

TECH THEATRE GAMES

One thing our student chapter at UW-Eau Claire had done is created a "light twister" board. We set up a number of lights (16 usually) and shutter them down to little squares then I created a spinner with the colors and the hand or foot used to try to reach the color. This isn't overly tech I know because it only involves a few people during set up, but one thing I've wanted to do for a while and not had the time yet is to hang multiple lights that are shuttered to the same area and while the game is going on change the colors through use of color theory and make people try to keep up with the changes and the spinner(that'll keep the players on their toes).

No matter what you do make it fun and be sure to post games you've come up with, I'm always looking for new student chapter banquet games.

Divide into teams and design a board stretcher. The most creative solution gets a Rube Goldberg award (or a "Mousetrap" game, if you can find one on eBay).

Have them develop some new theater oriented practical jokes. Having people wash gel is passé. Although, if anyone knows where I can lay my hands on some old gelatin gels, let me know. How many out there are old enough to have dissolved a gel on their first day on the high school tech staff?

Have a mystery or treasure hunt (hunt for the "royal screws"- oops, high school students, you might want to choose a different treasure) that involves them in traveling through all the spaces in the theater (leave clues- piece of hardware, part of a light, jar of make-up- in each space that lead them to another room or area). More fun than the usual "guided tour".

Tech Tac Toe: Participants are given a 3x3 grid with the names of different tools/pieces of hardware on the grid. They have to dig through a big road case to find the correct pieces to place on a large grid that is painted on the ground.

Give them a simple lighting plot. Time how long it takes to get it hung and circuited. Points are deducted for inaccuracies.

Give them a stage plot. Time how long it takes them to spike it out, given only the centre line.

Set them down at a lighting console in a theatre with a basic plot hung. Give them the paperwork, have them program a chase or other dynamic effect. Judge based on originality, coolness, etc.