

## IMPROVISATION:

To compose and perform without previous preparation.

### 7 Steps to Improv

(According to Dave Morris from “The Way of Improv”)

1. **PLAY!** *Play* is engaging in something for the joy of it.
2. **LET YOURSELF FAIL.**
3. **LISTENING.** “Listening is the willingness to change.”
4. **SAY “YES”!**
5. **SAY “AND”!** “And is a *connection*.”
6. **PLAY THE GAME!** The rules of the game free us to create something.
7. **RELAX & HAVE FUN!**



## Improv Vocabulary

1. **Offer** - Any dialog or action which adds an idea to the scene. Offers should be accepted.
2. **Acceptance** - Saying “Yes” to the offers made by other performers in order to advance the scene.
3. **Questions** - A question is generally considered a wimp, even though not all questions are wimping. A question that does not give an offer but instead asks your partner for an offer is a wimp. A question that gives your partner information is an offer. i.e. "What's that?" = Wimp. "Are you going to buy me that pizza?" = Offer.
4. **Blocking** - Rejecting information or ideas offered by another player. One of the most common problems experienced by new improvisers.
5. **Corpsing** - To break character and start laughing during a scene.
6. **Gagging** - (also known as “scene-stealing”) when an actor deliberately breaks character or blocks another actor for comedic effect.
7. **Endowment** - An offer that specifically assigns characteristics or attributes to another performer's character.
8. **Spontaneity** – action arising from a natural impulse or tendency.
9. **Narrative** - The narrative is the story being told by the improvisers.
10. **Conflict** - The third element of story structure. Many (but not all) scenes are about a conflict of some sort. If there's no conflict, the scene could still be entertaining, but the narrative will be uneventful.