

HANDOUT 4 - part 1

"Simulating conflicts" performing methods explanation

STOP-MAGIC:

anyone from the audience can stop the play, shouting STOP MAGIC, if finds the solution proposed unrealistic. But the de-rolling continues as scripted

STOP-THINK:

anyone from the audience can stop the play and to ask some character what he/she thinks in the moment. Someone from the observers shout: STOP THINK (says the name of the character, example president)! then all characters freeze and the president (called character) should say anything that goes through her head in that moment, on sign of the trainer performance goes further with regular text, then again someone can call Stop think etc.

STOP-COURT:

anyone from the audience can stop the play and to ask some character questions about motivation (Why you did that? Why you go there? Why you're shouting on him? What do you think about this/that? Etc) like the characters is on court and character should try to defend himself. Someone from the observers shout: STOP COURT (says the name of the character, example president)! Then all characters freeze and president (called character) should answer all questions asked by the audience - the same as in a real court. On the sign of the joker performance goes further with regular text; then again someone can call Stop court etc.