WE ARE FOR
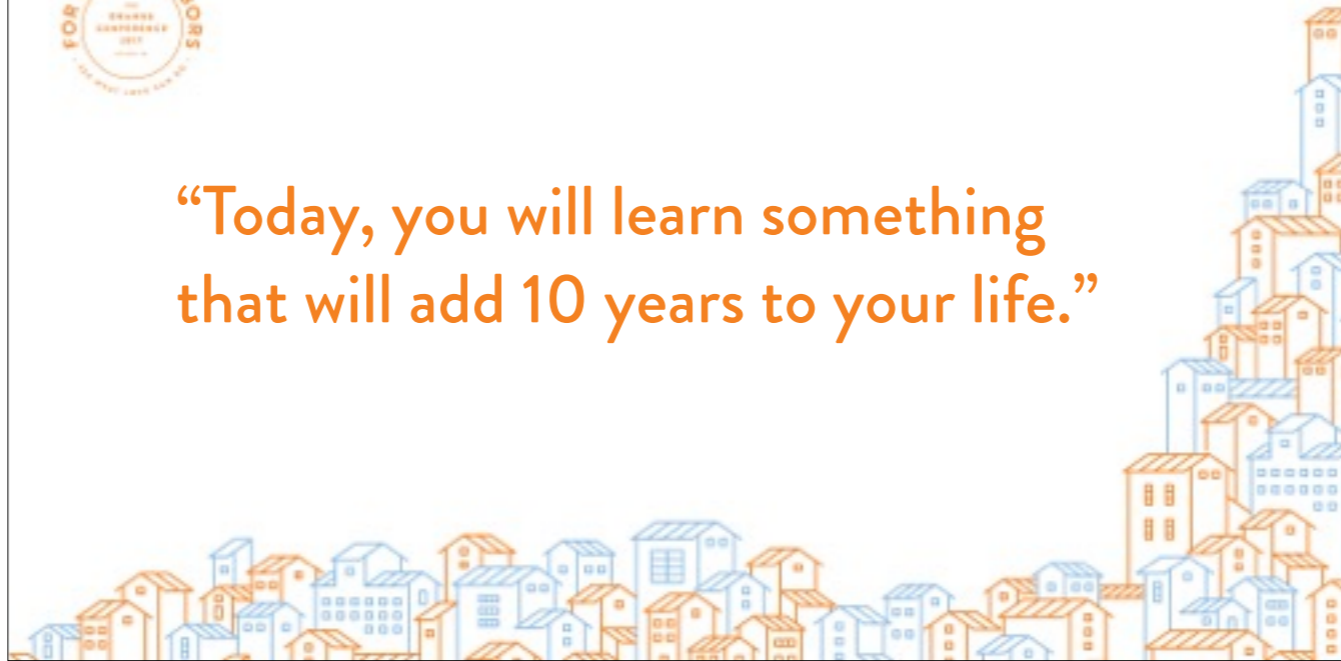**HAVING FUN**

BRIAN & BRAD SITTON
CROWDCONTROLGAMES.COM

"Today, you will learn something that will add 10 years to your life."

"Did you know that more people have access to a mobile phone than a toilet."

"20 years from now,
your job won't exist."

These are all intros to successful TED talks…OK, who wants to have some FUN?!!

FRUIT BASKET $25	DODGER $25	FLAPPY CROWD $25	PIGSKIN PURSUIT $25	1ARM, 2ARM, NONE $25
ROAD RACE $25	WHACK-EM $25	CrowdControlGames.com GAMES FOR YOUR NEXT EVENT	THE FEUD $45	THE BIG PYRAMID $45
SAY WHAT $25	WILL OF 4 CHIN $25	CROWD SCAVENGER HUNT $25	JEPARODY $35	GAMESHOW SCOREBOARD $25

PLAY A GAME!

FLAPPY CROWD

2. FUN (quick recap of last year)
        Basics of Fun (FUN = E+e/t)
        Brain chemistry (dopamine)
    -- showing up more in schools and Corporate events (and social..likes)

WHY FUN?

-SENSE OF ACCOMPLISHMENT
-SENSE OF BELONGING

-- sense of accomplishment **(kids need a win)**

    --- I feel good about me

    --- Builds confidence, Shows you can if you try.

