OKLAHOMA DISTRICT ONLINE TECHNICAL 25-26

T-SHIRT DESIGN

SkillsUSA Championships Technical Standards

PURPOSE

To evaluate a competitor's creative, technical, and oral presentation skills and recognize students for excellence and professionalism.

ELIGIBILITY

Open to active SkillsUSA members enrolled in career and technical education program. Any blend of 6 secondary and/or postsecondary students per campus may register for district competition.

CLOTHING REQUIREMENTS

Contestant must wear official SkillsUSA dress for recorded video presentation.

Class A: SkillsUSA Official Attire

- Official SkillsUSA red blazer or official SkillsUSA red jacket
- Button-up, collared, white dress shirt (accompanied by a plain, solid black tie or SkillsUSA black tie), white shirt (collarless or small-collared) or white turtleneck, with any collar not to extend into the lapel area of the blazer, sweater, windbreaker or jacket

Note: The official SkillsUSA windbreaker, sweater and black Carhartt jacket are are grandfathered in as previous official SkillsUSA clothing and can be worn in SkillsUSA competitions as directed in this document.

OR

- Red SkillsUSA Polo

Note: The official SkillsUSA windbreaker, sweater and black Carhartt jacket are are grandfathered in as previous official SkillsUSA clothing and can be worn in SkillsUSA competitions as directed in this document.

EQUIPMENT AND MATERIALS

Supplied by the competitor:

a. Artwork. Digital 8.5" by 11" rendering of design
   1). All competitors must submit a digital copy of their design using the official submission link as outline in this technical.

b. All competitors must create and submit online a one-page single sided resume

c. All competitors must submit video recording explaining their t-shirt design idea and process. Student must appear in video presentation.

d. Submitted recording cannot be longer than 5 mins and will be submitted using official SkillsUSA Oklahoma submission links. 10pt deduction if video is longer then 5min.

ONLINE SUBMISSION REQUIREMENTS

All competitors must submit their one-page single sided resume, digital design and video presentation online. The deadline for contest submissions is Feb 16, 2026. Failure to submit any of the required online submission documents by the established deadline will result in a 10-point penalty for each missing document. File(s) must open directly as a PDF file without additional software/application and/or permission status. Files for video production must be MP4 file.

1. How to label submissions

Your submission must be saved as required file with name format of "Your Last Name_Your First Name_Resume." For example, "Amanda Smith" would save the individual PDF submissions file as:

- Smith_Amanda_ _Resume
- Smith_Amanda_ _Presentation
- Smith_Amanda_ _Design

Use this official link for the contest file submissions- T-shirt design submission

SCOPE OF THE COMPETITION

KNOWLEDGE PERFORMANCE

There is no general knowledge test required in this competition. Competitors are required to take the SkillsUSA Professional Development Test.

SKILL PERFORMANCE

The competition is designed to assess the ability of the competitor to design and produce a rendering of a T-shirt design for their state SkillsUSA association, as well as give a presentation regarding all aspects of their creation of the design.

COMPETITION GUIDELINES

1. T-shirt design
    a. All entries should be submitted on a single 8.5" by 11" page.
    b. The front-only T-shirt design will include elements to represent the competitor's state and SkillsUSA. This should be a shirt that a SkillsUSA member would like to wear.
    c. The following text must appear on the T-shirt design: "SkillsUSA [State Name]" and the current year of the national competition.
    d. The name SkillsUSA must be used, and the proper spelling must be as shown (SkillsUSA is one word; accurate use of capitalization is required to comply with brand standards.) Learn more about SkillsUSA's brand guide at: skillsusa.org/resources/brand-resources/
    e. The SkillsUSA emblem or SkillsUSA logo (or elements of either one) should not appear on the design.
    f. The T-shirt designer must specify the color of the shirt the artwork is intended to be printed onto.
    g. The artwork should be a comprehensive design and be presented as "production proof" (a professional impression of the final design).
        1). Artwork must be rendered in color.
        2). Artwork submitted as a digital "8.5" by 11" page.
    h. Preferably, entries will be created using computer design software such as Adobe Illustrator or Adobe Photoshop, or Freehand. Entries may also be hand-drawn, painted, or rendered in colored pencils or markers but must be submitted as PDF file.
    i. All copyright laws must be followed in the creation of the design and presentations.
    j. T-Shirt designs cannot be changed for national competition submission. There is no opportunity to "tweak" the design after it has been judged/produced as the state winner.

2. Digital Presentation
    a. Competitors will deliver a 3-to-5-minute presentation regarding their design. Deduction will occur for presentations longer than 5 minutes. This oral presentation is the contestant's opportunity to share their design, process, and idea for their t-shirt design. Contestant will show documentation of drawings, sketches, thumbnails, roughs, composites, lists, etc. that were used during the design process as part of their presentation. Competitors may share any design asset or element used to create the design in their digital presentation. Competitors are encouraged to memorize their presentation.
    a. Contestant must appear in video at least once during presentation. Filming of contestant may occur from mid waist and up.
    b. Contestant cannot say their name or what technology center they are from in oral presentation. There should not be any identifying information in presentation to connect contestant to a technology center or school.

c. Materials and Oral Presentation will be judged on:
    a. Neatness
    b. Overall aesthetic appeal
    c. Informative/educational value
    d. Cohesiveness
    e. Grammar/spelling
    f. Presentation
    g. Originality and creativity
    h. Overall effort

Presentation

Strong presentations have a commanding introduction, a series of strong supporting points, and a conclusion which summarizes the topic.

a. Talking points should include:
    1). How the competitor came up with the design
    2). The process used in developing the design
    3). The design's unique qualities
    4). Why other students/advisors would want to wear it
    5). Describe the printing method of the entry

STANDARDS AND COMPETENCIES

TSD 1.0 — Plan, develop, and create an effective project.

