Brainstorming Jokes [How to Brainstorm Jokes]

Try associating between different type	s of ideas - characters, locations, things,	actions, adje

Characters, locations, things (nouns), actions and behaviors (verbs), characteristics (adjectives), events, related phrases, dialogue lines.

Abstract patterns it is a part of, categories it belongs to. Statements, descriptions, questions, opinions, feelings, relationships. Related tropes, mental images it evokes.

Assumptions, expectations, explanations (why, how), reasons for it, its past, future.

Start with simple, specific, concrete aspects, then list progressively more abstract aspects.

Analogies, antonyms.

Things people say about it, things it is known for, things it does, things you do with it, things you use it for, things it symbolizes. Annoying/exciting/weird things about it, benefits, drawbacks. Ways to use/interact with it.

The most useful aspects are the ones that can be associated to many different, unrelated ideas.

Possible Aspects
Teenager, cellphone factory, camera, battery, texting, calling, expensive, addictive.
Brilliant inventions, things you can't use on an airplane, brings me bad news in the morning, worth waiting 8 hours in line for, something to angrily scream into, every kid in shool wants it, tool for long-distance relationships, my only connection to outside world, symbol of my generations laziness.

Take an aspect of the situation (character, location, or an action), and associate it to the most different, unrelated situation you can think of.

Player 2 (take an aspect - "shopping", and associate it to something entirely different) A junkie buying meth in an alley.

Player 1 Old lady shopping at a supermarket.

Situations

Absurd Associations					
Take an aspect, and associate it to the most unrelate pattern you can associate it to, something as differe the first pattern as possible.					
Pattern 1 Take an aspect out of context Find Patt where it					
Or take two unrelated patterns, and find a surprising connection, an aspect they have in common.					
Pattern 1 Find Common Aspect Pattern					
Our goal is to find a surprising connection between un ideas:					
Similar, Closely Related Related					
Pattern 1 (Aspect) Pattern 2					

Pattern 1: Brave person
Aspect: He has "a heart of a lion"
Pattern 2: Internal organ that pumps blood.

You can take an aspect of the previously mentioned situation, and apply it to this situation.

SituationCelebrating a birthday party at a restaurant.

Unusual Thing (take a character aspect - "waiter", and make it unusual) The waiter is secretly a serial killer.

related ifferent from
Find Pattern 2 where it fits
rising
Pattern 2
een unrelated

Pattern 1 Absurdify an aspect Find Pattern 2 where it fits Some jokes just take two patterns that don't belong together, and clash them together, with no clear association between them. Sometimes doing the stupidest thing that makes the least sense possible is just funny. Ways to absurdify an aspect: Reverse the aspect. Define what you assume or expect it to be, and do the opposite of that, or something very different from it. Exaggerate the aspect, continue the pattern to absurdity. Clash unrelated ideas, replace an aspect with something that doesn't belong with the pattern, put the aspect into a pattern where it doesn't belong. Pattern 1 Celebrating a birthday party. Absurdified Aspect The birthday cake is made out of broccoli. Pattern 2 Eating broccoli to lose weight.



Unusual ThingA group of friends are ordering a pizza at a restaurant, and the waiter blows on the pizza to cool it down.

Heightenings
The waiter tries to put on the bibs on them.
To play "here comes an airplane" with them.
Summons a waitress to breastfeed them.

Aspect

Pattern 2 (Aspect)

Pattern 1	Aspect	Pattern 2	Mix Patterns
	Comedy	Sketches	
		Sketches Work]	
Situation Association	Unusual Thing	Justify	Heighten
To create a situation, you need to define 3 things - Who, Where, and What.	Take an aspect of the situation, and make it unusual, unexpected, weird, interesting, surprising, absurd.	Come up with a justification for an absurdity, rationalize it, explain it, make it make sense.	Make the idea more absurd - escalate it, make it weirder, exaggerate it, take it farther away from the normal reality. You can heigten multiple times, until
[Characters] in a [Location] doing [Action]	Something unrelated, combine it with something it		you've pushed the absurdity as far as you can.
Take an aspect of the situation (character location	doesn't belong with.	Transfer of the second	If this is true, then what else is true?

If this is true, then why is it true?

Situation
A group of friends are ordering a pizza at a restaurant, and the waiter blows on the pizza to cool it down.

Justification
That's because this is a part of their customer service - treating clients as babies is how the waiters show that they really care about them.

Base Reality Ordinary Situation. [Characters] at a [location] doing [action].	Unusual Thing What makes this situation unusual? Take one aspect, make it absurd.	Justify Justify the absurdity. If the unusual thing is true, then why is it true?	Heighten Escalate the absurdity. If the unusual thing is true, then what else is true?