

Side coaching - Providing a player with additional information about the scene or the character.

Sideline - The lineup of players in a troupe, when they are not participating in a scene.

Space object - An object that's used in the scene but which doesn't really exist!

Space Work - Miming the space or the environment where the scene takes place.

Subtext - The character's underlying drive, goals, ambitions, and sense of self-esteem.

Status - A character's sense of self-esteem; allowing your status to be changed.

Tag Out - A player is tapping a player on the shoulder, and replacing that player.

Talking Heads - A scene where there's little to no action. There's only one actor who keeps on talking and won't stop.

Tilts - Interesting switch to advance a scene, or to cause change in status.

Time Dash - In the course of a show, the characters are at a different point in time than the one in which they were introduced.

Walk - Through - Entering a scene, making a strong offer that advances the scene, and then exiting.

Yes - And - Accepting everything said and/or done, and to do something with it.



For more information go to <http://improvincyclopedia.org/glossary/index.html>

A Glossary of Terms used in Improvisational Theater

Part Two



Prepared by
Ashley Aerts
Thy Mai

Advanced Multimedia Productions
Luther Jackson Middle School

Have you read our M2P brochure called *A Glossary of Terms used in Improvisational Theater Part 1*? Didn't it open your eyes to a new world?

You've probably learned that it's important to learn the language of "improv". Well we're here with more frequently used vocabulary in improvisational theater. Here are some words that are commonly used.



Out of your head – Letting go of things you already know and are not thinking.

Overloading – Throwing unneeded things into the scene. (uhhmm..huh?..and..like)

Platform - The who, what and where of a scene.

Post mortem - A discussion after the show between the director and performers to identify the problems and the highlights of the show.

Reincorporating - Using an idea from the previous scene.

Raising the Stakes - Making the events in the scene lead to greater consequences for the characters in the scene.



Running Gag – Recycling a situation or character from a previously played scene. Remember not to overuse this concept.

Self Edit - Dropping out of your character and leaving the stage.

Setup - Explaining the handle of the scene to the audience before the scene starts; could be done by the MC or narrator .

Shelving - Putting an idea away and using it later.