

GREC & GREAB



Annual School Meeting

Georgia Real Estate Commission Annual School Meeting

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Video Bootcamp with Improv

*Speaker:
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Impress With Improvisation

Objective: Make your comfortable being uncomfortable through the art of improvisation.

Basic Rules of Improvisation

- 1) Say Yes and-For a story to be built, the players have to agree to the basic situation and set-up. The who, what, and where have to be developed for a scene to work.
- 2) After the `and` add new information-An improvised scene can't move forward or advance unless we add new information. That is why new information is added after the Yes of Yes-and!
- 3) Don't Block-The opposite of saying yes-and is blocking or denial.
- 4) Avoid Questions-A form of blocking (in its more subtle form) is asking questions. Questions force our partners to fill in the information or do the work. It is a way of avoiding committing to a choice or a detail. It is playing it safe.
- 5) Focus on the Here and Now- A scene is about the people in the scene. Focus on what is going on right at this moment.
- 6) Establish the Location-Good scenes take place somewhere and at some time.
- 7) Be Specific- Provide Details-Details are the lifeblood of moving a scene forward. Each detail provides clues to what is important. Details help provide beat objectives and flesh out characters.
- 8) Change, Change, Change-The characters in a scene must experience some type of change for the scene to be interesting. Characters need to go on journeys, be altered by revelations, experience the ramifications of their choices and be moved by emotional moments.

9) You don't have to be funny.

The harder you try not to be funny the more funny your scene is going to be. Why? Because it's the very best kind of improv scene you can do is an "interesting" scene, not necessarily a "funny" one. When you do an interesting scene, a very surprising thing happens... the funny comes out all by itself.

10) You can look good if you make your partner look good-When you are in a scene, the better you make your partner look the better the scene is going to be and, as a direct result, the better you are going to look.

Vocab/Glossary at end of handout.

WARM UP!

Warm Up Game: Assassin Group of 7+ people. Everyone picks someone to be their bodyguard, and somebody to be their assassin. Don't say out loud who picked who for what. Game starts, and everyone tries to protect themselves from their assassin, by trying to keep their bodyguard between themselves and their assassin. Warm Up Game #2: Last Letter This is an Association game, where instead of naming the first word you think of upon hearing the previous word, you name the first word you think of starting with the last letter of the previously heard word.

Improv #1-Double Typewriter (5-7 players)

Improv #2-Famous Last Words (2-4 Players)

Improv #3-Audience Story (3-5 Players)

Improv #4-Final IMPROV Surprise with best players from each group

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Glossary

1. Set Up-explain the scene to the audience
2. Offer:Any dialogue or action that moves the scene forward.
3. Accepting-Embracing offers to move the scene forward.
4. Advancing-Moving the scene forward.
5. Raising the stakes-Making the events in the scene have greater consequences.
6. Blocking- Not Accepting other players' offers, and actually destroying these offers.
7. Canceling-Acting as if the previous action has not happened.
8. Shelving-Accepting an offer, but not doing anything with it.
9. Wimping-Accepting an offer, but failing to take action on it.
10. Plateau-A period in which the scene is not advancing.
11. Ask For-Information gathered from an audience to create the scene.
12. Objective-What the character is trying to accomplish in the scene.
13. Conflict-The thing that is standing in the way of the characters objectives.
14. Beat- A unit of action in a scene.
15. Waffling- Failing to make decisions and talking about what you are going to do,rather than doing it.
16. Focus-The person or action that is getting the attention of the audience.

WRAP UP!

Congratulations! You made it through and you are still alive.

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