    -- Motivates Kids to Engage

-- sense of belonging (anti-loneliness)

    --- others feel good about me (secure relationship with group)

    --- a feeling of Acceptance

    -- Motivates Kids to Engage

    -- **Even before the fall, it was not good for man to be alone.**

THIS IS MICHAELA

Story of Mikala
  - no one ever cheers for Mikalia
  - they did during 20SecChallenge (20 JUMPING JACKS)
  - HER sense of accomplishment
  - HER sense of belonging

      *** We play to connect ***
          ---- to speaker, to group, to small group leader, to friends

3. Why FUN
- social Benefits:
    -- sense of accomplishment (kids need a win)
        --- I feel good about me
        --- Builds confidence, Shows you can if you try.
       -- Motivates Kids to Engage

   -- sense of belonging (anti-loneliness)
        --- others feel good about me (secure   relationship with group)
        --- a feeling of Acceptance
       -- Motivates Kids to Engage
     -- Even before the fall, it was not good for man to be alone.

- PLAY: 20 sec challenge (1 prize)
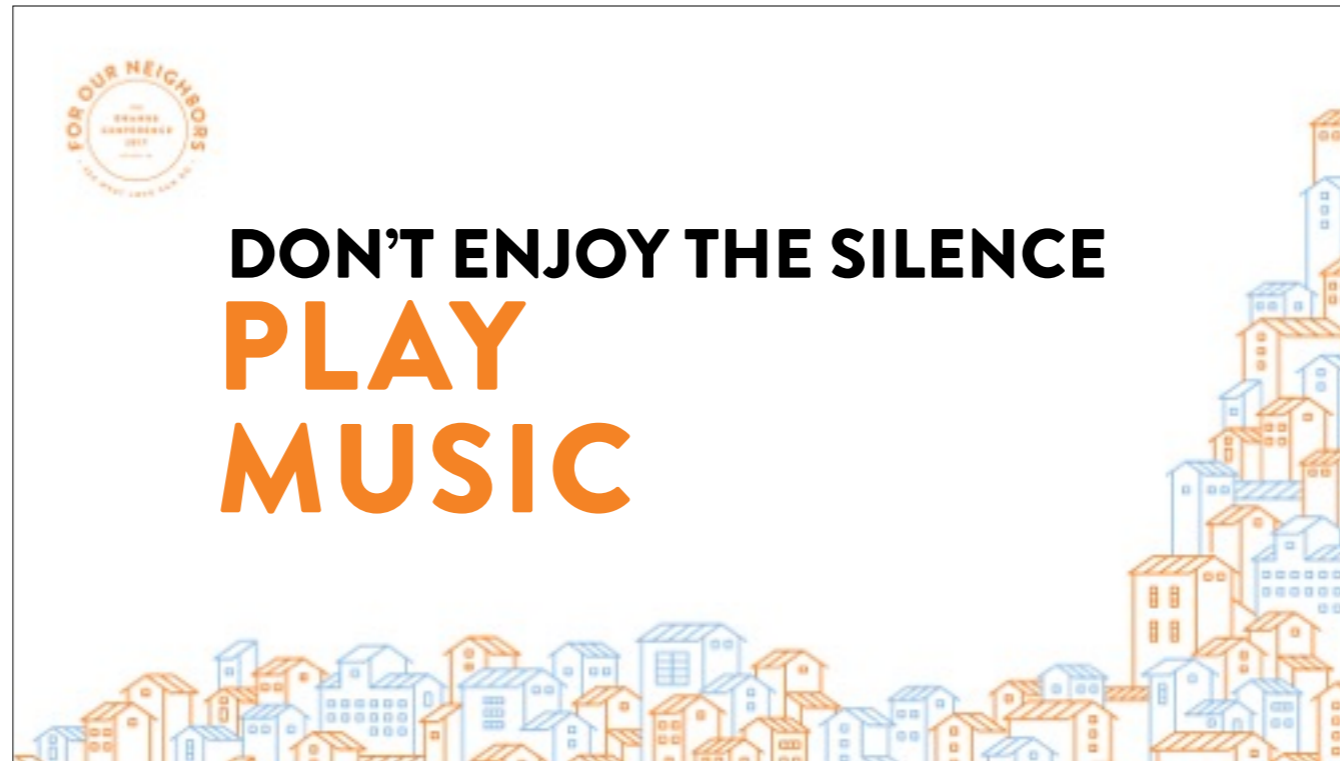   -- Story of Mikala (next slide)

