

HUMOROUS INTERP

Using a play, short story, or other published work, you perform your interpretation of the piece. Humorous Interp is designed to test your comedic skills through script analysis, delivery, timing, and character development, while still being able to tell a story.

RULES

- 7-10 minutes long
- You can portray one or multiple characters.
- No props or costumes may be used.
- Must be memorized
- The performance must have been published
- You can't touch the ground with anything other than your feet (no kneeling, touching the ground with your hands, sitting down, etc...)
- Performances include an introduction to contextualize the performance and state the title and author

WHAT TO PUT IN YOUR INTRODUCTION

- Observation - quote, statistic, fact, concept
- Explanation - how does your observation relate to your piece?
- Application - how does this affect you? Other people? The world?
- Relatability - how can your audience relate to your piece?
- Title & author of the piece

PICKING A PIECE

When searching for a piece, you should look for more than one-liner jokes. Humor can be created through strategic choreography, creative characterization, and dynamic non-verbal reactions. Typical selection topics range from light-hearted material including interpretations of comics, children's literature, plays, short stories, and more.

TIPS & TRICKS

- Humor is a complex human quirk, and what each person finds funny is often completely unique to them. However, other aspects of humor are more universal in nature. So, don't forget to focus on more than just the humorous elements of the selection, but also to keep in mind how the story itself will appeal to the audience. Not everyone will laugh at the same joke, but if a character's plight is relatable, the audience will identify with him/her.
- HI often requires a performer to manipulate their voice, move quickly in and out of different characters, and have a strong sense of comedic timing. Think about how well can you manipulate your body and facial expression to create distinct, unique characters. If you have limited physical or vocal control, it might be beneficial to choose a selection with fewer characters. Think about your abilities outside of acting: can you sing or dance? If you can, incorporate these into your performance to make it unique.
- Creating different voices and quirks for each character is extremely important in Humorous Interp - without clear differences in your characters, your audience will become confused on your stories.

TIME STRUCTURE

This doesn't need to be followed perfectly, but is more of a general guide. Every D.I. should have a wide range of an emotion and still maintain one primary peak.

Teaser 0:00-1:30

Previews the topic and mood of the selection

Intro 1:30-3:00

Explains the purpose of the performance

Exposition 3:00-3:30

Introduces the characters and setting

Inciting Incident 3:30 - 4:00

Sends conflict into motion

Rising Action 4:00-7:30

Complicates the conflict

Climax 7:30-8:30

Emotional peak of the performance

Falling Action 8:30-9:30

Resolves the conflict