

QUIZSYSTEMS

Guide to Quiz System design

Overview

This document is intended primarily as a client guide and is meant to assist with the decision making process associated with specifying a quiz system. *N.B. Hyperlinks (to www.quizsystems.co.uk) are included throughout.*

Contestant Desks

Although, from an equipment hire point of view, this may seem a strange place to start, the type of furniture that is being proposed for the contestants to stand at or sit behind is, in fact, key to the subsequent choice of hardware.

If a simple clothed venue/hotel table is the 'desk' of choice (and it's certainly the cheapest option) then this obviously rules out employing any quiz buzzer button that requires holes through the desk. It also means that any lights cannot be screwed to the front side facing the audience (as there is nothing solid to fix anything to).



With this in mind, the above picture shows one of the simplest possible scenarios, (assuming that lights are even required of course!) and features our QuizClassic buzzer button boxes with QuizSwitchLamp lights (on table stands).

If this too utilitarian (or indeed mains lights are the order of the day) then we offer two further 'stock' solutions (i.e. without resorting to custom-built desks). These are as follows...



Firstly, shown above, are three QuizLight18 light boxes positioned on top of three masking troughs. The troughs are available in 610mm (2') wide sections with additional 100mm (4") spacers if required. As you can see, this effectively masks the desk surface and cabling.

We have used this approach successfully on jobs where the venue tables are of a high enough quality that they do not need tablecloths at all (as per this link), although there is some argument that a cloth should still be used, as it provides a degree of modesty.

Secondly, and moving up a level (in terms of aesthetic appearance) we offer modular table surrounds made up from 650mm wide front panels and 800mm returns.

These modular bolt-together panels are designed to surround (and completely mask) a venue table.



Available in two heights (to suit either seated or standing contestants) we can cover these in felt or suede to a colour of your choice. The front panels have cutouts for a variety of our lights/displays (which are effectively hidden by the felt if not required).

Of course, the ultimate contestant desks are bespoke.



Custom furniture is never cheap, but it does allow you to construct scenic items that perfectly match with the environment, as well as accommodating monitors and cabling seamlessly. While this is the best look, it does come at a cost that may not be justifiable in the budget.

Finally, before moving on from contestant desks, we should consider those applications requiring each contestant to stand at their own podium (or indeed without any stage furniture at all).



Above are a couple examples of illuminated lecterns that are available for rental (with the lights typically controlled via a QuizRelay). Also shown is a QuizSwitchLamp (mounted on a short scaff tube) in order to create a stand-alone, pole-mounted single switch (note this is achieved using a scaff-tube adaptor).

Contestant 'Buzzer' Buttons

Single switch units

If you only need a single buzzer button (i.e. you don't need multiple choice question support), we have four suitable items.



Shown on the left above is our most popular unit, a QuizClassic. This is, in essence, a single buzzer button in a box. Connections are to the rear or underneath.

The other three 'stock' items we carry are all cabled switches (which would typically be connected to/controlled by a QuizSolo). Left to right we have...

A QuizPalmSwitch - a really BIG (4" dia) LED illuminated buzzer button, ideal for multi-player team use.

A QuizCableSwitch - a discreet hand-held buzzer button that is ideal for use without stage furniture.

A QuizSwitchLamp - a flexible player buzzer button. Shown here with a wired cable base, this item can also be bolted directly to a desk/table (i.e. with the base removed), which makes it ideal for in-vision applications.

Multi-switch units

Units with more than one switch/buzzer button allow for games that are multiple-choice.



We have two multi-switch products as shown above.

On the left is a [QuizPlus](#), which is an enhanced [QuizClassic](#). This unit allows not only for rapid, quick-fire rounds but also for scenarios based on A/B/C/D selection (it also has a back-lit display for user prompts).

Note that it's possible to mix this unit with our [QuizClassic](#), (as say the middle box on a team of three) thus allowing maybe a team-wide A/B/C/D question round, whilst still allowing everyone to participate individually in quick-fire rounds.

On the right of the picture is a [QuizSwitch4](#), which can be used either on a desktop (as shown) or wall-mounted (typically under a 15" monitor). This is well suited to an exhibition style environment (on a stand with walk-up displays etc). This unit requires a [QuizSolo](#) for control.

Contestant Lights and Displays

Note that you don't have to have any light at all (if you don't want one) and that, if required, all our units can function equally well as a team indicator (i.e. one light for several players) or as individual contestant displays.

