This workshop was an interactive, trivia style event in which the audience (~90 players or so) signed into a 40 question “Quiz” using their smart phone through an app called “Kahoot”. The questions focused on various areas of LC/GC-MS related topics and also featured questions about ASMS history, Houston fun facts, and general sciences. Players typically had 30 seconds to answer questions and scores were assigned for each player based on A) if the correct answer was chosen and B) how fast the correct answer was chosen. From our initial observations it seems like our turnout for 2023 (~90 attendees) was fairly improved from 2022 (~63 attendees). It seemed like everyone had a good time, and prizes were handed out to the top 3 scorers.