

# ROSETTA

[part XIII of the ongoing **TASK** series]

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- Can be performed by any groups ranging in size from 2-4 individuals
- Email [ryan@ryancarraher.com](mailto:ryan@ryancarraher.com) with any questions
- Instructions

## Pre-Performance

- (1) Work together to create a new language following the instructions of **LEXICON**<sup>1</sup> [which is part IX of this same *TASK* series];
- (2) Come up with (or identify) a joke;
- (3) Translate this joke from its original language into your created language;
- (4) Familiarize yourself with the mechanics of your language;
- (5) Prepare a lesson plan (a PowerPoint, lecture, handouts, props, laser pointers, images, etc.) of a lecture communicating the basics of your language;

## The Performance

- (6) Your GOAL as a group is to teach the basics of your new language to the audience so that when you tell your joke they will understand it and (hopefully) laugh;
  - *This is the only thing that can be communicated to the audience!*
  - Steps (6) and (7) can be paraphrased and printed as program notes, projected on to the screen, explained by the performers prior to the performance, etc.
  - Informing the audience of your goal is *optional*. In some situations, it may be best to simply begin your task with the audience none the wiser;
- (7) The CATCH is that you MAY NOT use any other verbal or written means of communication other than your crafted language (i.e. no English, German, French, Spanish, ASL, etc.);
- (8) You MAY use generic physical gestures, images, sounds, videos, theatrical proceedings, puppets, props, emojis, etc. but (again) no language other than the one you created should be presented in any form what-so-ever;
- (9) The performance is over when:
  - (a) You tell your joke and the audience laughs;
  - (b) You tell your joke and the audience has no response;
  - (c) You run out of lecture/presentation material, or;
  - (d) You believe that, in spite of your valiant efforts and to no fault of their own, the audience will not be able to grasp the language at this point in time.

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<sup>1</sup> <https://www.ryancarraher.com/task>

### Other Performance Contexts to Explore

- (1) Perform the piece without informing the audience of your task. Do not even tell them that what you are trying to teach them is a joke.
- (2) Provide each audience member with a clipboard so they can make notes of keywords they've learned.
- (3) Inform the audience of your task. Give each audience member a clipboard. Tell them that at the end of the performance they should write down what they think the joke was. The piece is over when 51% of the audience guesses correctly. If you do not reach 51% after the initial delivery of the joke, ad lib a new lesson plan (still ONLY using the created language).
- (4) Perform the task for a single audience member in a private room. Allow them to ask questions and take notes. You may answer only in the constructed language.