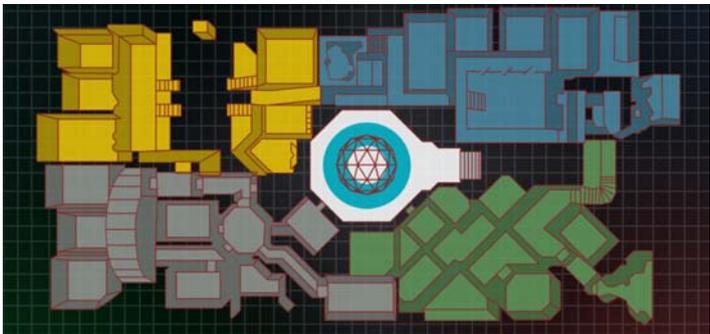


THE CRYSTAL MAZE

Each week you will enter a zone in the crystal maze. Each zone has three challenges for you to choose from. Each challenge is worth between 1 and 3 crystals.

A playlist of video clips has been created to help you complete tasks.

<http://tinyurl.com/zmtbvos>

Zone	Number of crystals collected
Research Zone	
Audience Zone	
Creativity Zone	
Promotion Zone	
Crystal Dome - Free Choice	
Total number of crystals collected	

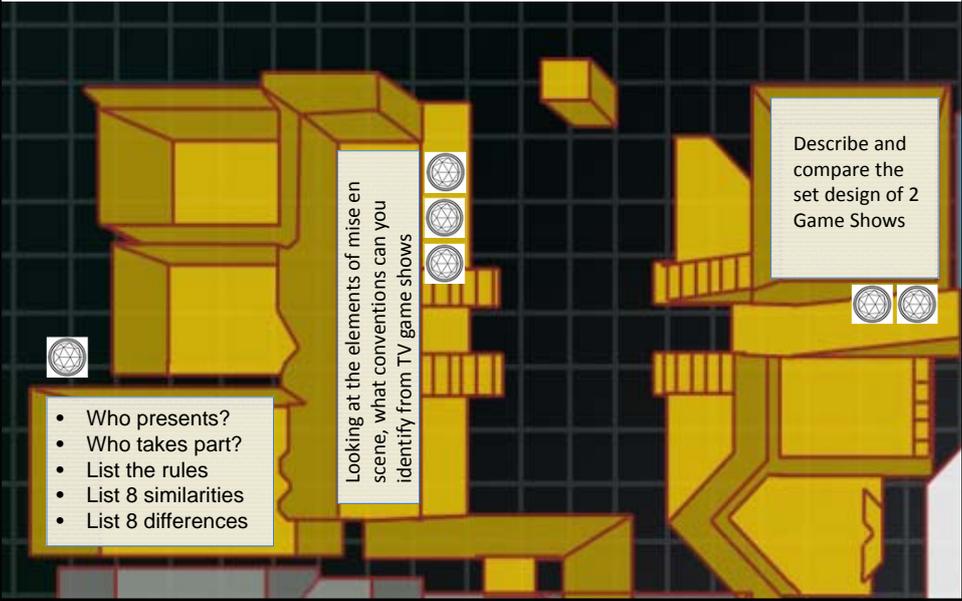




THE CRYSTAL MAZE

Research Zone

Preparation task: Watch two clips from the Park Hall Media playlist





- Who presents?
- Who takes part?
- List the rules
- List 8 similarities
- List 8 differences

Looking at the elements of mise en scene, what conventions can you identify from TV game shows





Describe and compare the set design of 2 Game Shows








THE CRYSTAL MAZE

Audience Zone

Preparation task: Watch two clips from the Park Hall Media playlist

Produce a mind map / image board about the audience for one of the shows

Explain why audiences would watch each TV game show (Uses and Gratifications)

Compare two TV shows explaining how the format, mise en scene and TV game show conventions attract the intended audience





THE CRYSTAL MAZE

Creativity Zone

Plan your own ideas for a new TV Game show.

Brainstorm ideas for a new TV game show.

- Names
- Theme
- Rules

Describe the mise en scene for your new show. Consider SCALP.

Write a treatment for a new TV game show. Include suitable conventions and explain how it would appeal to the intended audience.





