



STUDY GUIDE

Jang-e-Improv (DRAMA)

Category Overview

Will it be a heart-wrenching tragedy? A surprise villain reveal? Or a passionate speech about something completely unexpected? You'll have to wait and see—because in this category, anything can happen, and probably will. Jang-e-Improv is a high-energy, unscripted category where participants bring emotionally charged scenes to life using nothing but their imagination, instincts, and improvisational skills

Round 1:

Duration: 1 hour 30 minutes

Time per Performance: 10 minutes maximum

Delegate cap: 8

Delegates will be randomly assigned a situation along with two characters. They must include both characters while keeping the situation in mind. Additional characters may be introduced by the team as per their idea. Chairs and tables will be provided, but any other props and costumes must be arranged by the team.

Note: Harmful items or objects, such as weapons, are strictly prohibited. Delegate caps, and round timings are open to change on the day of the event. All category head decisions on such matters will be final.

Judging Criteria

- Voice Clarity & Projection (5)
- Stage Space Utilization (5)
- Facial Expressions (5)
- Gestures and Body Language (5)
- Creativity (5)
- Stage Chemistry Between Actors (5)
- Effective Adaptation (5).
- Engagement of Audience (5)
- Flow of Performance (5)



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Round 2:

Duration: 1 hour 30 minutes

Time per Performance: 10 minutes maximum

Delegate cap: 8

Delegates will be given a creative prompt and just 5 minutes to prepare a short performance. During the performance, they will need to seamlessly incorporate unexpected plot twists introduced by the category head. The twists will test their improvisational skills, quick thinking, and ability to stay in character. While the focus is on improvisation, delegates are encouraged to use any props they have available to make the scene more dynamic and engaging. Chairs and tables will be provided, but any other props and costumes must be arranged by the team.

Note: Harmful items or objects, such as weapons, are strictly prohibited. Delegate caps, and round timings are open to change on the day of the event. All category head decisions on such matters will be final.

Judging Criteria

- Voice Clarity & Projection (5)
- Stage Space Utilization (5)
- Facial Expressions (5)
- Gestures and Body Language (5)
- Creativity (5)
- Stage Chemistry Between Actors (5)
- Effective Adaptation (5).
- Engagement of Audience (5)
- Flow of Performance (5)
- Transitions Between Plots and Ideas (5)