

SPIELBAR WORKSHOP - COORDINATION OF MELVYN POORE,
ENSEMBLE MUSIKFABRIK

SARA ZAMBONI
Aggregation
(2019)

BASIC MATERIAL:

1. Three basic sounds (in the physical comfort zone):

- **A**, pronunciation: tone goes up
- **O**, pronunciation: tone stays
- **U**, pronunciation: tone goes down

2. Three basic movements = gestures (in the physical comfort zone):

- **open arms** (= welcoming)
- **hold in your arms** (= caring)
- **offer to the other** (= giving)

3. Assignment cards, initial combinations:

- A, open
- O, hold
- U, offer

OBJECTS:

1. Box containing the Assignment cards. These cards should be printed double side in a size that can easily fit in a pocket.
2. Reward cards should be kept by the Assistants, not in the box.
3. Three boards to be printed in A4 and be hung in the location to remember what this musical game is about: Meet, Teach, Modify.

PARTICIPANTS:

1. A variable number of participants (they may be also called 'players', 'performers'...).
2. Assistants to give reward cards to matched couples and assist the game and remind rules.

! WARNING !

- NO verbal communication; *
- NO screams;
- NO prevarication;
- NO isolation;
- Embrace casual encounters;
- Respect each-other's private space

** agreements upon sounds and movements should be done always spontaneously and non-verbally.*

PHASES:

1. ASSIGMENT
2. WALKING FEELING THE SPACE
3. ENCOUNTERS
4. MATCH, **2 situations (yes/no)**
5. REWARD
6. VARIATION
6. TEACHING TO OTHERS, **2 situations (agreements)**
7. INCLUSION OF SINGLE PLAYERS
8. AGGREGATION OF GROUPS

PROCEDURE:

1. Each participant gets one card from the box. He/she has to look at it but then keep it secret (in a pocket, for example).
2. Participants walk in the space with neutral movements, feeling the space and producing neutral sounds with their mouth, as soft as possible (it could be anything except from A, O, U).
3. When a participant runs into a person on his/her trajectory, they greet each other producing their neutral sound.
4. Then, one after the other, they perform the assigned combination of sound/movement as written on the card initially given. Two cases can happen:
 - case A): they have different assignments, for example A and O. They greet again with their original neutral sounds, chose a free form for saying goodbye, they separate and continue their search in the space.
 - case B): they have the same assignments, for example A and A. When a match occurs, the players of the couple receive a Reward Card by an Assistant.
5. With the Reward Card, the performers receive the ability to modify the basic assignments, producing a variation of them.
6. Each couple work on their new variation until they agree on the new material that, from now on, represents the couple. Then they move again into the space. In case they meet other people, there are two possibilities:
 - case A): if a "matched" couple runs into any single player who has not found (yet) a match, the couple can teach him/her directly their variation and **becomes a trio**;
 - case B): if a "matched" couple runs into an already-matched couple, they can all together develop 1 completely new movement (easy, identifiable and different from the basic three) + a completely new sound.

NB. Listening to the sounds might help the Assistants and the possible audience to identify in which phase of the game the players are.

7. When any single player sees a trio or a quartet (= people further in the game/performance), he/she can deliberately join them under the condition of learning their developed material:
 - variations of the basic elements (in case of couples) till everyone agrees up on them;
 - the new elements, till everybody agrees upon them.

8. Ideally, trios and quartets of players continue to aggregate, including each-other and teaching each-other the new developed sounds and movements until one big group is formed. The new sounds and movements should be repeated till all the players agree upon an end.

It does not matter whether there is an even or odd number of participants because there is anyway the possibility that last-minute players or single players join the game, either following the main storyboard or simply being willing to learn from the other players. **At the end everybody has a chance to aggregate.**

Sara Zamboni
"Aggregation"
(2019)
Revised 24-02-2021