2025 OKLAHOMA SLSC STATE MEMO
Interactive Application and Video Game Design

NO SUBSTITUTIONS WILL BE ALLOWED AFTER FRIDAY, MARCH 28, 2025

THERE WILL BE NO SUBSTITUTIONS ALLOWED ON-SITE AT THE CONFERENCE

*Contest will follow national technical standards unless otherwise stated in the state memo.

The 2025 Oklahoma SkillsUSA **Interactive Application and Video Game Design** will be held at Arvest Convention Center, formerly known as Cox Convention Center, Tulsa Oklahoma, Monday April 28,2025.

- Contestants must report to the contest area in the Conference Hall at the Arvest Convention Center between 12:00pm and 3:00pm on Sunday, April 27th for contest set up.

- Teams will be randomly assigned a display location for setup on Sunday at 12:00 pm. Please bring an extension cord or power strip capable of reaching at least 25ft. Advisors can ask questions from the chair during setup.

- Interviews begin at 10:00am Monday. 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.

CONTEST TESTING

Contestants will be judged on their SkillsUSA knowledge through the Professional Development test and a knowledge test based on their contest area, unless otherwise stated in the state memo. Testing will be completed online and proctored through their technology centers. Online testing opens March 14, 2025, and closes Apil 4, 2025.

RESUME- Change to submission type please for 2025 please read

All contestants will submit a digital resume prior to contest day. Contestants will receive an email to the address used to register the contestant for contest with instructions and link to access the SkillsUSA Competitor Portal page. The email will contain contestant's username and contestant number, which are required to login to the Competitor Portal.

Deadline to submit resume is April 22, 2025.

CELLPHONES AND OTHER SMART DEVICES

Cellphones, electronic watches and/or other electronic devices not approved by a competition's technical committee are NOT allowed in the competition area. Please follow the guidelines in each technical standard for approved exceptions. Technical committee members may also approve exceptions onsite during the SkillsUSA Championships if deemed appropriate

LUNCH

Lunch will not be provided for this contest. Light concessions are available for purchase at the convention center.

CONTEST INFORMATION

Internet will not be provided but will be allowed for those that need it to present their game (for example you built a game with the Fortnite Editor) meaning you would need to provide your own internet access if needed. If they allow us internet use we will use it but DO NOT RELY on that for your projects or games!

Project Documents

- **Required Documentation and Videos will be submitted on a flash drive first thing morning of the contest.**

Required Documentation / Videos:

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

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**.**

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, digitally as PDF.

You can print copies for your display but must turn in digital formats.

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 designs.

Video #1 –
 Intro Video #1 – Trailer1080p digital video, tested in advance on Windows and MAC computers and viewable on movie players included in those operating systems.

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, found on the SkillsUSAstore.org website.

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. 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, found on the SkillsUSAstore.org website.

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).

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

IntroVideo #2 – Trailer
1080p digital video, tested in advance on Windows and MAC computers and viewable on movie players included in those operating systems. 1080p digital video, tested in advance on

Windows and MAC computers and viewable on movie players included in those operating systems.

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.

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

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. This is a great time to showcase the student's talent and an opportunity for students to talk about their project and development process.

INDUSTRY AWARDS
*** Prizes are the responsibility of the individual contests. Prizes are not guaranteed and are not supplied at the SkillsUSA Oklahoma state level.

Please contact the chair with prizes that will need to be checked in. **Each participating school is expected to furnish an industry award.** Industry awards should be labeled with the name and address of the award supplier so that an appropriate "Thank you" may be sent, must be accompanied by an *industry award donation information sheet* (available on the Oklahoma SkillsUSA website). **Please bring prizes to the awards area in the Conference Hall at the Convention Center on Sunday, April 27th between 12-4pm or Monday, April 28th between 8am-5pm.**

AWARDS CEREMONY
Winners will be recognized at the General Session on Tuesday morning, April 29th at 9am.

All competitors must wear official SkillsUSA dress to the Awards Session, where winners are announced. Competitors who are not dressed appropriately or lack official attire will be denied access to the awards stage. Students must be present when their contest is announced. If a student is improperly dressed, absent, or misses their contest being called,

the production will not be paused for any reason, and they will forfeit their opportunity to go on stage to receive the award. No exceptions will be made. No hats or sunglasses will be allowed to be worn on stage.

- Official dress for men: Official blazer, jacket or sweater; black dress slacks; white dress shirt; plain black tie with no pattern or SkillsUSA black tie; black socks and black shoes.
- Official dress for women: Official blazer, jacket or sweater; black dress slacks or knee-length skirt with business like white, collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer, and black dress shoes.

TOOLS AND SUPPLIES
<u>Follow National Technical</u>

CLOTHING REQUIREMENTS

Contestant will follow official contest dress as described in the national technical unless otherwise stated in the state memo. Students can not wear any identifying information on their uniform that will associate them with a school or technology center.

ADDITIONAL INFORMATION
If you have any questions about the contest, please Jeremy Wright (Chair) or Program Specialist Ricky Gunkel.

National Technical Standards can be found on Absorb, which you can access with your professional SkillsUSA membership. Technical are updated periodically, please check regularly.