

**Group Members:** Nicholas, Justin, Harry, and Uch

**Location:**

- Stanford shopping mall
- Library
- Target/Walmart

**Ideas:**

- Closing people's laptops in the library/coffee shop
- Sitting next to people and staring at them
- Thinking our headphones are plugged in and playing embarrassing music in the library
- Asking a girl to pretend to be my girlfriend to show my mom
- Talk to people in a fake language.
- Crying randomly
- Walking next to random people
- Petition for dumb ideas
- Asking people for their food at a restaurant "Can i get a bite real quick"
- Singing songs out loud with headphones on
- Reading texts out loud
- Setting multiple alarms at apple store
- Asking people if they recognize us
- embarrassing phone calls
  - "Stop tellin everyone I still wear diapers!"
  - "Mommy mommy I need you to pick me up I had an accident again."

	Level 1	Level 2	Level 3	Level 4
<b>Focus</b>	<p>Point of humor is unclear. Writing does not connect with the audience. Audience may laugh out of unintended awkwardness. Piece may feel more like an inside joke.</p> <p><i>*Piece violates ground rules of the project. (This is usually only an issue if you go off of the pre-approved proposal / script)</i></p>	<p>Point of humor is clear, but unoriginal or derivative. Some writing connects with the audience and elicits a few laughs, but the piece needs to employ more varied types of humor to appeal to more audience members.</p>	<p>Point of humor is clear and somewhat original. While some elements may feel obvious or cliché, most of the writing connects with the audience and elicits laughter. Writer uses an appropriate range of humor to engage much of the audience.</p>	<p>Humor is clear and undoubtedly original. Writer uses a very effective range of humor to engage the entire audience (or nearly), eliciting consistent laughter throughout the performance.</p>
<b>Style</b>	<p>Language is crude, reckless, or simply shows no clear preparation. Language doesn't establish comedic tone or pacing. Techniques are not labeled on the script, or they are largely mis-identified.</p>	<p>Language is somewhat inventive and works in parts to establish comedic tone and pacing. Techniques are labeled on the script, but they are either limited or inaccurately identified.</p>	<p>Obvious thought has been put into the use of diction (word choice) and syntax (sentence structure) to establish comedic tone and pacing. Techniques are labeled accurately on the script, but could be more varied.</p>	<p>Comedic tone and pacing established through the writer's sophisticated use of diction and syntax, as well as comedic techniques (see Comedy Toolbox). Techniques help the writer make a creative point about the topic and entertain the audience. Techniques are effectively varied, and all techniques are labeled accurately on the script.</p>

<b>Recording / Performance</b>	Recording / Performance shows little – if any – planning or practice. No clear explanation of comedic influences or process.	Recording / Performance obviously needs more planning/practice, although some significant preparation was apparent. Explanation of comedic influences or process is limited. Overall recording obviously does not respect the maximum length range of 5-6 minutes.	Recording / Performance is fairly polished, showing some planning/practice, but some delays/pacing/miss poken lines, etc. created some minor disruptions or distractions. Explanation of comedic influences is clear but could be more insightful. Overall recording exceeds the 5-6 minute maximum length, or the time frame of the project or explanation was noticeably shorter than appropriate.	Recording / Performance is polished, showing obvious planning/practice. Explanation of comedic influences and process is clear and insightful. Overall recording respects the 5-6 minute maximum length.
--------------------------------	--	--	--	--

<b>Create your own criteria:</b>  <b>Silliness Scale</b>	Scarcely Silly:  Content generates slight amusement from audience.	Slightly Silly:  Content generates scarce laughter or giggles from audience.	Somewhat Silly:  Content provokes strong laughter from audience.	Superbly Silly:  Content elicits uncontrollable fits of laughter from audience.
--	--	--	--	---

**Grade: \_\_\_ /16**