THE CRYSTAL MAZE

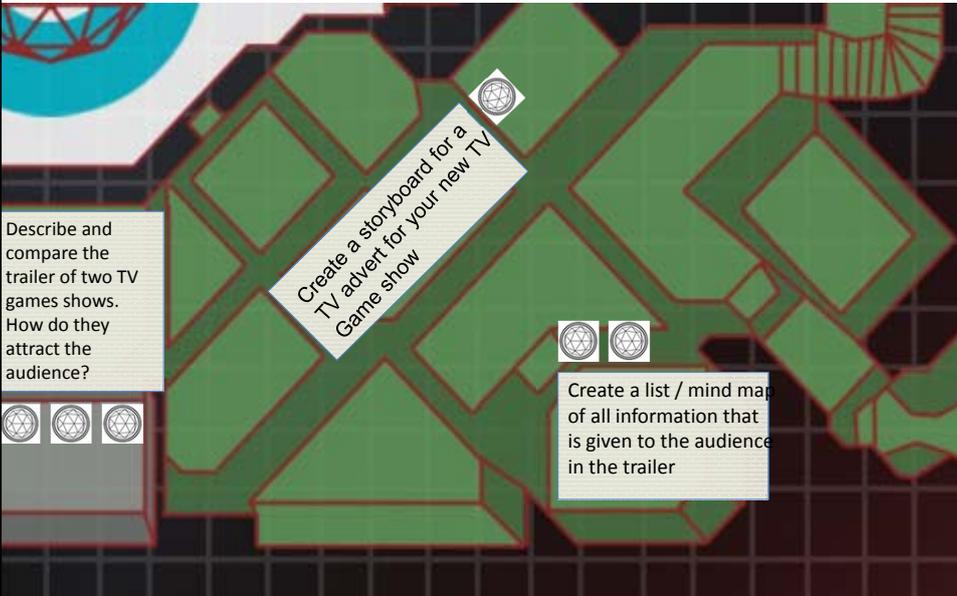
Promotion Zone

Preparation task: Watch the trailers for Tipping point and Can't touch this.

Describe and compare the trailer of two TV games shows. How do they attract the audience?

Create a storyboard for a TV advert for your new TV Game show

Create a list / mind map of all information that is given to the audience in the trailer



Research Zone

Presenter: Alexander Armstrong - Older male / Takes part? Adults - makes the game/celebrity game

Rules: Contestants must score the most points possible

Presenter: Bradley Walsh

Takes part?: Adults - makes the game/celebrity game

Rules: Contestants play against the 'chooser' who plays to prove the contestants wearing the coin piece

Both have male presenters

Both have contestants with no robots

Target audience is Adults

Both Shows in the evening

All contestants have a partner and are against other pairs/contestants with a token and are against the chooser

There is blue (there is red lighting)

Pointless nos

- 4 podiums for contestants
- Blue lighting theme - big ball in star ball seat
- Big screen to show the countdown
- On the other hand The Chase has
- 7 podiums for contestants - red lighting show
- A big screen (not attached to the stages) and the background (stage)
- Both have:
- Screens to show the game
- Big open space in the middle of the stage
- Risen podiums - Pointless - 2 game podiums
- The Chase - The Chooser's desk and walkway

Both shows are male and older which suggests the target audience

Both Shows Everyone is wearing formal clothing which connotes the show is formal

The Chase has a red lighting stage which has connotations of tension - adds up the intensity of the show

My Work Check

Spelling

Punctuation

Grammar

My Knowledge Bank

What I need to remember - POINTS, FACTS, WORDS

My Feedback & Progress

What were well / what were not

My Targets - How better / (3) & challenge yourself

You passed that your confidence in use of when to be chose

Why is it important that the two are connected? Surely, later

Does this sound?

Q5) Looking at the elements of mise en scene, what conventions can you identify from TV game shows?

Looking at the elements of mise en scene, the conventions I can identify from TV game shows would be:

The way the camera is directed could compare with what the TV game show is about and re-emphasize that. For example in the TV game show "The Big Bang Theory", the presenter is dressed in formal clothes to be portrayed like a student and to make it like a game show since light-hearted.

Also in the same TV show the setting is meant to be inside a school because we can see there are tables made to look like research desks to make the show more friendly. The lights are also a specific colour to make it seem like a fun TV game show and make the contestant and make it like a classroom.

In the TV game show "The Crystal Maze", there are different settings and different challenges in each room. Each challenge is relevant to the theme of the area it is set in.

The presenter, like in the TV game show "The Big Bang Theory", he is dressed and presented in a way which makes it look like a game show to make the target audience, which in this case would be young children. He especially has at the same time tries to make them to make it seem more exciting and challenging and make it seem more intense and so on. The target audience will like it.

<input checked="" type="checkbox"/> My Work Check	<input checked="" type="checkbox"/> My Knowledge Bank	What I need to remember: POINTS, FACTS, WORDS	<input checked="" type="checkbox"/> My Feedback & Progress	What went well? My achievements	<input checked="" type="checkbox"/> My Targets	Even better if (EBB) & challenge questions
<input type="checkbox"/> Spelling <input type="checkbox"/> Punctuation <input type="checkbox"/> Grammar	Well done Ben - I'm pleased that you are thinking about how the presenter should be set design around good to the target audience. Have you discussed all elements of scene?					

- In a catchphrase, if you get three answers right, you get through to the final round.

- There's a time limit for your answer in the chase.

- In a catchphrase, if the contestant doesn't get the correct answer, the other two contestants get a chance to get it right.

Conventions:

The conventions of a TV game show include a host/presenter, an audience, a set design, prizes, rounds, contestants, teams, buzzers, tables, theme, music, assistants and scheduling.

