Campus Feud Production Team

Agenda – February 5, 2004

1. Introductions
    a. PSNtv Executive Staff (if available)
    b. Icebreakers

2. Selection of an administrative assistant
    a. This person will take minutes during every regular meeting and later post them on ANGEL.

3. What the game's all about
    a. Watch the DVD of the August 1, 2003 performance of Freshmen Feud, so that those unfamiliar with the concept or who have not yet seen the disc have an idea how things have run in the past
    b. The future vs. the past – a new opportunity

4. Timetable
    a. Dates for practices – Depending on PSNtv studio schedule
    b. Dates for live shows - March 19 and (April 17 or April 23)
    c. Airdates

5. Immediate concerns
    a. What Jared Sorber is willing to work out with Late Night
    b. Fundraising ideas (Logistics and Fundraising Committee)

6. Committees – volunteer for and break into the following committees (see ANGEL for description):
    a. Advertising
    b. Stage Crew
    c. Polling
    d. Logistics and Fundraising
    e. Video production

7. Discussion on operation of the first several episodes (only included if time allows)
    a. Schedule a practice run before the first taping
    b. Contestant database and selection methods

8. Scheduling of future meetings
    a. Mondays or Thursdays?
    b. Frequency of meetings