Podcast Script

You will need to produce a full script, indicating where your narrator(s) will speak, what they will say, where you'll be using sounds or interview clips recorded beforehand, and how long these clips last.

Create a rating system that could be applied to multiple rides, explain in podcast how I came to figure out the criteria.

  I. Intro
      A. Intro music (ha)
  II. Welcome message
      A. Really terrible hook
      B. Hi my name is Spencer Cook
      C. Segue to the main topic
  III. Introduction of the focus
  IV. Discussion of focus
      A. Segue into topic 1
      B. Topic 1
      C. Segues into topic 2
      D. Topic 2
      E. etc., etc.
  V. Bringing it all back around with a final message(?)
  VI. Closing
      A. Outro music (ha)

[music]

Today I thought I'd like to discuss my thoughts on a rather important subject that affects the lives of countless citizens daily. This, of course, is a deeper analysis of what makes a roller coaster truly worthy of critical acclaim and praise.

Over the years, I have created an extensive spreadsheet that lists and ranks every roller coaster I've ever been on. Believe it or not, this is only one of the many exciting things I do in my spare time. But within my 17 years of being alive, I have ridden 159 separate roller coasters— and while the ranking scale may be as simple as it seems, a lot more goes into every one of these very important decisions than it may seem. And while most people would just settle to put them in some random order, I'm here to take the fun out of it and break down just what's really important to me in a roller coaster.

Hello, I'm your host, Spencer Cook, and welcome to the show. (Say the name here, whatever it may be.)

Most people are okay to settle with "I like this roller coaster because it's fun." But because I'm a snobby enthusiast, I have to analyze these things like important works of art. And I'm not going to argue that that's what they are. But there's a great deal of different aspects to value when analyzing the quality of a roller coaster, and I feel the need to go through those.

There's a great many people who are in it for the thrill factor alone. And sure, I like that too. Well, I don't really care all too much for positive G forces *(in layman's terms, when it feels like you're being pressed forcefully downward into your seat)*, but airtime *(when you feel yourself being thrown forcefully upward on the ride and it feels like you're only held back by your seatbelt or lapbar, and yes before you ask it is entirely safe)* and hangtime *(when a ride is sideways or upside down and moving slowly enough so that the centripetal force wears off and you feel yourself falling out of the ride, and no this is not dangerous either)* are major sellers for me, along with speed, wind, and smooth or snappy transitions alike. Those are all key factors in a good ride— but not an amazing ride. Not a top tier world class attraction.

But there are some other factors people might not take into account, or might notice subliminally. For one, a ride's pacing. Full Throttle at Six Flags Magic Mountain is an amazing ride, but one of the major reasons that I have to bump it all the way down to the 31st spot is its clunky pacing. It

~~Let me articulate what I mean. I'll start by comparing 2 coasters I've ridden that are frequently ranked as "the best". Lightning Rod at Dollywood and Fury 325 at Carowinds.~~

~~Now onto my favorite coaster out of 159, Space Mountain at Disneyland— the California one, that is. Most roller coaster enthusiasts would scoff at me for putting some ride by an obscure manufacturer (Dynamic Attractions) that can't even hit 40 mph in my highest-ranked position. I know this because I've dealt with said people before, many times. And of course I pity them for their ignorance. For the genius of Space Mountain comes~~

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1. Theming
   a) When I say theming I don't mean naming the ride and slapping a fancy logo on it— I'm referring to specific theming within either the ride or the queue.
2. Environment
   a) Any kind of decorations or landscaping surrounding a coaster, whether it's natural or artificial, greatly enhances the experience
3. General cleanliness and effort
   a)
B. Experience
   1. Purpose
      a) Thrilling? Relaxing? Story?
   2. Comfort
      a) Seats, tracking
C. Design
   1. Pacing
D. Comfort
E. Significance

Atmosphere— theming, environment