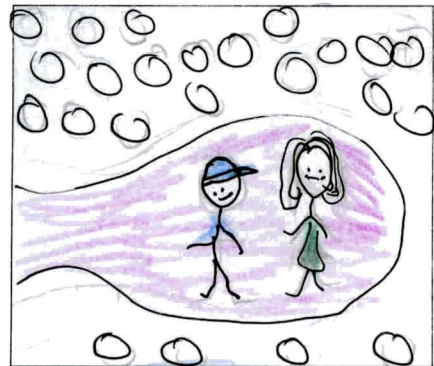




Shot number and length, camera angle and movement, edit

① High angle.
ELS panning, following two hosts as they run on to the stage, studio audience visible all around. 10 secs

Sound – music - dialogue

Title music fades to sound bed below ~~some~~ diegetic sound of audience clapping and cheering



Shot number and length, camera angle and movement, edit

② zoom in to CU on two hosts. Eye level.

10 secs

Sound – music – dialogue

Script - two hosts introduce selves



Shot number and length, camera angle and movement, edit

③ C.U. on host, zooming out to reveal the name of the Game Show. Eye level. 10 secs

Sound – music – dialogue

Script - Main host introduces the game, key motif from title music plays as she says the name 'Divergent'.



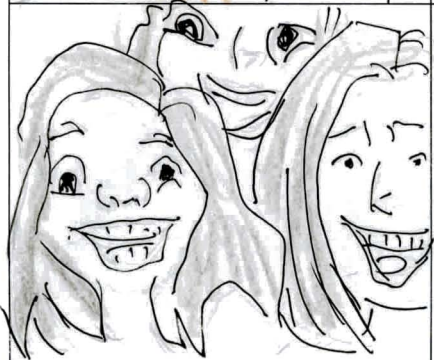
Shot number and length, camera angle and movement, edit

④ C.U. pan across team 1, eye level.

30 secs.

Sound – music – dialogue

Script - host introduces the first team, saying names + ages + which faction they represent



Shot number and length, camera angle and movement, edit

⑤ M.C.U. of Studio audience cheering for their friends; high angle shot.

3 secs

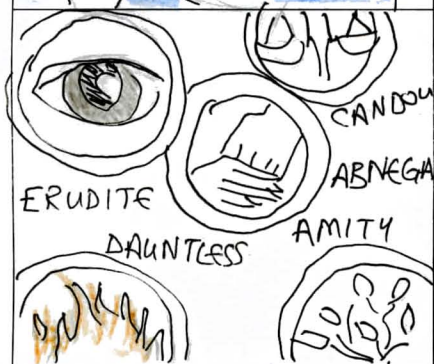
Sound – music – dialogue

Diegetic sound of cheering + clapping



Shot number and length, camera angle and movement, edit
 ⑥ Eye level, M.C.U. on 2nd host, as he introduces Round One
 cut to next shot. 1 min

Sound – music – dialogue
 Script – introduces Round One.
 "So who's going to play first? Will it be Sam for Amity or...."



Shot number and length, camera angle and movement, edit
 ⑦ CGI graphics of the factions + names, waiting to see which one will come up first.
 17 secs

Sound – music – dialogue
 Tense music.
 Non-diegetic.
 Uses motif from title music. Script continues as V.O.



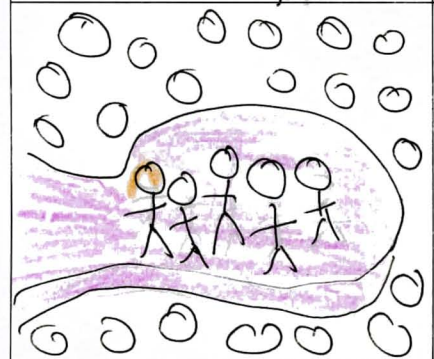
Shot number and length, camera angle and movement, edit
 ⑧ focus in on MCU of the team member playing for ERUDITE as she is first.
 3 secs

Sound – music – dialogue
 Tense music reaches a peak. V.O.
 Contestant screams as she is chosen.



Shot number and length, camera angle and movement, edit
 ⑨ High level M.S. of rest of team looking tense.
 cut to next shot. 5 secs

Sound – music – dialogue
 Voice over of host explaining what will happen to the rest of the team.
 Sound bed of tense music.



Shot number and length, camera angle and movement, edit
 ⑩ ELS of team on stage with studio audience
 5 secs

Sound – music – dialogue
 Diegetic sound of studio audience cheering.