

Tony Montanaro -
& Joan of Ark

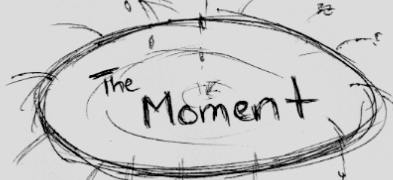
93% of communication
is "everything else"

- All players must commit to something. Physical position, emotion, voice, etc.
- Yes, and...
- Say Story along in head. Repeat names. recap when necessary.
- Explore 3rd Person
- Add detail, emotions, and consequences.
- when in doubt, mirror.

GOAL of Improv

~~A~~ Bold, inspired,
~~AND~~ Authentic
Expression of the Moment.
~~ourselves~~.

what is Revealed?
Those things that hinder
~~is~~ a bold, authentic,
inspired expression of
ourselves.



WAITING [Quiet-Stillness.
listening
Truth

* Inspiration *

COMMITMENT TO [Authentic - 100%
CLEAR
Bold / Confident
GOING CONCERN (self presentation of activity)

PLAY - IMPROV GAMES

IMPROV GAMES / TEAM Improv.

Structures for:

- Play
- imagination
- movement
- creativity

TOOLS FOR
→ Comedy performances
• closure of scenes
• variety

- MANIFESTATIONS
- Improv games
 - Variety performance
 - RAP Battles
 - Poetry Battles
 - Story tellers →
 - ~~the~~ stand-up (IRELAND, POWDSTONE, WILLIAMS)
 - music
 - Life*