

# 2023 Oklahoma SkillsUSA

## Interactive Application and Video Game Design State Contest Information

### TEAM OF TWO

IMPORTANT: Please visit <https://skills.defiantdevs.com/> for more information regarding this contest.

See SkillsUSA National Guidelines for detailed contest event.

- **Students will have from Wednesday April 5th – Friday, April 21st, 11:59pm CST to submit all required videos and documentation via the online portal. This will give judges an opportunity to review the content prior to Monday, April 24th.**
- Portal instructions will be given to each advisor to assist students with uploading documents and videos on April 5th. If you do not receive instructions, please contact Jeremy Wright at [jeremy@wrightwaytech.com](mailto:jeremy@wrightwaytech.com).

## Written Tests

Contestants are required to take a written exam related to the Interactive applications and game development industry.

Contestants are required to take the PDP test. This will be the test used in the event of a tie in scoring.

# PART I: Contest Portal

## Required Documentation and Videos will be submitted online via the portal prior to State Conference.

Contestants will use the following website for contest updates, rules, and submissions regarding this contest. Please check this regularly for any updates or changes.

Please visit the following site: <https://skills.defiantdevs.com/>

Detailed information will be provided on the website for how to register and submit your documentation and videos. There is also a Support / Help page for assistance should you need help of any kind.

## Required Documentation / Videos:

**Game Design Document (GDD) organized as a series of digital documents in Microsoft Word or Adobe PDF files. Below are the sections of the GDD, document titles in bold:**

- o 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, estimated total playtime, and measured performance metrics on the Game.
- o A one page **SWOT** analysis table listing the primary Strengths, Weaknesses, Opportunities, and Threats for the game. The summary and SWOT should be submitted digitally in 8.5" x 11" single-spaced text in 12pt font.
- o Completed **Concept Artwork** and/or the **Storyboard** used to develop the game. Shrink to fit, if needed, and submit between two to four (2-4) pages, double-sided on 8.5" x 11" paper (2 sheets max).
- o **Code Examples** of the highest quality and complexity of programming developed for the game, between two to four (2-4) pages, formatted on 8.5" x 11". If a

computer language was used, code should be single spaced in 12 pt font. If visual programming was used, submit screen captures of visual programming diagrams.

### **Video #1 - Intro**

- o 1080p digital video, tested in advance on Windows and MAC computers and viewable on movie players included in those operating systems.

- o Contestants should be in professional SkillsUSA dress throughout the video (Class A or Class E professional dress is acceptable). You may identify the details for each class [here](#), found on the SkillsUSAstore.org website.

- o Contestants should introduce themselves and any students from their program who assisted them (by name only, careful not to reveal your school), detailing each person's role in the development process. Up to six (6) students may work on a project and be listed in the documentation along with their roles, but only two (2) students will represent the game in the video and be considered SkillsUSA contestants. Only two contestants can move on to SkillsUSA nationals for this contest.

- o 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).

- o Video length should be at least three minutes and no longer than seven minutes.

### **Video #2 - Trailer**

- o 1080p digital video, tested in advance on Windows and MAC computers and viewable on movie players included in those operating systems.

- o Pitch your 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.

o Video length should be at least one minute in length, but no longer than three minutes.

• Resumes

o To be submitted via the SkillsUSA platform provided.

## **PART II: State Conference Live Event**

- Contestants must report to the Contest Chairman at the contest area in the Exhibit Hall at the Tulsa Convention Center between 11:00am and 3:00pm on Sunday, April 24th.
- Students will have from 11:00am - 3:00pm on Sunday, April 24th to set up INTERACTIVE APPLICATION AND VIDEO GAME DESIGN. Teams will be randomly assigned a display location for setup on Sunday at 11:00am. Please bring an extension cord or power strip capable of reaching at least 25ft. A meeting will be held at 3:00pm to discuss times in which teams will be interviewed by judges.
- Interviews begin at 10:00am Monday, April 25th. All items should have already been submitted online via the contest portal prior to the orientation meeting but they should also have a hard copy of their project available (see below for details). The team should be prepared to discuss how they came up with their prototype, their video game design scheme, and the overall process of how they developed their prototype. It is recommended that students display all their preliminary completed concept artwork and/or storyboard used to describe the development process. This may be done with a display board or using other display concepts.
  - o Students should be prepared to present for 5 to 7 minutes regarding their project. Talking points may include: How the team came up with the design, the process used to develop their design, what are the designs unique qualities and why should other students / advisors / target audience want to play the game.
- Students are encouraged to stay with their displays to allow viewers to visit with them between 9:00am and 3:00pm on Monday, April 25th. This is a great time to showcase the student's talent and an opportunity for students to talk about their project and development process.

- Winners will be announced during the Awards Ceremony on Tuesday, April 26th.
- Students may wear comfortable school-appropriate clothing for setup on Sunday, April 24th.
- Students are required to wear official SkillsUSA attire for contest on Monday, April 25th and for the awards ceremony on April 26th. Students may wear either Class A or Class E professional attire as identified [here](#) on the SkillsUSAstore.org website. Team members must wear the same classification of attire.
- Provided by SkillsUSA: tables, chairs, and electrical outlets. Teams will have an area set up for them in the Tulsa Convention Center. Tables and electrical outlets will be available. Each team will be provided a table (2'x6' or 2'x8' (whichever is available)).
- SCOPE OF THE CONTEST - The contest is a team event (TEAM OF TWO). Up to six students may work on a project, but only two will represent the game at Oklahoma SkillsUSA State Conference.
- A working sample or prototype of an interactive application or video game, including all source files and any necessary software and hardware. 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 submitted to the portal.
- 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, estimated 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" x 11" 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, o double sided, 12pt font (if applicable), formatted on 8.5" x 11" 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. The video should be titled **Intro**.
  - The digital video should be a basic overview and introduction to the game. Student should introduce themselves (by name only, careful not to reveal your state or school), detail each persons role in the development process. It

may include up to six members. 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 screens, etc.)

- A one (1) minute video, 1080p digital video is required to be prepared and tested in advance. The video should be titled **Trailer**.
  - The second digital video should be an estimated one (1) minute long 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: After all of the digital documentation is gathered, please combine into one single Word Document or PDF file titled "Game Design Document" with appropriate titles (see above). All items will be submitted to the portal, but you should also bring them as hard copies as well to the live event.

**Please bring one workstation that is capable of showcasing the game trailer and introduction videos. In addition, the workstation should be capable of showcasing the interactive application or game for judges and visitors.**

**Please bring a single binder with a printed version of your game design document. It should include at minimum the Overview, SWOT, Concept Artwork, and Code Examples, proof of licensing for any software used to develop the project, and resumes for each team member (2).**

Judging and interviews will take place on Monday, April 25th starting at 10:00am. The team should be prepared to discuss how they came up with their prototype, their video game design scheme, and the overall process of how they developed their prototype. It is recommended that students display all their preliminary completed concept artwork and/or storyboard used to describe the development process. This may be done with a display board or using other display concepts.