– When friendship happens –

Written by: Gustav Nilsson & Joel Östlund | Run time: 1 hour | Participants: 2-30 (even numbers) | Gamemasters: 1-2 | Music | Key words: Friendship, Repetition, Emotional

With this scenario we want to explore the fragile moments when friendship happens. You will play two close friends together in the same pair for the whole scenario. It will be an emotional but not a romantic or sexual relationship. To the extent that we will use physical touch, it will be purely platonic. During this scenario you will play only one scene, but you will play it many times. Between each scene you will get to briefly reflect upon what you did during the scene that brought you closer together. Hopefully you will get better and better at finding the fragile moments when friendship happens.

You will soon pair up. Remember! You should not choose a person based on attraction. The relationship is completely platonic. Please, find someone that you want to explore a friendship with.

We will now teach you a confirmation gesture. When you feel that a fragile moment of friendship happens you can confirm it to your friend by making this gesture. You will notice later on that this is important. *Gesture:* Put your right hand on your friends upper arm. Somewhere between the shoulder and the elbow.

Now we want to find out who you are. First decide what you work with [20s]. Now decide if you have a relationship and what type of relationship it is [20s]. You know have 1 minute to share information about your work and relationship with your friend [1m]. Thank you! Recently something sad but mundane has happened to you that you want to share with your friend. For example: You didn't get the promotion you were hoping for, you are worried about your pet that is slightly ill, you got negative feedback from a colleague, you had a fight with your partner at home. Decide what has happened to you [30s].

The scene you are going to play takes place in a hotel bar where two old friends meet. There will be a lot of other people there, but you will only pay attention to each other. Both are a bit disheartened about the sad things that has happened. The point is that you both will have the opportunity to be consoled and to console the other. Taking turns is important.

The scene will go on no longer than the song we will play. It is exactly 4.45 long. This means that you will need to focus on the essentials of the scene. You probably will not find something emotional at the first try. But you will eventually, because after each scene you will get a very short debrief together with your partner, with the question "What brought us closer together?" Here you can remember the moments where you made the confirmation gesture. You do the debrief during a song that is exactly 1.56 long.

The next time you do the scene you can make small alterations to further deepen the fragile moments when friendship happens. Therefore, the repetitions should be similar but not identical As you might guess, this will be really fast paced. So let's try it out.

Scene 1. Now you will do the scene for the first time. You have met outside and are just entering the hotel bar, and are not in a hurry to find a seat. Please begin! [Plays the song]

[When the song ends] Thank you very much. Now please turn to your friend and during two minutes talk about what brought you closer together.

Scene 2. [When two minutes have passed] Thank you! As you have noticed, the scene is really short, so you will need to make the most of the close moments. And the debrief is really short, so you will need to really point out the most important moments and use the confirmation gesture.

Now, let us do the same scene again, and make small alterations based on your debrief. You have met outside and are just entering the hotel bar, and are not in a hurry to find a seat. Please begin! [Play the song]

[When the song ends] Thank you very much. Now please turn to your friend and during two minutes talk about what brought you closer together.

Scene 3. [When two minutes have passed] Thank you!

Now, let us do the same scene again, and make small alterations based on your debrief. This time however, you will get to use fewer words. Where you normally would use a whole sentence you will only use one or two words, and be more candid and to the point. For example, instead of saying "Oh, you know. Things are a bit rough at work, and my colleague is not the most sensitive type." You might say "Stressed..... Colleague mean." and let your presence and body language say the rest.

You have met outside and are just entering the hotel bar, and are not in a hurry to find a seat. Please begin! [Play the song]

[When the song ends] Thank you very much. Now please turn to your friend and during two minutes talk about what brought you closer together.

Scene 4. [When two minutes have passed] Thank you!

Now, let us do the same scene again, and make small alterations based on your debrief. This time however, you will not use any words at all. Only communicate with your eyes and body language. You have met outside and are just entering the hotel bar, and are not in a hurry to find a seat. Please begin! [Play the song]

[When the song ends] Thank you very much. Now please turn to your friend and during two minutes talk about what brought you closer together.

Scene 5. [When two minutes have passed] Thank you!

Now, let us do the same scene for the last time. This time you may use words again, to the extent that you want. You have met outside and are just entering the hotel bar, and are not in a hurry to find a seat. This is the last scene. Please begin! [Play the song]

[When the song ends] Thank you very much. Now please turn to your friend and during two minutes talk about what brought you closer together.

Now you have played several versions of one scene of fragile moments when friendship happens. To round up, you will get a couple of minutes to debrief together What have you learned from this hour? [If there is time left] Let's do a round where everyone gets to say one sentence (and only one!) about their reflections.