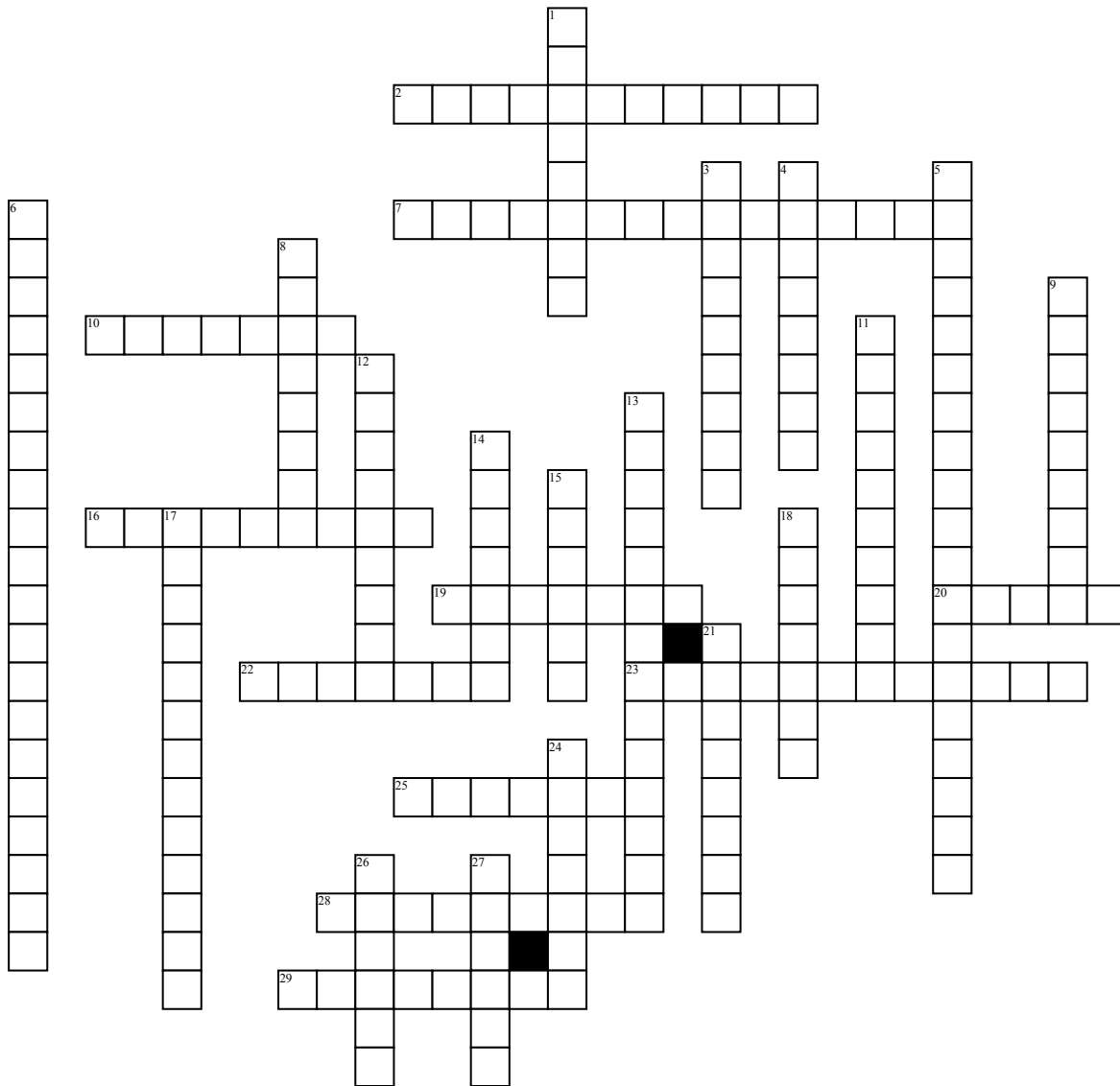


Improvisation Terminology



Across

- 2. An object used in the scene but which doesn't really exist; a mimed object
- 7. Turning intent into action and movement
- 10. Taking over a scene and not letting other performers influence its direction
- 16. Embracing the offers made by other performers in order to advance the scene
- 19. Playfully getting another performer to do something difficult or unpleasant which you probably wouldn't do yourself
- 20. Any dialogue or scene which advances the scene
- 22. Making silly faces instead of acting truthfully
- 23. A scene that involves a lot of standing around talking rather than engaging in physical action
- 25. A period during which a scene is not advancing

- 28. The story told by a scene

- 29. Assigning attributes to another performer's character

Down

- 1. Acknowledging an offer but not doing anything with it, with the intent of using it later
- 3. A nonsense language
- 4. failing to make decisions
- 5. Introducing too much information into the scene making it difficult or impossible to ever find a satisfying ending that resolves everything
- 6. What the scene is about
- 8. Without this, the scene is usually boring or dull
- 9. The thing that a character in a scene is trying to achieve
- 11. 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
- 12. The process of moving the scene forward

- 13. Making an offer that introduces a problem or conflict but that doesn't relate to the narrative of the scene prior to that point

- 14. Doing something cute and silly that makes the audience laugh but doesn't do anything to advance the scene
- 15. To break up laughing while playing a scene
- 17. An offer that meshes well with what's already gone before; usually enhances it
- 18. Trying to make a joke of do something funny that doesn't flow naturally from the scene
- 21. Rejecting information or ideas offered by another performer; also means preplanned movement in conventional theater
- 24. Making small talk instead of engaging in an action
- 26. The premise of a scene or game
- 27. Identifying characters, objects, places, and so forth in the scene