

ABSTRACT

Idea & concept for SME Move Mining - Anthony A. Gallegos, November 2017

Welcome to "Not From a Mine" Gameshow!

This gameshow could be presented as an animated cartoon or as a live on-stage presentation with a Master of Ceremonies (MC) + cooperative volunteer of the audience.

This gameshow is like the game where a person puts a blanket over their head and then they are asked to get rid of one thing they would not be wearing on the beach. In this move-mining gameshow the contestant is asked to give up something that came from a mine (or has a component that came from a mine) from behind a screen. The contestant is repeatedly asked to give up an item and identify the importance of the item in their lives (very important, sort of important, and not important).

Stage props for the live version would include a large and colorful game show sign, a podium and microphone for the MC, display tables, and a standing dressing room partition to provide privacy for the contestant. The same stage props would appear in the cartoon version with some embellishment of the background for the studio audience. In the cartoon version each item which came from a mine the contestant provides would go to an exploded version of the item with the various components identified as coming from a mine or other source. Think of those diagrams which show all the parts in a fine Swiss watch and how they fit together.

At the end of the game the contestant is eventually in stocking feet or barefoot wearing basic clothing (pants and shirt, or cartoon underwear) standing behind the screen. To conclude the game the MC comments on the number of items in the three categories and remarks that most of the items are in the "Very Important" category. The MC asks the contestant if they realized how many very important items came from a mine or contain materials that came from a mine. The contestant responds "I had no idea all these things I use involved materials from a mine." The MC then continues to end the game.