

Game Show Music Placement Analyzer

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The Learnertainment® Trainer

Use this Matrix to aid you in selecting music to enhance your game.

When introducing the game

Your Musical Selection:

Does the music you want to use...

Suggest high energy?

YES

☐

NO

☐

Hype the activity?

☐☐

Align to the subject matter?

☐☐

When displaying prizes to be won

Your Musical Selection:

Does the music you want to use...

Have a light, up-tempo feel?

YES

☐

NO

☐

Have no vocals?

☐☐

Recede into the background?

☐☐

When calling for volunteers and introducing game show players

Your Musical Selection:

Does the music you want to use...

Suggest high energy?

YES

☐

NO

☐

Create a sense of movement?

☐☐

Create a sense of excitement?

☐☐

When asking game show players questions

Your Musical Selection:

Does the music you want to use...

Have no vocals?

YES

☐

NO

☐

Heighten tension?

☐☐

Recede into the background?

☐☐

While waiting for players to answer questions within a time limit

Your Musical Selection:

		YES	NO
Does the music you want to use...	Play in short segments?	<input type="checkbox"/>	<input type="checkbox"/>
	Match the timed length required?	<input type="checkbox"/>	<input type="checkbox"/>
	Have no vocals?	<input type="checkbox"/>	<input type="checkbox"/>

While conducting lightning rounds

Your Musical Selection:

		YES	NO
Does the music you want to use...	Play in short musical segments?	<input type="checkbox"/>	<input type="checkbox"/>
	Keep the energy level focused?	<input type="checkbox"/>	<input type="checkbox"/>
	Push the momentum forward?	<input type="checkbox"/>	<input type="checkbox"/>

While thanking the players for playing

Your Musical Selection:

		YES	NO
Does the music you want to use...	Suggest high energy?	<input type="checkbox"/>	<input type="checkbox"/>
	Align with the player introduction music?	<input type="checkbox"/>	<input type="checkbox"/>
	Create a sense of movement?	<input type="checkbox"/>	<input type="checkbox"/>

While concluding the activity

Your Musical Selection:

		YES	NO
Does the music you want to use...	Suggest high energy?	<input type="checkbox"/>	<input type="checkbox"/>
	Relate to the subject matter?	<input type="checkbox"/>	<input type="checkbox"/>
	Conclude on a positive note?	<input type="checkbox"/>	<input type="checkbox"/>

Total score
(24 maximum)

The higher the Yes column score, the more effective the music placement will be.

This template is inspired by information found in the Lenn Millbower's book *Show Biz Training* (AMACOM, 2003). All rights reserved.