

A GAME OF EXCLUSIONS w/ ROTATING SIGNIFICATIONS

Overview: One cannot make something matter to others without also making something significant to others. There are many different ways in which things that matter can be made significant, and things matter differently depending upon how they are made significant. A subspecies of the [“game of exclusions”](#) banked by Teoma Naccarato and John MacCallum, the “game of exclusions with rotating significations” probes the different ways in which things that matter can be made significant.

Definition(s):

- **Objective signification:** finding or making a residue— for example, finding coyote tracks.
- **Subjective signification:** finding or making a likeness — for example, making a painting of a coyote.
- **Performative signification:** finding or making a gesture that applies, implies, or supplies — for example, acting like a coyote, walking on all fours and howling.
- **Constative signification:** finding or making a statement — for example, making a statement about a coyote: “A coyote is a *canid*, a mammal of the dog family.”

Implement(s):

- One four-sided die or any random number generator to generate integers between 1 and 4.

Implementation:

- Select a matter to discuss.
- **Participant A:** Think of something that you would like to share with Participant B about the matter up for discussion. Roll a four-sided die and follow the instructions below corresponding to the number that you roll. Repeat this procedure until you feel you have been able to articulate what you wanted to share.
- **Participant B:** Think of something that Participant A did not mention about the matter up for discussion. Roll a four-sided die and follow the instructions below corresponding to the number that you roll. Repeat this procedure until you feel you have been able to articulate what Participant A has left out.
- **Participant A:** Think of something else that you would like to share with Participant B about the matter up for discussion. Roll a four-sided die and follow the instructions below corresponding to the number that you roll. Repeat this procedure until you feel you have been able to articulate what you wanted to share.
- **Participant B:** Think of something else that Participant A did not mention about the matter up for discussion. Roll a four-sided die and follow the instructions below corresponding to the number that you roll. Repeat this procedure until you feel you have been able to articulate what Participant A has left out.

- **Instructions for Die Rolls:**

- If you roll the number 1 do the following:
 - i. Objectively signify it (find/make a residue of it).
- If you roll the number 2 do the following:
 - i. First, objectively signify it (find/make a residue of it);
 - ii. Next, subjectively signify it (find/make a likeness of it).
- If you roll the number 3 do the following:
 - i. First, objectively signify it (find/make a residue of it);
 - ii. Next, subjectively signify it (find/make a likeness of it);
 - iii. Next, performatively signify it (find/make a gesture that applies, implies, or supplies it).
- If you roll the number 4 do the following:
 - i. First, objectively signify it (find/make a residue of it);
 - ii. Next, subjectively signify it (find/make a likeness of it);
 - iii. Next, performatively signify it (find/make a gesture that applies, implies, or supplies it);
 - iv. Next, constatively signify it (find/make a statement that denotes it).