

TOP SEED PRODUCTIONS PRESENTS

COLLEGE SHOWS 2020-21

We Create Top Tier Interactive Zoom Entertainment for Colleges and Universities

From The Team That Brought You PLAYFAIR



Matt Weinstein

Matt Weinstein is the founder and Emperor of the Playfair organization. Matt was elected to the Professional Speakers Hall of Fame by the National Speakers Association, and he is the author of the business best-sellers *Managing To Have Fun* and *Work Like Your Dog*.

Reko Moreno

Reko Moreno is Storyteller and Entrepreneur; his latest project, a docuseries on the world of combat sports, premiered on The El Rey Network and can now be seen worldwide on different streaming apps. His mission is to tell stories that inspire, create a sense of community, all while being inclusive.



WE ARE Top Seed Productions



Fran de Leon

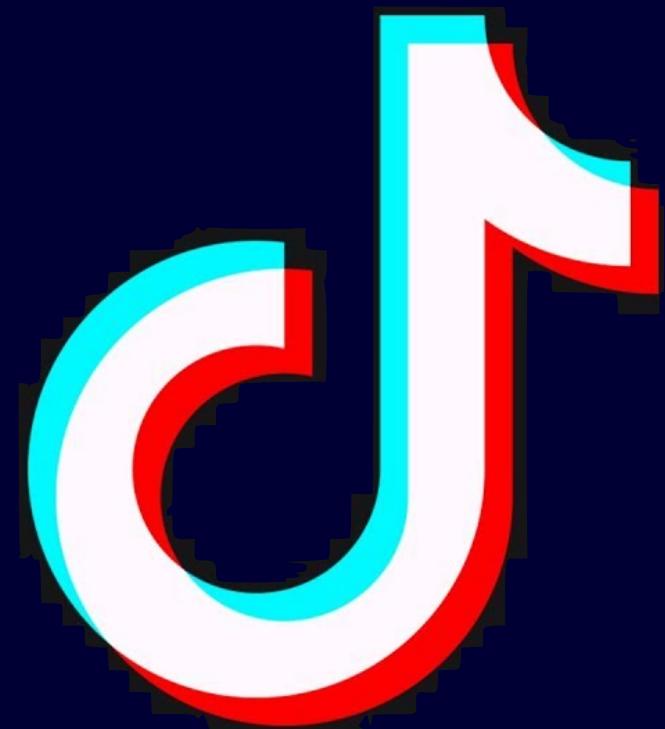
Artistic Director of Will & Company, and Director of Training for Playfair, Inc. She has toured colleges and corporate events in 49 states with her one-person show, *Faces of America*, including performances for the United Nations Association in both Los Angeles and New York



JW James

JW is an award-winning game designer and performer. His escape games have won a Golden Key Award and have also been a finalist for Most Innovative Escape Game in the country. As a professional actor you may have seen him on Parks & Rec, CSI or dozens of commercials.

Let's find the campus social media stars!



Students become stars when they show off their social media chops to the campus.

We zoom their most viewed tik-toks and instas along with a Q&A. The students are then polled to see if the contestant should go on to the next stage.

They don't have to participate as a contestant, but they can certainly still vote for their favorites!

The winner of a show can appear on the next show to defend their title.



TAGS: COMMUNITY BUILDING, FUN, FUNNY, COMPETITIVE

15 MINUTES OF FAME

1 HOUR

A Zoom *Interactive Interview Show*

The Host sets the tone for what will certainly be a revealing evening. Through unique mechanics, we give the platform to the students, designing the conversation around Q&A's, polling the audience and giving them control over what comes next.

The students are treated like movie stars in an interview, the anonymous polls ask what they really want to know, revealing interactions give them an insight into their peer's experiences, and we even give them the ability to ask the questions.

“What is your happiest memory from childhood?”

Poll: Are you currently in love?

The students nominate who answers this question

“What is the most difficult thing you've accomplished?”

Who is currently on campus, off campus or way off campus? Tell us about it.

You are going to write the next question!

Poll: Have you ever cheated in a relationship?

TAGS: COMMUNITY BUILDING, FUN, REVEALING, SPOTLIGHTING

ASK ME ANYTHING

1 HOUR

The commons room isn't being used these days, so let's take it virtual!

This two and a half-hour show offers foreground entertainment that slides to the background throughout the night. Fifteen minute VIBE sessions give the feeling of being in a common room, but the host is curating every minute of the experience.

Innovative games punctuate the night bringing everyone's focus back onto each other.

Students walk away knowing a lot about a few people and a few things about everybody.

TAGS: ENTERTAINING, FUNNY, CURATED HANG, REVEALING

SAMPLE GAMES

TRUTH OR DARE

Questions and Dares from the students (curated by the host, of course) encourage interesting revelations and acts of courage

I SPY

The classic kid's game entertains by giving the students an opportunity to slow down and really look at each other

FRIENDS

Are these people friends? Or are they just trying to fool us?

DEEP QUESTION

If you feel like answering a deep question and possibly revealing something about yourself....raise your virtual hand. Let's get real deep, real quick.

TEN QUESTIONS

A student thinks of an object in their room, can we guess it by asking only 10 yes/no questions?

VIRTUAL COMMONS

2.5 HOURS

Can you become a friend in sixty seconds?

This hour long show utilizes breakout rooms to give students the opportunity to break the ice quickly and easily. Some students even get to showcase their friend potential in front of everyone.

Through a series of unique games and “designed conversations” the students get to know each other by virtually jumping in and out of groups. These small groups offer quality interactions with nearly two dozen classmates over the course of the show.

A friend (or two) are sure to be found.

TAGS: COMMUNITY BUILDING, FUN, REVEALING

SPEED FRIENDING

1 HOUR

SAMPLE INTERACTIONS

COMMON INTERESTS

This warm-up interaction challenges students to find common interests as quickly as possible

TWO MINUTE STORY

Let's share an interesting story. What do you find interesting?

FIRST WORD THAT COMES TO MIND

What's on your mind? Literally.

OBSTACLE AHEAD!

We know most people's first instinct when you disagree with a stranger. Now let's see if you can still make a friend even with an obstacle.

Are your classmates lying to you? Let's find out.



Face touching...voice change...nervousness...we know some of the signs of lying. But there are even more subtle indications of being a big fat liar. And you are about to see them in action. In fact, your classmates will attempt to fool you as you “Sherlock” your way to the truth.

Students pop into smaller groups to practice their lie detection skills. We then spotlight volunteers who attempt to conceal, bluff and outright lie to the entire group. Will you be able to Catch the Liar?

TAGS: FUN, REVEALING, BONDING

CATCH THE LIAR

1 HOUR