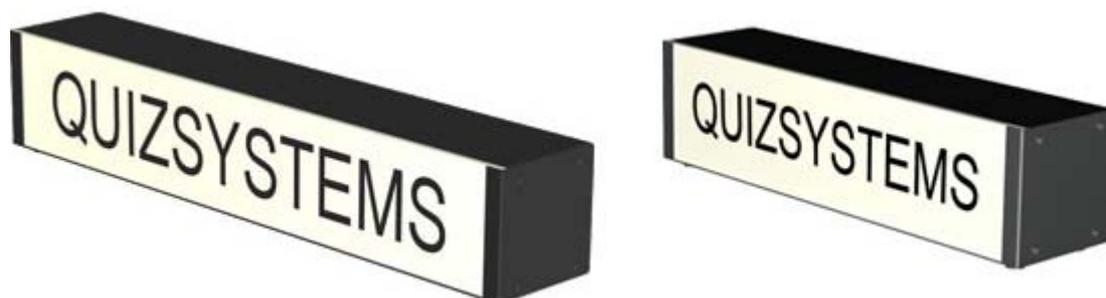
The simplest (and most cost effective) light unit we offer is a [QuizSwitchLamp](#). This product (shown without any adaptor in the middle below) has 19 super-bright LEDs.



This item requires no power supply (each light is plugged into its adjacent player box), making cabling very easy.

To assist with mounting we offer a table-stand (shown on the left) and a key-hole adaptor (shown on the right). Alternatively the unit can be bolted to any vertical face.

The next two lights to consider are our mains-powered light-boxes, namely a QuizLight18 and a QuizLight12.



These two units are identical except in length (the name comes from architectural tube size - 18" or 12"). The switched mains power required for these items can be derived either from a QuizRelay or a QuizSolo.

Assuming (and this can be a big assumption!) that you will know in advance who your contestants are (because there is a short lead time on graphics production for the opal Perspex fronts), these are an excellent choice.

If you need flexibility with regard to content or simply want a more 'digital' look, we have two LED displays.



A QuizDisplay16 is a sixteen-character 50mm (2") high LED display, primarily designed to show player names. Note that, if required, this unit can change names 'live', enabling different teams to be brought to the stage in a contest with several back-to-back rounds.

A QuizDisplay4 is the four-character version of the same display, primarily intended as a scoreboard (more of which later). It can also show reaction times, local multiple-choice selections and act as a 'winner' light.



Finally in this section (leaving aside any illuminated staging items that you may want to light up as contestant lights e.g. the lecterns covered earlier), we offer various PC based Displays.

Shown here is one of our 12.1" TFT monitors (fed from a PC).

Quiz Master Displays and Controls

Most shows require 'who buzzed first' feedback to the host or 'Quiz Master' together with the ability to manage rounds/scores and other system options. It's also sometimes useful to provide display information to a key member of the crew (say a showcaller or video director).



A QuizMasterDisplay (shown on the left above) provides 'who buzzed first' information, together with running team scores to anyone that requires it, while a QuizMaster (shown on the right), is a fully featured system control box (normally positioned backstage and operated by one of our technicians).

Scoring

Scoring is optional and always requires an operator.

Scores can be shown (if indeed a visible display is required) on a mixture of QuizDisplay4 (or 16) units (see earlier in this document), on monitors (perhaps mounted on the team desks) or can be projected onto the main conference screen(s). Scoring is also available on any QuizMasterDisplay (if required).

If monitors and/or screen projection is the chosen route, it is normal to have background graphic(s) that follows the theme of your event, which we display using a PC (or multiple PCs).

Backgrounds can be prepared in-house (i.e. by us) or by you. You can find out more about PC scoring, see a demo and download instructions for preparation of suitable graphics all from our website (follow the underlined PC scoring link).

Sound Effects

Several buzzer sounds are included as system sound effects, which are stored on a non-volatile audio chip within most of our main units (certainly in every QuizMaster for example).

If you require specific sound effects or need pre-recorded voiceovers or other audio cues, we can auto-trigger one of our Digicart hard-disc based audio recorders to provide these external sound effects.

Note that, in either case, you will need a P.A. system to amplify these sounds, which are output at line level via male XLR3 connectors. The system sounds are mono, while those from any Digicart are stereo.

Teams, Sections, Games and Rounds

Unlike every other quiz rental product we are aware of, because our system is modular, we can support multiple team scenarios with ease (e.g. 8x2, 2x4, 3x3, 4x4 etc). This is, of course, key functionality if you are providing integrated scoring (where points are awarded via the system on the basis of who buzzed) together with name/team display to the quizmaster and others.

In addition to team flexibility, we can also offer different sections within games. E.G. multiple-choice (from a range of scenarios), down-the-line, fastest-finger first (with time display) and several other options.

Multiple games (of varied sections) featuring different teams can be played, with the system auto-selecting who goes through to the next round(s) on the basis of highest scores.

From a quiz planning point of view, games built from a number of sections are not something to be undertaken lightly as they require significantly more time during pre-production (which obviously has a budgetary effect).

Please feel free to discuss your ideas with us, so we can develop the best achievable solution together.

Questions

For most events our clients like to prepare their own questions and, with most questions drawing heavily from product knowledge, this makes sound sense. After all, who knows more about your company than you?