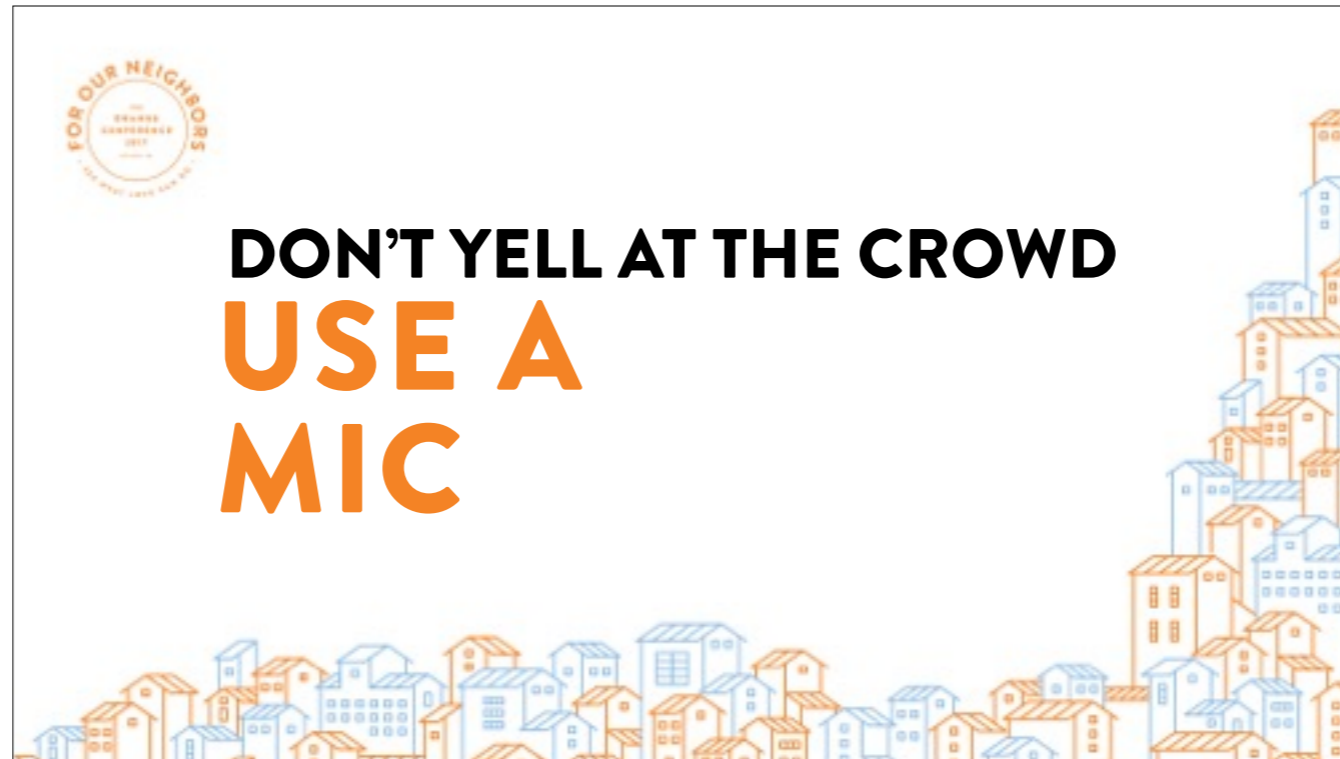# HOSTING TIPS

PLAY A GAME!

HOLEY-WACK-A-MOLEY

1. Know what you are doing on stage (rehearse/practice))
    Where should we play (on floor or stage)
    What are the props (Helmets, pool noodle, pile of balloons)
    Who is helping (hand out balloons)

