

Readiness

Part of the point of this work is to get to the point where I can appear on Jeopardy and ideally do well. This breaks down into 3 stages

Readiness for the Jeopardy Anytime! Test

- Notes on the Anytime! Test
 - The test consists of 50 categories and 50 clues, and you will have 15 seconds to respond to each clue. The test takes approximately 13 minutes. You cannot restart.
 - You are presented with the answer and given a free text field to fill in the correct question. Answers are generally reviewed and credit is given for misspelling, but this is not guaranteed.
 - All categories and clues will be pulled from a large database of material. Users should expect a balanced assortment of Jeopardy! topics in the Anytime Test and the clues will be delivered in random order.
 - You can only take the test once in a 12-month period. Might need to find a way around this.
 - Possibly a way to exploit: If you start the Anytime Test and close the test window in the middle of the test, it will not be considered a test submission and your answers will not be saved. However, if you've already completed the registration form, you will not need to re-register when you return to take the test. Please note that once you see the test countdown, it will be considered an attempt, and you only have a limited number of attempts. You may not be given the same set of questions when you return to take the test.
- Since the test is 50 different categories, you need to have a very broad knowledge base. We should expect the user to be at least somewhat proficient in most categories.
- The general consensus is that the minimum threshold for passing the test is to get at least 35/50 answers correct. This is the bare minimum we should consider for overall proficiency for the test.
- True readiness should be much higher.
- We can likely go with the traditional letter grading system here based on the % of correct answers.
 - A = 90%+
 - B = 80%+
 - C = 70%+
 - D = 60%+
 - F = 59% and below

Readiness for the Audition

- Notes on the audition

- Audition space is limited. A random selection of applicants who have passed the online test will be employed, and invitations will be sent out until all available spots are filled.
- Auditions are currently taking place in two parts, both via video conference. In the first round, qualifiers will take a 50-question “in-person” online test (in the same format as the AnytimeTest). You may be contacted anytime within a year of taking this test (if you pass and are randomly selected) to participate in the second round, the gameplay audition.
- In the gameplay audition, contestant coordinators will lead the group through a brief game-playing tutorial. After the tutorial, everyone will take turns playing a mock version of the game in groups of three. At the end of the mock game, each applicant will be asked to tell a little bit about themselves: likes, dislikes, career, family, hobbies, etc. This is meant to emulate the contestant interview portion of the show. The audition will last approximately one hour. (Note that you must submit your signed application at least one day before your audition date.)
- Reliable internet access and a computer webcam or front-facing camera on your phone or tablet are required for the audition. You will receive an email with a Zoom video conference link approximately 30 minutes before the audition, which you should join at the appointed time. We suggest using a laptop for the audition, but you can also use a phone or tablet (note that you will need the Zoom app installed on your phone or tablet if you plan on using either of those).