



## EARLY WEEK PREP



Make sure your video card drivers are up to date. For detailed instructions, see the MediaShout Knowledge Base article called "**How to Update My Video Card Driver.**"

Double check that all staff and volunteer positions are covered.

For access to live, Sunday morning tech support, make sure you have an active **MediaShout Plus Membership.**

Make sure all MediaShout and Windows updates are done and Windows update hours are NOT set to Sunday morning.

Communicate with leadership to get their vision for the service and plan for all media elements.

Obtain all the media content you need (backgrounds, videos, etc.) from the **MediaShout Media Store.**

Start building your MediaShout scripts.

## BEFORE THE WEEKEND



Double check that all audio, video, and network connections are working properly.

Add the finishing touches to your MediaShout scripts, then make a backup of your script files to a flash drive that can be taken to any computer.

Run through every cue of your MediaShout script. Let every video or other media file play all the way through.

Prepare a backup PC if one is available, with MediaShout and scripts for your service loaded.

Visually test all your screens to make sure they are displaying correctly.

Be sure SongSelect is connected and Bibles are installed so you can add songs or scripture on the fly as needed.

Assign a point person to be an alternate team leader in case you are sick or have an emergency on Sunday morning.

## SUNDAY MORNING



Have a dry run-through (tech rehearsal) with only the tech team to check all audio/video/lighting cues.

Go through the lyric slides while the worship team rehearses. Do a full run-through (dress rehearsal) with them if possible.

Double check that there are no last-minute changes to the pastor's message or other parts of the service.

Have a pre-service meeting with the entire tech team, worship team, and all speakers.

Pray, give everything over to God, and get ready to worship and proclaim Jesus to all who will attend!