Having said that, if you require us to write either general knowledge, topical or indeed questions researched on your behalf, we are happy to undertake this for you (subject to quotation).

Questions can be prepared either on cue cards or served from a database on a PC.

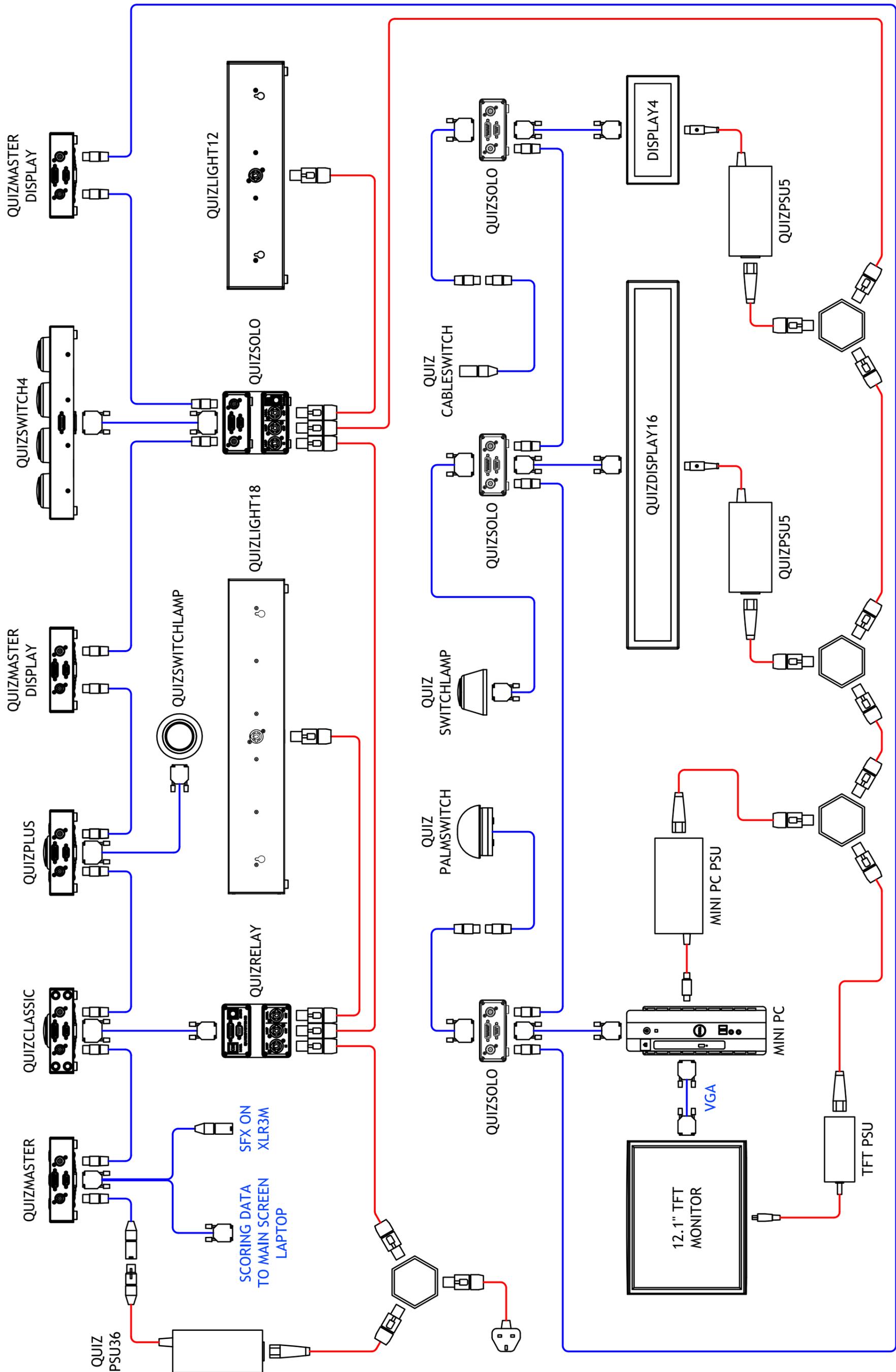
Contact Details

If you have any specific questions relating to the content of this document, please do not hesitate to call us.

QUIZSYSTEMS

(020) 8288 0246

Revision 1 - 8th August 2011



QUIZSYSTEMS		CONFIG:	6 PLAYERS (DEMO EXAMPLE ONLY)
OVERVIEW OF SYSTEM PATCHING		CONTROL:	BACKSTAGE QM / 2x ONSTAGE QMD
DRAWING:	QuizPatchSystem	LIGHTS:	VARIOUS OPTIONS
	BY: JW	SCORING:	QD4 / QD16 / PC DISPLAYS