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 12:00 am and 3:00 pm on Sunday, April 19th.

• Students will have from 12:00 am – 3:00 pm on Sunday, April 19th to set up INTERACTIVE APPLICATION AND VIDEO GAME DESIGN. Teams will be randomly assigned a display location for setup on Sunday at 11:00am. Interviews begin at 10:00am MONDAY APRIL 20, 2020. A contest orientation meeting will be held at 3:00pm in which all contest related materials should be submitted, including resumes.

• 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  The contest is a team event (made up of no more than two students) 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. The working prototype is NOT required to be on the USB drive.

• A one page type-written Overview describing the Game, including the title, a summary, description of the target audience, main selling points, any competitive or inspirational game titles, est. total playtime, and measured performance metrics on the Game. Document to be titled Overview.

• A one page SWOT Analysis table listing the primary Strengths, Weaknesses, Opportunities and Threats for the Game. Document to be titled SWOT.

• Completed concept artwork and/or storyboard used to develop their submission. Shrink to fit if needed and submit in 2 - 4 pages, double sided, formatted in 8.5"x11" paper (2 sheets max). Document to be titled Concept Artwork.

• 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, 12pt font (if applicable), formatted on 8.5"x11" paper. Document to be titled Code Examples.
A three to four (3-4) 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. It should be titled "Intro". The digital video should be tested on WIN and/or MAC computers and viewable on movie players included with those operating systems. Students should introduce themselves (by name only, careful not to reveal your state or school), detailing each person’s role in the development process. Then, in the same video, one team member, acting 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, and any notable user interfaces (opening, closing screen, cut scenes, etc.)

A second digital video should be one (1) minute long and titled "Trailer" pitching the Game, demonstrating and describing what is best about the Game, including gameplay, mechanics, significant objects or characters, levels, artwork, backgrounds, sound, with a focus on why the audience would want to play the Game. Think of this as an advertisement designed to drive player acquisition.

NOTE: All digital documentation must be placed into one single Word Document or PDF file titled "Game Design Document" with appropriate titles (see above). Including the videos and the Game Design Document, the USB drive will be submitted during the orientation meeting on Sunday.

**SCOPE OF THE CONTEST**

The contest is a team of up to six students event that tests technical knowledge and production skills, including creative problem solving, artistic design and technical programming. Please note that only two students will represent the project throughout the contest. Only two students should be registered as a team for SkillsUSA State Conference.

**SKILL PERFORMANCE**

Teams must produce an original prototype or sample of an interactive multimedia application or video game. 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.

Judging and interviews will take place on Monday, April 20th, 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. It is recommended that students 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 may 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 along with their USB flash drives at the orientation meeting on Sunday. If any contestant does not submit a resume to the contest chair, penalty points will be assessed.

• 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 20th 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 20th. SkillsUSA IS NOT Responsible for displays if not removed by 5PM on Monday April 19, 2020.

• First, second and third place winners will be announced during the Awards Ceremony on Tuesday, April 21st at 9:00 am in the Tulsa Convention Center.

• Official SkillsUSA attire is required. 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. And or; 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.
Change Log:
Travis Tracy, 3/5/20 - Added Change Log to verify changes made.
Travis Tracy, 3/5/20 - Corrected dates for this year.
Travis Tracy, 3/5/20 - Highlighted in red the section mentioning students will turn in items during orientation.
Travis Tracy, 3/5/20 - Changed team from team of two to team of six, but two representing under "Scope of the Contest"