

# Podcast Builder Game

## How to Play the Game

- The host invites 2-4 guests to create 10 design requirements (5-10 minutes).
- Each of the guests spends some time creating a rough podcast idea (5-10 minutes).
- Everyone shares their rough podcast idea with the host asking clarifying questions.
- Everyone then explores each other's creation (Pros/Cons, Open Forum).
- If there needs to be a winner, the host, the guests, or the audience decides.

## Rules of the Game

### #1 – Roll dice to determine their TEN Podcast Design Requirements

- The Host rolls (1D20, 1D10, 1D6) to determine the 10 podcast design requirements.

### #2 – With the Requirements, take 5-10 minutes to develop a PODCAST PROTOTYPE:

- Provide Detail to each Requirement
- Define Their Topic
- Define Their Target Listener

### #3 – Give your Podcast a NAME:

- This podcast is called...

### #4 – Guests present their PODCAST PROTOTYPE high-level WHY Statement/Synopsis:

- What is this show about (high-level)?
- Who's it for (target audience)?
- Why should we care (hook)?

### #5 – Guests present what their very first episode and season would be:

- Episode #1 is called...
- After a full season you will know...

## Deciding the Winner (Draft)

- One of the hosts is the judge and the winner is decided at the end.
- Everyone on the show decides who wins and the winner is decided at the end.
- The audience decides which podcast prototype is the winner based on Social Media and Email feedback with the winner announced on Bonus Content

## Round #1 – Define My Deep Well of Inspiration

Where does my idea come from? (1D6)

1. Thoughts
2. Passions/Dreams
3. Stories
4. Expertise
5. Revelations
6. Discoveries

## Round #2 – Define My Knowledge Domain

What domain could this idea be grounded in? (1D6)

1. **Defined/Declarative Knowledge (To Know)** – Facts/Terminology, Understand Trends/Histories, Use Sequences, Uses Classifications/Categories, Defines Principles, Generalizations, Theories, and Structures
2. **Learned/Procedural Knowledge (To Value)** – Lessons Learned from Experience, Demonstrations, Examples, Prescriptive/Step-by-Step Instruction/Tasks, Evidence obtained from Applied Information, Adhere to Criteria, and Observation.
3. **Meta/Strategic Knowledge (Metacognitive Knowledge) (To Act)** – Creativity and Innovation, Problem-Solving and Critical Thinking, Planning/Use of Techniques, Employ Translations/Interpretations, Analyze Elements, Abstract Relationships, Emerging Principles,
4. **Humanistic/Self-Knowledge (To Value)** – Life/Job Skills, Ethical/Emotional Awareness, Self-Assessments, Self-Beliefs, Attitudes/Discipline, Feedback, Society/Cultural Competence, Value
5. **Detailed/Tacit Knowledge (To Act)** – Communication and Collaboration, Creates Idea Links, Explores Novel Situations, Experiments, Questions Outliers, Engages Reflection, Works with Ambiguity/Incomplete Information
6. **Foundational/Integrated Knowledge (To Know)** – Core Content, Creates New Interpretations, Cross-Disciplinary Knowledge Structures, Applies Novel Situations, Uses New Strategies

### Round #3 – Define My Topic Category

Where does my audience live? (1D20)

1. Arts	11. Music
2. Business	12. News
3. Comedy	13. Religion & Spirituality
4. Education	14. Science
5. Fiction	15. Society & Culture
6. Government	16. Sports
7. History	17. Technology
8. Health & Fitness	18. True Crime
9. Kids & Family	19. TV & Film
10. Leisure	20. Space

### Round #4 – Define My Topic Sub-Category

What perspective could I have that could define my niche? (1D10)

1. Concentration on Work/Jobs/Occupations
2. Concentration on Life/Death/Dealings/Struggles/Emotion
3. Concentration on Hobbies/Fun-Time/Happiness
4. Concentration on Events/Actions/Competitions
5. Concentration on Art/Music/Humanities/Stories
6. Concentration on Markets/Trades/Connections
7. Concentration on Building/Creations/Innovations
8. Concentration on Science/STEM/Universe/Awareness
9. Concentration on Humanistic/Medicine/Body/Living
10. Concentration on Problem Solving/Skills/Competence

### Round #5 – Define My Talent Expectations

What kind of Talent will I use? (1D6)

1. Solo Hosted
2. Solo Hosted
3. Co-Hosted
4. Co-Hosted
5. Hostful/Cast Hosted
6. Hostful/Cast Hosted

## Round #6 – Define My Guest Tolerance

What kind of Talent will I use? (1D6)

1. With Some Guests
2. With Some Guests
3. Without Guests
4. Without Guests
5. With All Guests
6. With All Guests

## Round #7 – Define My Style Constraints

What will my style constraints include? (1D6)

1. Using Catch Phrase(s)
2. Commercials First
3. Being Informal/Lively
4. Being Formal/Serious
5. Using Segments/Breaks
6. Using Language (Explicit/Slang)

## Round #8 – Define My Delivery Constraints

What will my delivery constraints include? (1D6)

1. Soft Intro
2. Short Runtime
3. Long Runtime
4. Contrasting Tone/Mood
5. Hard Intro
6. No Music

## Round #9 – Define My Bias

What specific point-of-view (POS) will I take? (1D6)

1. Taking No Sides/Just the Facts
2. Picking the Majority Side
3. Picking the Minority Side
4. Always Being Optimistic/Trusting
5. Always Being Cynical/Suspicious
6. Being Fair and Balanced

## **Round #10 – Define My Approach**

**What specific approach will I take? (1D6)**

1. Lots of Lists
2. Breakdown of 5 Whys
3. Pro/Con
4. Processes
5. Free Form
6. Hacks