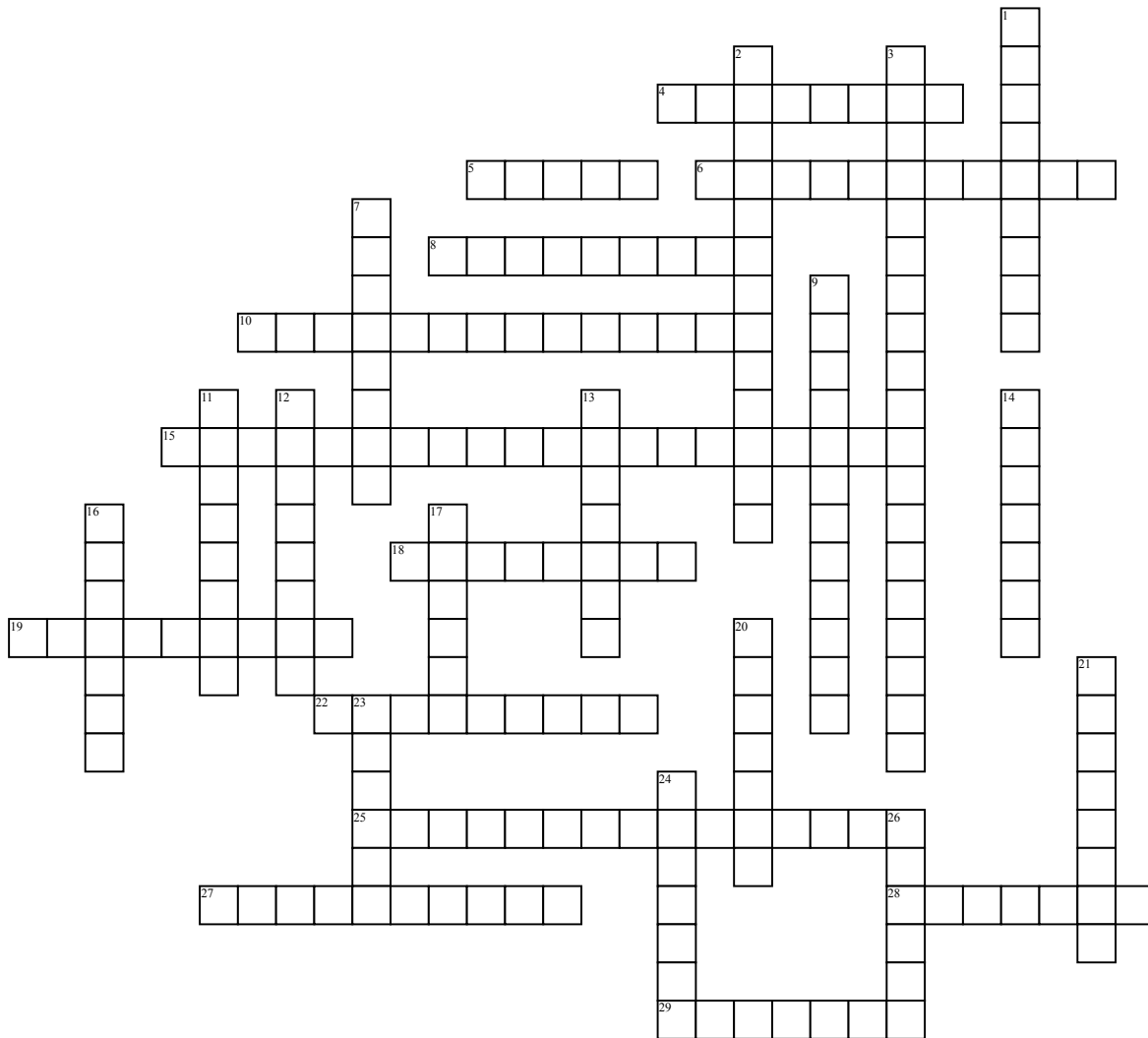


Improvisation Terms



Across

- 4. Rejecting information or ideas offered by another performer; also means pre-planned movement in conventional theater.
- 5. Any dialogue or scene which advances the scene.
- 6. An object used in the scene but which doesn't really exist; a mimed object.
- 8. The thing that a character in a scene is trying to achieve.
- 10. Making an offer that introduces a problem or conflict but that doesn't relate to the narrative of the scene prior to that point.
- 15. What the scene is about.
- 18. Failing to make decisions.
- 19. The process of moving the scene forward.
- 22. Embracing the offers made by other performers in order to advance the scene.
- 25. Turning intent into action and movement.

27. Stepping out of the reality of the scene by saying or doing something that refers to the fact that a scene is being played.

28. Making silly faces instead of acting truthfully.

29. Trying to make a joke of something funny that doesn't flow naturally from the scene.

Down

- 1. A nonsense language.
- 2. An offer that meshes well with what's already gone before; usually enhances it.
- 3. Introducing too much information into the scene making it difficult or impossible to ever find a satisfying ending that resolves everything.
- 7. Discussion of the show by performers and crew after the performance.
- 9. A scene that involves a lot of standing around talking rather than engaging in physical action.
- 11. Without this, the scene is usually boring or dull.

- 12. Assigning attributes to another performer's character.
- 13. Making small talk instead of engaging in an action.
- 14. Doing something cute and silly that makes the audience laugh but doesn't do anything to advance the scene.
- 16. Taking over a scene and not letting other performers influence its direction.
- 17. The premise of a scene or game.
- 20. A period during which a scene is not advancing.
- 21. Acknowledging an offer but not doing anything with it, with the intent of using it later.
- 23. To break up laughing while playing a scene.
- 24. Playfully getting another performer to do something difficult or unpleasant; which you probably wouldn't do yourself
- 26. Identifying characters, objects, places, and so forth in the scene.