Conversation and Improvisation Assembly

Conversation is one of the great joys of life. I hope we can all remember a moment when we have been part of a group of friends, all of us on form conversationally, and everyone has been reduced to hysterical laughter. Or we can remember a more private conversation, in which things were shared, confidences exchanged, and it made all the difference to us. Having a decent conversation is something most of us imagine we can do without any problem – and certainly without much thought. These things just happen naturally.

But in truth, really good conversations come along very rarely; largely because too many of us think that we are born knowing how to talk to other people

Some people get conversation badly wrong. These people are crashing bores. We have all met them. These are the people who use conversation as an opportunity to talk exclusively about themselves. These are the people who press their opinions upon you and require your agreement with them. These are the people who see every conversation as an opportunity to tell you what you should do, or engage in a long and dull story, or offer a list of facts. These are the people who see the part of the conversation in which you are speaking as an opportunity to think about what they are going to say next. We do not want to be like them.

So we should seek out and fashion better conversations.

Perhaps we should begin with the question of what a

conversation is ideally for. Three basic functions suggest

themselves: amusement, finding common ground and clarification.

I place amusement first, because it is too often overlooked or belittled. On the contrary, I believe that the majority of our conversations with others *should* make amusement their primary purpose. We should all aim to be a fun person to be with. That doesn't mean you have to make others laugh all the time. Amusement comes in many forms. It could take the form of wit. It could be wry observation. It could be an idea perfectly expressed. Just be likeable. Whatever form it takes, an amusing conversation leaves everyone feeling better, stronger and more equipped to face the rest of life.

The second element: finding common ground between ourselves, is also crucially important in conversation. When we find common ground, we open our hearts to each other and

find that we are no longer alone; we discover that another person shares our

How can one shape a great conversation? Well, there are rules. The rules were developed for a different purpose, but work perfectly well to assist us in getting closer to each other through conversation. These rules were developed to shape a form of comedy which I hope everyone here knows well - improvised comedy. You may have seen it in a television show called 'Whose Line is it Anyway?'

The first rule of improvisation is AGREE. Always agree and SAY YES. When you're improvising, this means you are required to agree with whatever your partner has created. So if you and I are improvising and I say, "Get down, they are shooting at us!" and you say, "That's not shooting, that's a firework display," our improvised scene has ground to a halt. But if I say, "Get down, they are shooting at us!" and you stand up and start dancing wildly then we have started a scene because we have AGREED that we are being shot at, but there is a comic misunderstanding about the meaning of the phrase, 'get down!'.

Now, obviously if we apply this rule to real life conversations
I am not suggesting that you should always agree with
everything everyone says. But properly understood, this rule
reminds you to "respect what your partner has created" and to
at least start from an open-minded place.

So approach conversation with an attitude that respects what

Always make sure you're adding something to the discussion.

Trust yourself that the things you are bringing to the conversation are worthwhile.

The next improv rule is MAKE STATEMENTS. This is a positive way of saying "Don't ask questions all the time." It would be bad if we were in an improv scene and I say, "Who are you? Where are we? What are we doing here? What's in that box?" I'm putting pressure on you to come up with all the answers.

To put this into the context of $3(\sqrt[3]{6})\sqrt[6]{2}$ (I) 2.BDC 0.non38 EN

The last improv rule that I would like to discuss this morning is another great rule for conversation. It is this: 'You can look good if you make your partner look good'. When you are in an improv 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 be. It doesn't serve the comedy if one of the improv players enters a scene and they are focused on themselves. No matter how brilliant they might be as an individual, if they don't serve the needs of everyone on the stage, everyone looks bad. Of course, this is also true for conversation. If all you want to do is serve your own needs in a conversation, and you pay little or no attention to those you are with, the conversation is poor. If, on the other hand, you make the other person your focus, if you make them look good, you both emerge the better for it.

So we can learn the art of conversation, by using the rules of improv comedy. And in doing so, our lives will be infinitely better: funnier, wiser, more informed and full of friendship.

And after all, aren't we all in an improvisation anyway?

Aren't we all in the greatest improvisation of all - as we live our own lives. With no script. No idea what's going to happen, often with people and in places you have never seen before.

And we are not fully in control.

So say "yes." And if you're lucky, you'll find people who will say "yes" back. And then, you might find yourself in a great conversation.