INTERACTIVE APPLICATION AND VIDEO GAME DESIGN
(Virtual)

Contest Description

The Regional Interactive Application and Video Game Design contest will consist of a team of two contestants who will develop and produce 1) abridged game design document, 2) tech demo deliverable or a sample of an interactive multimedia application, and 3) five to seven-minute demonstration video.

Live Virtual Contest Schedule

Teams will interview over Zoom on ==January 30, 2021==. Teams should be ready to interview at their scheduled time. Team scheduled time slots will be emailed to the advisor/contestants by Friday, December 11, 2020. Changes cannot be made to scheduled time slots. Demonstration Videos and Resumes for all Team members must be submitted to SkillsUSA California by ==January 16, 2021== (details to follow).

Contest Theme

This year's randomly selected game genre will be a Horizontal Side-Scroller and the theme will be Fantasy.

Contest Guidelines

Each team needs to have all of their contest material uploaded to a clearly labeled folder called "SkillsUSA Contestant#_" on the SkillsUSA cloud storage two weeks prior to the regional contest deadline, so the judges will have ample time to evaluate all submissions. All written documents will only be accepted in pdf file format. Minimize the file size for faster upload times, therefore making sure that all video files have been compressed for the web without losing video quality. All video files and game project executable files will only be accepted in .zip or .rar file format.

The judges will be evaluating each team on the following criteria:
1. Abridged Game Design Document
   - [Game Design Document (GDD) Template](#)

- Note: Add additional tables (if applicable) to sections like Storyline & Characters, Game Objectives & Rewards, and Levels to name a few. Don't change or rename category sections within the document.

2. 2D Level Design with Gameplay
   - Clearly label and detail gameplay elements for two different and complete levels that have been proposed in the abridged game design document.

3. 2D Concept Artwork
   - Characters and environments

4. 2D or 3D Assets & Audio

5. Visual Design of UX
   - HUD, Player UI, and Main Menu, Level Selection, Win/Lose, and Player Controls Screen
   - [Is UX Design a separate practice from Game Design?](#)

6. Technical Skills & Code Development

7. Indie Marketing Campaign Strategy
   - [Indie Mobile Game Marketing: Best Strategies](#)

8. Tech Demo Deliverable
   - Design and create a separate Sandbox Stage (exclusive in itself for testing and marketing purposes) executable which encapsulates the aesthetic design and code functionality of core game or level specific mechanics to establish a unique degree of the player's experience.

9. Five to Seven-Minute Demonstration Video
   - Who are you (the team) and why did you create what you did?

10. Interview

- On the day of the contest, the judges will hold a five to ten minute interview to assess contestants' ability to answer follow up questions typical of an entry-level position for a game designer and/or programmer.

11. Resume
   - All competitors must create a one-page resume using the SkillsUSA California provided format and submit an electronic copy. Failure to do so will result in a 10-point penalty for the whole team.

Note: Here are some resources and samples of pitch bibles and production guides from professional projects. These are from various industries but are a good example of the purpose of a pitch bible or production guide.
   - How To Make An Animation Pitch Bible That Sells Itself

Student Materials List
1. Desktop computer/monitor or laptop
2. Computer with high-speed internet capability and camera to use applications such as Zoom. The minimum recommended internet bandwidth speeds for joining Zoom meetings, accessing on-demand curriculum and other online operations is 2.0 Mbps up and down. You can test your current internet speeds by following this link: https://www.speedtest.net/. Allow the page to load and click on GO.
3. Ballpoint pens or sharpened pencils
4. Blank notebook paper
5. *Resumes should include the industry experience gained from developing the contest submission, time invested, and the professional and academic relevance to the contestant's career ambitions.*
   - *Note: Failure to do so will result in a 10-point penalty.*

Clothing Requirements
Official Dress is <u>NOT</u> required for Regionals. Clothing must be unbranded with no words, images, or logos. SkillsUSA or SkillsUSA California attire is recommended.

All SkillsUSA California contest projects are subject to change due to any unforeseen facility, staffing or site-related issues. Please use these materials as a reference to prepare students for the potential contest project. SkillsUSA California regional and state contest projects are developed by state technical committee members to align with the national technical standards.

SkillsUSA
CALIFORNIA

Regional 2020-2021 Contest Catalog

Note: Check the National Contest Guidelines and/or the updates page on the SkillsUSA website and the SkillsUSA California Competitive Events page:

www.skillsusa.org/compete/updates.shtml

https://www.skillsusa.org/competitions/skillsusa-championships/contest-descriptions/

https://www.skillsusaca.org/competitive-events-2