DON'T ENJOY THE SILENCE
PLAY
MUSIC

2. Play Music!
- "We are getting ready to play an awesome game"

DON'T YELL AT THE CROWD
USE A MIC

3. Don't yell at the crowd (mic and monitor)
"we are gonna need 2 volunteers"

4. Never have an empty stage (transitions)
  (....Brian leaves to get WackAMoly props...)

5. A good interviewer is curious
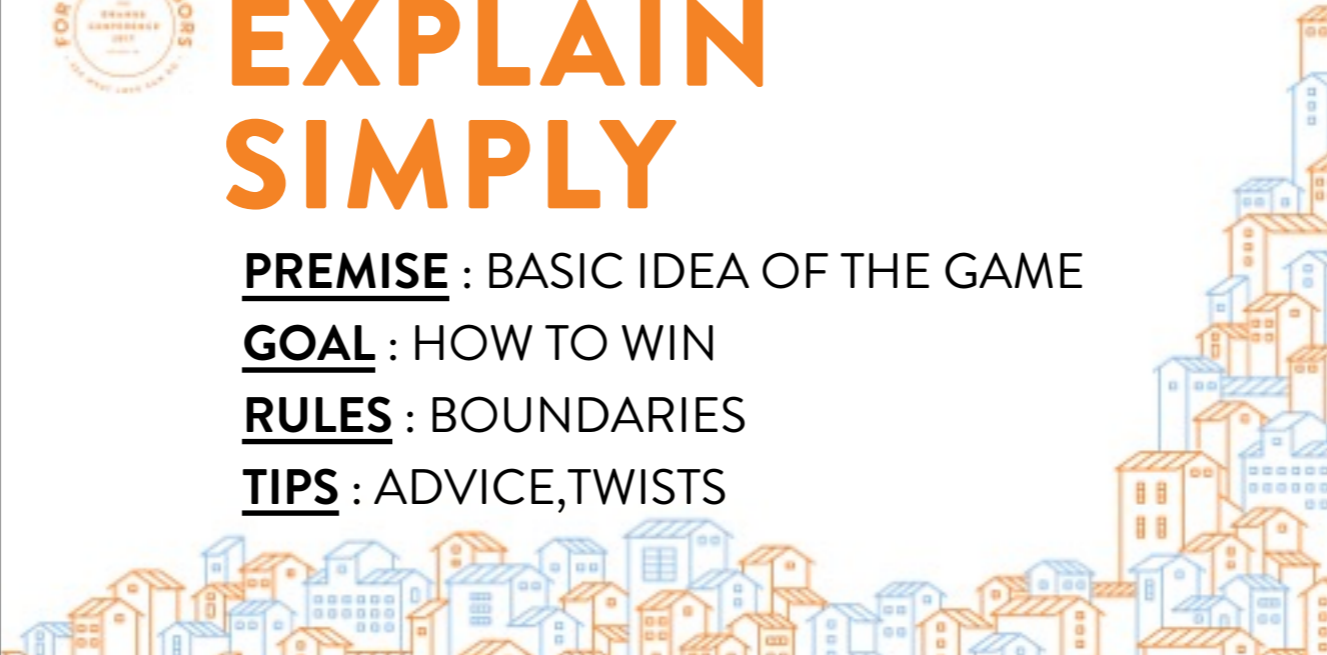-"Hi, what's your name"

DON'T COMPLICATE THE RULES
EXPLAIN SIMPLY

EXPLAIN SIMPLY

PREMISE : BASIC IDEA OF THE GAME
GOAL : HOW TO WIN
RULES : BOUNDARIES
TIPS : ADVICE,TWISTS

6. Explain games quickly & simply -people follow Clarity

  Premise: Basic idea of the game
  Goal: (How to win)
  Rules: (boundaries)
  Advice/Twists

Rules: its better to be fun than accurate (but don't be crazy)
When the contestant wins we all win

7. Relax have fun
- It's more important to be fun than cool/intimidating
- "that was a terrible try"

PLAY

HOLEY-WACK-A-MOLEY

Gameology –
Q: What makes a good game?
A: Crowd Engagement!

2 keys to increase engagement
CROWD engagement > PLAYER engagement
  -- **Scoreboard** : increase competition (defines how close I am)?

  -- **Timer**: to increase tension/excitement (defines the end, increases focus)

Example: Spin on baseball, then Kick a Football (crowd lost interest)
  -- It wasn't great:
  -- Hard to follow, unclear who to cheer for, is it almost over, was it …
  -- The best part of a race is the finish line, so show them where its at.

BOTTLE FLIP EXPERIMENT

Bottle flip example:
   - take a fun activity (cultural phenomenon)
   - add a Scoreboard, add a Timer, you get a game!

(See how engagement increases)

Premise: Basic idea of the game   ("This is a bottle flipping game")

Goal (How to win) ("Land as many flips as possible in 20 sec")

Rules (boundaries) ("1 point for each flip, 20 points for a successful land")

Advice/Twists ("Don't flip too high, use your full 20 sec, have a strategy")

   PLAY : GameShow Scoreboard   (1 prize)

RECAP

WHAT DID YOU LEARN?

Feud Game Show Review:
Did you learn anything today?

Name a Hosting Tip you learned today (7)