A scene that tells the story

- 13. A language that doesn't make any sense
- 15. The act of making funny faces rather than acting serious
- 16. Doing something funny or silly to only get reaction from the audience but not advance the scene
- 18. An offer that enhances what has already happened before
- 20. Dialogue or scene that advances the scene
- 21. Either rejecting information given by an actor or a preplanned movement in conventional theater
- 22. A mimed object used in a scene
- 23. The act of taking control over a scene, preventing other actors from influencing the scene
- 27. Trying to joke in a scene that results in an unnatural flow