

Virtual Name That Tune!

Whether you pick the 70s, 80s, 90s, or 21st Century, strike a chord with your competitive group and put their knowledge of their favorite tunes and artists to the test, with **Virtual Name that Tune!**

With state of the art gaming and our engaging and interactive professional hosts, your group will experience a full participant, full engagement, interactive game show. All participants play the game on their apple or android device. With a mix of multiple-choice, true/false, and fill in the blank trivia questions, the faster participants respond correctly, the more points they earn!

Our interactive host will welcome the group, introduce the game, categories, and scoring. Players will choose a name that will appear on the scoreboard and the main screen when they are the fastest to answer. Then the group competes in rounds of music-related categories to earn as many points as possible.

In addition to the classic "Name that Tune" based on song clips, players will be tasked to answer trivia questions about music based on both decade and genre. Using album art or early and rarely-seen photos of bands and singers, teams may need to identify the artist. By the setlist alone, they will need to identify the band or singer. All those who like to belt out the chorus in the shower will get their chance to shine with challenges to finish a lyric, or identify a song by commonly misheard lyrics. And, you can customize your program to your group's favorite musical decade from the '70s to now!

In a fun and energetic battle, participants' knowledge of their favorite tunes and musicians will be tested. As participants attempt to be quickest, we encourage the "excuse exchanges" that are inevitable. This banter between participants builds upon the game show feel and adds to the team camaraderie. Your group will laugh - and maybe even sing - their way through this high energy event!

Check out our [Holiday Game Shows](#) for a fun and festive edition of this program!

Clients Talk About this Program

"We enjoyed the Virtual Game Show format. It was very organized. We did **Virtual Name That Tune** and had a really fun time. The best part was when we used Kahoot to arrange albums in the order in which they were released. College students from Adelphi University use Kahoot very frequently. We rated our Game Show Host a 5 out of 5 and would love another virtual Game Show to get us excited and switch up the platform."

Adam - [Adelphi University](#)

Program Details

Group Size:

30 to 1,000+

Team Size:

N/A

Program Length:

60 to 75 minutes

Space Requirement

N/A

Setting:

Indoor

Physicality:

Low

Program Elements

- ✓ Friendly Competition
- ✓ Fun & Engaging Interaction
- ✓ Relationship Building & Networking