





**Activity**

For each game show subgenre listed, find examples of each game show. What audience pleasures are offered in each type of game show? How does the mise-en-scène, lighting, or music reflect these pleasures

Sub-genre	Conventions	Examples	Audience Pleasures	Mise-en-scène, lighting, music
Activity orientated	Premise is focused on the completion of physical challenges or tasks. Contestants either work in teams or individually. Commentators will often guide audiences through the action and establish a narrative.	Total Wipeout The Cube Ninja Warrior The Crystal Maze	Intensity Energy	
Dating	Contestants compete to win a date and find a new partner. Usually broadcast on early evening weekend slots. There will be an element of comedy/innuendo.	Dinner Date Dating in the Dark Take Me Out	???	
Panel games	The host and two panels will answer questions about various topics. Often, the panellists will have team captains who are the same each week. Panellists will be celebrities, athletes, politicians, comedians, etc. The type of panellist will depend on the topic of the show.	QI Have I Got News For You Mock the Week A Question of Sport	Information Entertainment	
Puzzle-orientated	Contestants solve range of puzzles throughout the show. Skills needed are mental rather than physical. Puzzles are number/word/logic/knowledge based. There is less comedy in these game shows, as contestants and audience concentrate on solving puzzles. The presenter/host will offer some light hearted relief at points.	Countdown Only Connect Catchphrase	???	
Quiz	Contestants work individually or as part of teams to answer various questions. Topics can be wide ranging,	Mastermind Eggheads University Challenge Pointless Don't Forget the Lyrics Family Fortunes	Community Information	
Challenge	A combination of puzzle, activity orientated, and quiz sub-genres is combined in this type of game show. Contestants are not specialised in one particular skill and tasks are less difficult. Audience participation is encouraged by the presenter, and high levels of drama are created through music, lighting, or the language used by the presenter.	The Edge Tipping Point Corycats Deal or No Deal	???	

**Ideologies**

Although the primary function of the game show is to entertain, we can also consider the ideologies that the narratives and premise of these programmes establish for the audience. A convention common to all game shows is the aim of winning, whether it is cash, physical prizes such as a luxury car, or perhaps a holiday. So, the focus is to win 'something' that would usually be beyond the economic means of the contestant. As such, we see that contemporary game shows are perpetuating a **consumerist ideology**, the values that buying and possessing 'stuff' is good, and should be an aspiration for the audience to own such luxury items being won by the contestants. This incentivised narrative that is common to all game shows could also reinforce **individualism**, where the audience see the contestant as solely responsible for their successes or failures.

**Activity**

Watch a range of different game shows from different institutions that are aimed at different demographics. How do the prizes differ according to the institution or demographic? Complete the table to help with your analysis.

<i>Game show + Institution + Demographic</i>	<i>Prize—what does this reveal about the institution/ demographic?</i>	<i>What values are established as a result? Give an example of consumerism/ individualism.</i>
<i>Countdown, Channel 4</i>		
<i>Mastermind, BBC2</i>		
<i>Tipping Point, ITV</i>		
<i>Eggheads, BBC2</i>		
<i>The Edge, BBC1</i>		