



GAME SHOWS

PASS ME THAT WORD

When Communication Is the Challenge

THEY improv: Love the Players - Love the Games

THEY improv was greatly influenced by the need for communication between people verbally and non-verbally. No show brought this out better than *Password*. On the show, one person is given a word that they have to relate to the other person. They can only use one word and inflection to get across the idea. That person then guesses. A second team continues and they heard the previous clue. It goes back and forth until someone gets it right.

This is recreated with audience members. It is a lot of fun for family members as well as a training mix for salespeople, etc. from companies. They learn more about communication and presentation skills while enjoying themselves. After all, the best way to learn and retain information is to enjoy the circumstances that the information is presented.

This TV show was very low-tech. This is better for events because it is about the people and not the equipment. We tend to make it more about the game rather than the high-tech elements from any show and that also reduces the likelihood of any tech problems during the event.

The paired off version tends to be more intimate, so is typically better suited for smaller groups.

A regular show would run about 30-45 minutes.

Charades:

We have a Charades Version where instead of a word they play charades. The basis, is given ahead of time...movie 3 words, for example. They can indicate which word they're trying for and give their clue. They can't verify or deny that they got that word correct or not.

This runs closer to 30-45 minutes.

Humming Idol:

We have a Humming Idol Version where someone attempts to hum a few bars of a song to relate the song. No words allowed! It's kind of like playing Name That Tune but without a quality musician involved!

Table Version:

Any of the above can be done as a table version. Someone is brought up, possibly a key figure or it could be different people over time trying to relate something to their own table. In the case of a key figure, tables can guess after a clue and get it wrong or right. If wrong, they have to skip a clue before they can answer again. With a person from a table, their table guesses first and then other tables can try to steal.

We could give some bonus points for truly funny answers!

The Table Versions tend to run 60-90 minutes but can easily be shortened if you wish.

Contact **THEY improv** to find Game Show options for your group
Email info@THEYimprov.com or call (866) 219-4386