

all the things we make you do (2016)

James Saunders

at least two players with audience
duration is variable

all the things we make you do comprises a set of instructions in different categories which are spoken by audience members during the performance and which govern the actions made by the players. It is part of the group of connected pieces *things to do*, and may be performed simultaneously with other pieces in the group.

preparation

Agree the performance duration.

Determine how many actions each player will have in the listed categories. Determine how many instruction words are required (e.g. for 'noise', if a player chooses to use 13 noises, then instruction words 'noise 1, noise 2, ... noise 13' are required, and so on). Determine the maximum number of instruction words needed in each category and prepare a list for each player. Not all the categories or instruction words need to be used. Each player may have a different list of instruction words.

Players may use any instruments, sound-producing objects, devices or sound processing equipment (digital, analogue, or acoustic).

Before the performance, the list of instruction words should be made available to some or all of the audience members on sheets of paper (not projected). Explain to the audience what their role is, and how the piece begins and ends. The audience members remain in their seats or normal location during the performance.

performance

The audience members independently speak the instruction words at a level audible to the players, but not so loud as to cover any sounds made by the players.

The instruction words may be spoken in any order, with any spacing in time, and may be repeated as required.

Each player responds to the instructions spoken by the audience members by realizing the defined actions as soon as possible after they are spoken. If there are too many instructions to follow, players should try to do the best they can to keep up and adopt strategies to cope with the flow of information (buffering, omitting, ignoring...).

The piece starts as soon as the players are ready and the first audience member gives an instruction.

The piece ends when the players stop responding to audience instructions.

noise

any noises may be used
all noises must be as different as possible to each other
duration of each noise is free
noises are sounded using any means following each cue

instruction words: noise 1
 noise 2
 noise 3
 etc.

pitch

any pitches may be used
each pitch must be different
duration of each pitch is free
pitches are sounded using any means following each cue

instruction words: pitch 1
 pitch 2
 pitch 3
 etc.

position

any position may be adopted
all actions involve adopting the respective position
all positions must allow other instructions to be carried out
positions are adopted following each cue and maintained until otherwise instructed

instruction words: position 1
 position 2
 position 3
 etc.

device

any automated devices may be used
all actions involve turning the device on or off
changes to the device state are made following each cue

instruction words: device 1 on
 device 1 off
 device 2 on
 device 2 off
 device 3 on
 device 3 off
 etc.

process

any digital, analogue or acoustic processing of sounds may be used
all actions involve turning the process on or off
changes to the process state are made following each cue

instruction words: process 1 on
 process 1 off
 process 2 on
 process 2 off
 process 3 on
 process 3 off
 etc.

recording

any recordings may be used
all actions involve turning the recording on or off
changes to the recording state are made following each cue

instruction words: recording 1 on
 recording 1 off
 recording 2 on
 recording 2 off
 recording 3 on
 recording 3 off
 etc.