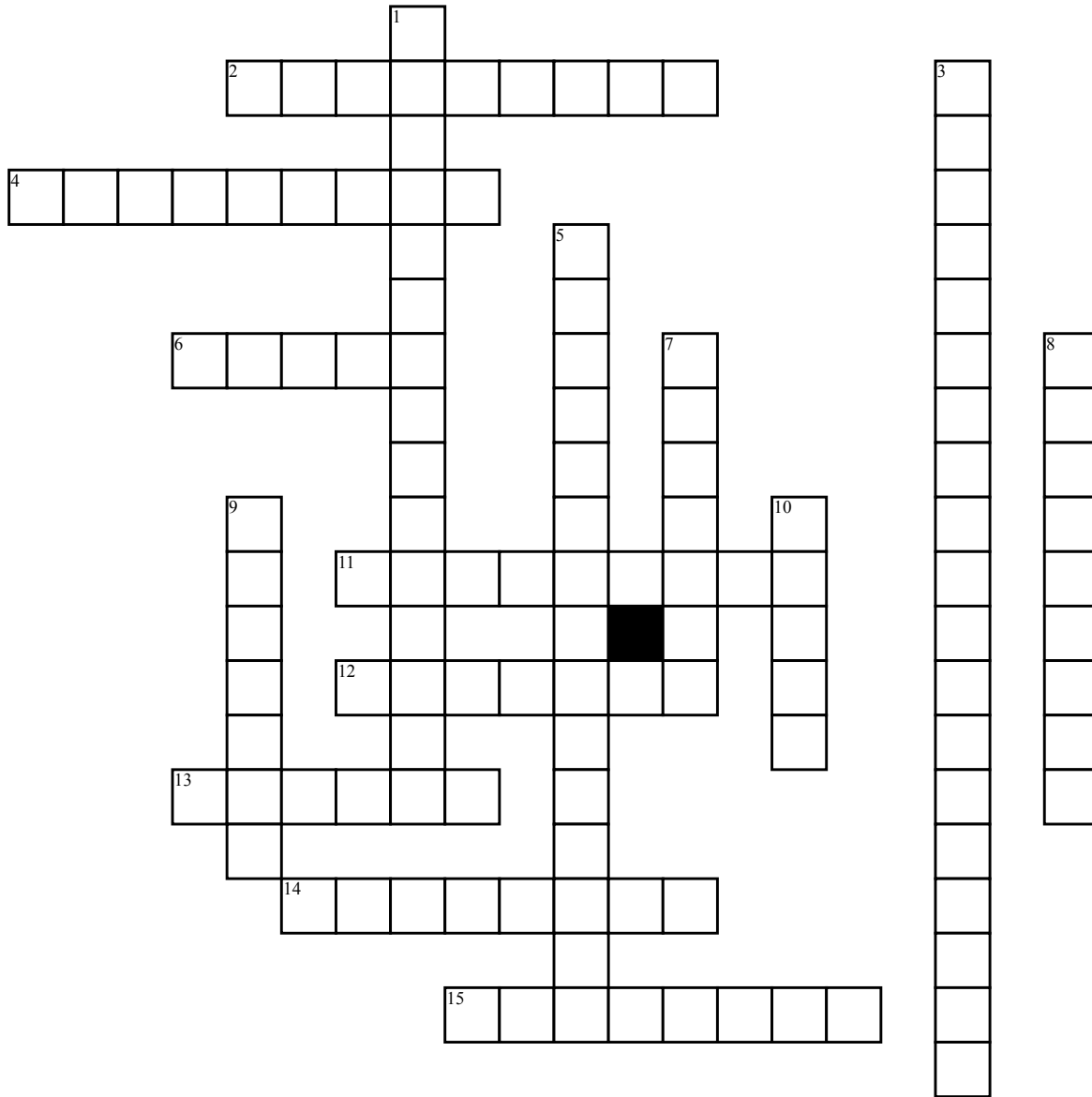


Improv Terms



Across

2. The thing that a character in a scene is trying to achieve.

4. The process of moving the scene forwards.

6. Any dialog or action which advances the scene, offers should be accepted.

11. The story told by a scene which should have a clear beginning, middle, and end.

12. Accepting an offer but failing to act on it.

13. Identifying characters, objects, places and so forth in the scene.

14. Rejecting information or ideas offered by another player, in conventional theatre, the term is used to mean something different (pre-planned stage movement).

15. Many (but not all!) scenes are about a _____ of some sort, if there's none, the scene may still be truthful but somewhat dull.

Down

1. Bringing back an idea from earlier in the scene, or from a previous scene in the show, or even from a previous performance, which should not be over-done.

3. Introducing too much information into the scene, making it difficult or impossible to ever find a satisfying ending that resolves everything.

5. Turning intent into action and movement.

7. Playfully getting another performer to do something difficult or unpleasant which you probably wouldn't do yourself.

8. Embracing the offers made by other performers in order to advance the scene.

9. A period during which a scene is not advancing, usually a bad thing.

10. Explaining the handle of the scene to the audience before the scene starts, involves doing an ask-about.