

## Audition Game Terms

- ◇ **Scene Shift** - The arc of the scene, the direction in which the story moves for *your* character. Every scene will shift from positive to negative, or negative to positive. All scenes shift.
- ◇ **Line by Line** - A method to gather information and develop an in depth understanding of the script by reading EVERYTHING on the page and figuring out the writer's intention for each line.
- ◇ **Status** - The other character's relationship to you. They can be your superior, inferior, or equal. This is not established by their role, but by *how you treat them*.
- ◇ **Personality types:**
  - Controller - Outgoing and task oriented. Decisive, often a leader, and will be focused on getting things done as quickly as possible. They want things done their way and don't mind ruffling a few feathers to get it.
  - Promoter - Outgoing and people oriented. All about the fun. Life of the party. If it's not fun, what's the point? Tend to be popular and center of attention. Have great ideas but not so good about following through and getting things done.
  - Supporter - Reserved and people oriented. Supporters put others ahead of themselves. Always making sure everyone else is okay first, sometimes at their own expense. Won't rock the boat or create confrontations. Passive, go with the flow type.
  - Analytical - Reserved and Task oriented. An intellectual type that's slow to make a decision because they want to see all the data first. Want to get things done, but done right. Tend to be more emotionally detached. Logical and cautious.
- ◇ **Personal Secret** - An emotional link. What makes you, as the actor, personally and emotionally invested in the scene. Take what you care about most and use an imaginary circumstance to *hook* it into the situation in the scene. Gets you out of your head and into your gut, where you will fight for what matters to you the most.
- ◇ **Moment of Discovery** - A moment when your character discovers new information that changes the direction of the scene and/or story.
- ◇ **Moment of Decision** - A moment where your character weighs their options, or are required to make a decision that changes the direction of the scene/story.
- ◇ **Free Fall** - Living out the imaginary circumstance (scene) moment to moment. Give up all thoughts of hoping "they like you", or trying to be perfect. To FREE FALL you must be in the moment, when the only thing that matters is the conversation you're having right NOW.