

2019 OKLAHOMA SKILLSUSA
**Interactive Application and
Video Game Design State Contest Information**
TEAM OF TWO

See SkillsUSA National Guidelines for detailed contest event.

<http://www.skillsusa-register.org/crc/contentTECH/T/InteractiveApplicationVideoGame.pdf>

- Contestants must report to the Contest Chairman at the contest area in the Exhibit Hall at the Tulsa Convention Center between 10:00 am and 1:00 pm on Sunday, April 28th. Teams will have an area set up for in the Tulsa Convention Center on the left entering the exhibit hall Contest Area.
- Students will have from 11:00 am – 3:00 pm on Sunday, April 28th to set up INTERACTIVE APPLICATION AND VIDEO GAME DESIGN. Display set up is limited to **TWO** students per entry. One member from the team will register and draw for location of display and time of interview. Which Begins at 10:00am MONDAY APRIL 29, 2019.
- Provided by SkillsUSA tables, chairs and electrical outlets. Teams will have an area set up for in the Tulsa Convention Center. With tables, chairs and electrical outlets. Each team will be provided a table (2'x 6' or 2' x 8' whatever is available).
- **SCOPE OF THE CONTEST I** The contest is a two team event that tests technical knowledge and production skills, including creative problem solving, artistic design and technical programming.
- A working sample or prototype of an interactive application or video game, including all source files and any necessary software and hardware. If different from the target playback platform, teams should also bring one workstation capable of reading, displaying, and compiling the interactive app or video game from the source files.
- A loose leaf affidavit signed by all team members on 8.5"x11" paper, countersigned by their school's administrator and instructor or SkillsUSA advisor, stating the team submission is original work created solely by the team members during the current school year.
- A one page typewritten summary describing the team's submission, including a pitch (imagine having only a minute to convince someone to buy your game), a summary of the demographics describing the target audience, main selling points, any competitive or inspirational game titles, total estimated playtime developed, performance metrics on the playback platform, and a one page **SWOT** analysis table listing its primary **Strengths, Weaknesses, Opportunities and Threats**. The summary and **SWOT** should be submitted on one double sided, 8.5"x11" sheet of paper using single spaced text and a 12pt font.
- Completed concept artwork and/or storyboard used to develop their submission. Shrink to fit if needed and submit in 24 pages, on double sided, 8.5"x11" paper (2 sheets max)
- Examples of the highest quality and complexity of computer programming code developed for submission. If visual programming was used, screen captures of visual programming diagrams are acceptable. Examples should be submitted in 2 – 4 pages, on double sided, 8.5"x11" paper

- A flat, soft sided binding or folder with a pocket for 8.5"x11" items. Dividers are optional. Note All written documents must be handed in at contest orientation meeting.
- A four-to five-minute, 1080p digital video is required to be prepared and tested in advance, and turned in on a USB drive at the contest orientation meeting.

The digital video should be tested on WIN and/or MAC computers and viewable on movie players included with those operating systems. The video should contain the following content and/or features:

1. Contestants should introduce themselves by name only and quickly describe their role on the team in the development of the interactive application or video game submission.
2. One team member as spokesperson should give a quick overview of the game, including its title, genre, target audience, how many levels, total approximate playtime developed, performance metrics, list and show notable user interfaces (opening screen, closing screen, cut scenes, etc.)
3. Example of the best gameplay. Demonstrate and describe any significant game mechanics, game objects, level artwork, backgrounds and sound. (Think of this as a trailer to get viewers to buy your game.) Content may be submitted to other contests or events, but SkillsUSA must be granted unencumbered rights to use imagery and content from all submissions for marketing and nonprofit outreach.

Note: Your contest may also require a hard copy of your résumé as part of the actual contest. Check the Contest Guidelines and/or the updates page on the SkillsUSA website at updates.skillsusa.org.

SCOPE OF THE CONTEST

The contest is a two-team event that tests technical knowledge and production skills, Including creative problem solving, artistic design and technical programming.

- **SKILL PERFORMANCE**
Teams must produce an original prototype or sample of an interactive multimedia application or video game with at least one level and 10 minutes of interactive content. It must be created during the school year immediately preceding the contest deadline. Their production should include the sample or prototype itself and other submissions described in Section 2 above. Résumés should include the skills gained from the experience developing the contest submission, the amount of time invested, and the professional and academic relevance to the contestant's career ambitions.
- Judging and interviews will take place on Monday, April 29th, starting at 10:00 am. The team should be prepared to discuss how they come up with their prototype; their video game design scheme; and, the overall process of how they developed the prototype. They should **display** all their preliminary completed concept artwork and /or storyboard used to describe, development process and **display** their concept art, storyboard idea and design with a display board and prototype of video game design.

- A working sample or prototype of an interactive application or video game including all source files and any necessary software and hardware with display and a working station. If different from the target playback workstation capable of reading, displaying and compiling their Interactive application or game from the source files.
- Proof of licensing for all commercial software programs used in the development of the team's submission.
- Contestants will have a **5 to 7 minute** presentation regarding their design. Talking points should include: How he or she (they) came up with the design, the process used in developing their design, what are the design's unique qualities and why should other students/advisors/ target audience want to play the video game.
- All contestants will be required to submit a one page, typed resume. If any contestant does not submit a resume to the contest chair, penalty points will be assessed.
- **Assigned affidavit from the team members, countersigned by their instructor or SkillsUSA advisor, stating that the team submission is original work created solely by the team members during the current school year.**
- Students are encouraged to stay with displays to allow viewers to visit with them during 9 a.m. and 4 p.m. on Monday, April 29th THE ACTUAL DAY OF JUDGING. *This is a great time to showcase the student's talent and an opportunity for students to talk about their school, instructor, program and the skills.*
- Displays must be removed between 4:00 PM and 5:00 PM on Monday April 29th. Skills USA IS NOT Responsible for displays if not removed by 5PM on Monday April 29, 2019.
- First, second and third place winners will be announced during the Awards Ceremony on Tuesday, April 30th at 9:00 am in the Tulsa Convention Center Arena.
- Official SkillsUSA attire is required. *"For men:* Official red blazer or jacket, black dress slacks, white dress shirt, plain black tie with no pattern or SkillsUSA tie, black socks and black shoes. *For women:* Official red blazer or jacket, black dress slacks or skirt (knee length), with businesslike white, collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer, black sheer or skin tone hose and black shoes." Any contestant winner who is not in official SkillsUSA attire will not be permitted on stage, but will be escorted behind stage to receive his/her medallion and awards.
If you have any questions, please call Darren Gibson at 405*743*5143 or email him at darren.gibson@careertech.ok.gov.