Comparing Set designs:

The Chase -

The audience has been placed out of view of the camera. People watching a game show can only hear the audience, not see them. On the staging area, on the left is a large desk with four different chairs (where the contestants sit), with their names printed on the desk. A long with the names printed on the desk, they have (don't) speak. In the middle of the staging area, is where the presenter (Bradley Walsh) stands. This is at the bottom of where a large, slanted technical board/screen is placed. At the top of the screen, is where the chaser is seated, and at the bottom, the contestant playing and presenter stand. On the board, it shows how far away from home/chaser the contestant are with the money they are playing for.

Catchphrase:

The audience is placed behind the camera, but depending on the angle of the camera, the audience can be seen. In the centre of the staging area, on the wall, is a large screen which plays the animated catchphrase video. On the left side of that screen is where the presenter (Stephen Mulhern) will stand and host the programme. On the right side of the screen, three stands are set up next to each other, where the contestant will stand behind. The stand tell you their names, and how many lives out of three that they have.

<input checked="" type="checkbox"/> My Work Check	<input checked="" type="checkbox"/> My Knowledge Bank	What I need to remember: POINTS, FACTS, WORDS	<input checked="" type="checkbox"/> My Feedback & Progress	What went well? My achievements	<input checked="" type="checkbox"/> My Targets	Even better if (EBB) & challenge questions
<input type="checkbox"/> Spelling <input type="checkbox"/> Punctuation <input type="checkbox"/> Grammar	Really do you think that the audience is hidden? What about is the set for the chase? What is the set like? How is it built in the show?					

1 Crystal - Pointless

- Presenter = Alexander Armstrong
- Who takes part = member of public who are in teams of three ^{knows} ~~know~~
- Each one
- Rules = 100 people are given questions that will be asked to the winner on show. Contestants then answer some points are then given. And the people with the less amount of points can move onto the next round? used as a mighty for contestants

2 Crystal - Pointless

- Presenter = Ben Shephard, Rachel Tunney and Chris Kenner
- Who takes part = member of the public
- Rules = each contestants is timed as they go through a series of checks to get to the finish

Similarities = host audience public take part game shows
Competition, cash prizes, small part of comedy, on at dinner time

Differences = Now UK more than one host, timing in crowd one =
Position one = mental, 2 = teams different rules, way of play,
Participants teams know each other

3 crystal - pointless

- Set = British and Sinner of light
- Rule = mysterious not knowing what questions will come next and what the crystals are
- Score amounts of light = Fun / Sets within episodes

4 crystal - pointless

- Set = Bright and colorful
- = exciting, entertainment, funny, competitive

5 crystal - pointless

- Setting = Ball with lots of light
- Options = hosts important and change contest - plan and not even

My Work Check

- Sp Spelling
- P Punctuation
- Grammar

My Knowledge Bank What I need to remember: POINTS, FACTS, WORDS

What's the design - where is each show filmed?
How long is the set? Is there a dresscode?
What's the theme? Where do contestants stand?
Where is the presenter stand?

My Feedback & Progress What went well? My achievements

My Targets Even better? (EBB) & challenge questions

Research Zone - Pointless + Chase

Presented by Alexander Armstrong and Richard Osman.

Random members of the public take part and sometimes there are celebrity specials

A survey is given to 100 people in the UK to win the jackpot the contestants have to give an answer none of the 100 people gave in each round if a contestant answers with a pointless answer a bonus £250 will be added to the jackpot

The Chase is presented by Bradley Walsh.

Random members of the public play against the professional quizzers.

A team of four contestants make a team against the professional quizzers. The chaser has individual chases with each player and they must catch them out. If the contestant gets answers correct more money is added to the prize fund. The money gained by individual chasers is only added if the contestant beats the chaser. If the contestant beats the chaser they go to the final to compete for their share of money.

In both 'Pointless' and 'The Chase' random members of the public are the game show contestants. Both game shows also hold celebrity specials. In 'Pointless' the answers are posed to 100 people before hand, however in 'The Chase' they are not. In 'The Chase' when the chaser incorrectly answers the contestant is given the opportunity to give the answer. If correctly answered the 'Chaser' is pushed back. In 'Pointless' the idea is to achieve the lowest score so they can go on to next round. If the contestant answers with a 'pointless' answer the jackpot sum will be raised by £250 and similarly on 'The Chase'. Both shows have teams - 'Pointless' works in pairs and 'The Chase' is played in a group of four against the chaser.

All game shows have presenters to pose the questions to the contestants. There is usually a prize for the winners of the game. Most shows will at some point have celebrity specials which draws in a larger audience giving the show more popularity. All game shows begin with a certain amount of contestants and after each challenge more get eliminated. There is always an element of competition. The contestants usually play in groups, pairs or individually.

My Work Check

- Sp Spelling
- P Punctuation
- Grammar

My Knowledge Bank What I need to remember: POINTS, FACTS, WORDS

My Feedback & Progress What went well? My achievements

My Targets Even better? (EBB) & challenge questions