Interactive Application and Video Game Design

Purpose: To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of interactive application and video game creation.

Contest Location	▪ B-Hall
Eligibility	▪ Please refer to the National Technical Standards for this contest. ▪ Schools may send one competitor or team for every 50 paid SkillsUSA members based on local competition enrolled in a program where the scope of the contest described in the SkillsUSA Technical Content Standards reflects a major component of the program. ▪ *Team of 2 (two)*
Clothing	Business Dress Casual: Polo or other collared shirt and khakis or dress pants. Closed toe dress shoes. NO jeans or athletic shoes. School logo, contestant name or other identifiers on shirt must be covered.
Testing	▪ Students should be prepared to take a written knowledge test. ▪ Students should be prepared to take a written SkillsUSA knowledge test. (Required for all contestants prior to contest day)
Provided by Contestant (Tool List)	Documentation ▪ One hard copy of a 1-page typed personal resume Personal Tools ▪ Completed concept artwork and /or storyboard used to describe and develop their submission. Not to exceed three (3) ledgers B, 11"x17" sheets. ▪ 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 their interactive application or game from source files. ▪ Display of their project to showcase what they created. ▪ A 20′ extension cord and a power strip.

	- Displays need to be tabletop and cannot exceed area given to contestants. - A typewritten summary describing the team's submission, including their concept, purpose, target audience demographics, market potential and performance metrics on the playback platform. Summary should not exceed one (1) page with single-spaced text and 12-point font. - A Game Design Document (GDD) Document titles in bold. - One page SWOT analysis table listing primary Strengths, Weaknesses, Opportunities, and threats for the game. - Proof of licensing for all commercial software programs used in development of the team's submission. - A loose-leaf avidity signed by all team members on 8.5x11 paper, countersigned by their school administer, teacher of SkillsUSA advisor, stating the team submission is original work created by the team members during the current school year. Credit for any students assisting in the project should be listed along with detail on the work they performed. - All materials and equipment needed for the demonstration to be completed two times, once for the preliminaries and again for the finals, if required.
Special Notes	- Exhibit Halls do not open to observers until 12:00 pm. - Advisors are not permitted in the contest area during judging. - Teams must produce an original, high-quality prototype of a sample of an interactive multimedia application or video game during the school year. Their production should include concept art and/or storyboards, the sample or prototype itself, and executive overview of the project. Teams should have a display of their project and ready to present their project to the public. - You DO NOT need a video describing your game for state contest, which is for nationals only. - The following will not be tolerated and are grounds for disqualification from the competition. - No smart watches, phones, or earbuds are permitted during the contest and/or in contest. - No contact with anyone outside of the contest area once the contest begins - No inappropriate communication between contestants such as verbally degrading another contest

	• No cheating on any portion of the contest such as informing another contestant of the skills/test prior to competing.
National Technical Standards	▪ Please refer to the 2022-2023 National Technical Standards for all contests. Any and all standards included may be tested in any competition. ▪ In conjunction with National Standards, violations may result in student loss of contest.
Resume	• All SkillsUSA Ohio State Championship Contest will require a short interview component. Students should be prepared with basic job interview skills. • All contestants must have a hard copy of a one (1) page personal resume.