

twitter



Meet That Tweet

The Ultimate Problem Solving Game

- Goal:** The goal of this game is to provide an opportunity for attendees and exhibitors to interact on the trade show floor in a comfortable manner.
- Rules:**
- 1) Using a Twitter hash tag, attendees will be split up into groups.
 - 2) The first time allotment of the game will start with 10 questions that will be given to each group.
 - 3) The questions and answers will come from the participating sponsors.
 - 4) With each group of questions there will be a certain amount of time allotted to complete the questions.
 - 5) Once the questions have been completed they will need to be submitted via their groups' Twitter hash tag to the controller.
 - 6) For the attendees that do not have access to a mobile Twitter account, they will either be paired with someone who does or will receive a handout that will be turned into the controller.
 - 7) After each time allotment the controller will tally the results and post the winning group(s) via Twitter.
 - 8) The winning teams will split their cash prizes, which will be distributed after the game has come to an end.
- Roles:** Attendees and Exhibitors
- Challenge:** The challenge presented is to allow exhibitors to share information with attendees in an unobtrusive and interesting way.
- Increasing Difficulty:** The three things that will increase in difficulty during this game will be:
- 1) The type of questions
 - 2) Decreased time to complete questions
 - 3) Increased amount of questions
- Rewards:** There will be a cash prize for the attendees, which will be provided by the sponsors (who will be charged for participating in the game).
- There is potential for the amount of money to increase as the game progresses.