

Wanderings (B)

for one or more instruments

KYLE ROWAN

PROGRAM NOTES

Much of my recent compositional work has been inspired by interactive fiction: literary works that incorporate the decisions and interactions of the reader. *Wanderings (B)* developed from a series of experiments in providing performers with greater autonomy over the sonic result of the piece. While most of these experiments involved snippets and fragments of notated musical ideas, the score for *Wanderings (B)* contains no traditional notation. Rather, the performers are provided with boxes, each containing three or four words intended as a verbal catalyst for improvisation.

PERFORMANCE NOTES

Wanderings (B) is an improvisational game piece for any combination or number of instruments. The following rules are suggested for performance. Additional rules may be developed by the performers at their discretion.

READING THE SCORE

- The leftmost square is played first, the rightmost square is last.
- Arrows indicate paths that may be taken between squares.
- The words may be interpreted collectively or sequentially or any other way.

SETUP

- Divide the ensemble into three groups. Group 1 is a single player, Group 2 contains 1-3 players, and Group 3 contains the rest.
- Devise a clear aural signal for when to change. All performers should be able to give this signal at any time. For example, at the premiere performance, each performer had an office bell.
- If possible, the performers should be positioned around the audience. Otherwise, they should be arranged as widely as possible on stage.

PERFORMING

- The piece begins with Group 1 alone. When they complete the leftmost square, they signal. At the signal, Group 2 begins the leftmost square while Group 1 follows a path to a new square. When any performer currently playing completes their square, they signal. Group 3 enters on this second signal with the leftmost square, while all other performers choose a new square.
- From this point on, when any performer completes their current square, they signal to the others. Upon the signal, ALL performers stop their current square and follow a path to another, then begin performing that square immediately. (In lieu of choosing a new square, any performer may choose to be silent following any signal. Performers in larger ensembles may wish to be silent more often.)
- When any performer chooses to move to the final, rightmost square, they signal twice in succession. All performers then join them on the last square.
- As individual performers complete the square, they fall silent. When the last performer is silent, the piece ends.

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