1.1. Brainstorm project ideas following a problem-solving process.
1.2. Break down project and task with timelines.
1.3. Identify resources and standards for completing project.
1.4. Anticipate and plan for possible obstacles and setbacks.
1.5. Establish work priorities.
1.6. Employ technology to solve problems.
1.7. Overcome barriers and roadblocks.
1.8. Evaluate the finished project and make appropriate modifications.

TSD 2.0 — Understand general design industry terminology and concepts.

2.1 Define, explain and describe various concepts related to typography, elements of design, digital images, artwork and the printing process.

TSD 3.0 — Demonstrate mechanical skills by creating a design on the computer within a specified amount of time.

3.1 Recall understanding and skills necessary to prepare art electronically.
    1.1.1 Implement correct size and orientation of design.
    1.1.2 Recall knowledge and appropriate use of industry standard hardware and software.
    1.1.3 Implement correct size and placement of elements.
    1.1.4 Implement correct use of typography.

1.1.5 Implement assignment of proper color to elements

TSD 4.0 — Administer creative skills by solving a graphic design problem relevant to the skill set required for the design industry.

Apply understanding and skills necessary to create a variety of thumbnails and ideas for a given design problem.
Implement correct number, size, scaling and color requirements of thumbnails as defined by the technical committee.
Implement media (markers, color pencils, etc.) in the creation of thumbnails.
Demonstrate professional presentation and technical execution of thumbnails.
Apply understanding and skills necessary to create roughs developed from thumbnails for the given design problem.
Implement correct number, size, scaling and color requirements of thumbnails as defined by the technical committee.
Exhibit the development of ideas from the thumbnail stage.
Implement media (markers, color pencils, etc.) in the creation of roughs.
Demonstrate professional presentation and technical execution of roughs.
Administer industry standard hardware and software in the creation of the project.
Implement correct size and format for the competition's comprehensive design.
Exhibit the development of ideas from the rough stage.
Implement clip art, original art and designs in the creation of the comprehensive.
Demonstrate professional presentation and technical execution of the comprehensive.

TSD 5.0 — Create and deliver a professional presentation in a simulated customer situation.

5.1 Acknowledge and be present with customers.
5.2 Communicate professionally with technical knowledge.
5.3 Choose appropriate mode of communication.
5.4 Write and speak effectively.
5.5 Use appropriate body language.
5.6 Check for understanding when articulating complex issues.
5.7 Practice active listening skills.
5.8 Manage presentation time limits.
5.9 Articulate knowledge and understanding of SkillsUSA Framework and how the Personal Skills, Workplace Skills, and Technical Skills Grounded in Academics are applicable to the project.

TSD 6.0 — SkillsUSA Framework

The SkillsUSA Framework is used to pinpoint the Essential Elements found in Personal Skills, Workplace Skills, and Technical Skills Grounded in Academics. Students will be expected to display or explain how they used some of these Essential Elements. For more, visit: www.skillsusa.org/who-we-are/skillsusa-framework/.

COMMITTEE IDENTIFIED ACADEMIC SKILLS

The technical committee has identified that the following academic skills are embedded in this competition.

Math Skills

- Use fractions to solve practical problems
- Use proportions and ratios to solve practical problems
- Simplify numerical expressions
- Solve practical problems involving percentages
- Solve single variable algebraic expressions
- Solve multiple variable algebraic expressions
- Measure angles
- Find surface area and perimeter of two- dimensional objects
- Find volume and surface area of three- dimensional objects
- Apply transformations (rotate or turn, reflect or flip, translate or slide, and dilate or scale) to geometric figures
- Construct three-dimensional models
- Solve problems using proportions, formulas and functions
- Take measurements with a ruler

Source: *NCTM Principles and Standards for School Mathematics. For more information, visit: www.nctm.org.*

Language Arts Skills

- Analyze mass media messages
- Demonstrate comprehension of a variety of informational texts
- Use print, electronic databases and online resources to access information in books and articles
- Demonstrate narrative writing
- Demonstrate expository writing
- Demonstrate persuasive writing
- Demonstrate informational writing
- Edit writing for correct grammar, capitalization, punctuation, spelling, sentence structure and paragraphing
- Connections to National Standards
- State-level academic curriculum specialists identified the following connections to national academic standards.

CONNECTIONS TO NATIONAL STANDARDS

State-level academic curriculum specialists identified the following connections to national academic standards.

Math Standards

- Numbers and operations
- Algebra
- Geometry
- Measurement
- Data analysis and probability
- Problem-solving
- Communication
- Connections
- Representation

Source: *NCTM Principles and Standards for School Mathematics. For more information, visit: www.nctm.org.*

Language Arts Standards

- Students read a wide range of print and nonprint texts to build an understanding of texts, of themselves and of the cultures of the United States and the world; to acquire new information; to respond to the needs and demands of society and the workplace; and for personal fulfillment. Among these texts are fiction and nonfiction, classic and contemporary works.
- Students apply a wide range of strategies to comprehend, interpret, evaluate and appreciate texts. They draw on their prior experience, their interactions with other readers and writers, their knowledge of word meaning and of other texts, their word identification strategies and their understanding of textual features (e.g., sound- letter correspondence, sentence structure, context, graphics).
- Students adjust their use of spoken, written and visual language (e.g., conventions, style, vocabulary) to communicate effectively with a variety of audiences and for different purposes.
- Students apply knowledge of language structure, language conventions (e.g., spelling and punctuation), media techniques, figurative language and genre to create, critique and discuss print and nonprint texts.
- Students conduct research on issues and interests by generating ideas and questions and by posing problems. They gather, evaluate and synthesize data from a variety of sources (e.g., print and nonprint texts, artifacts, people) to communicate their discoveries in ways that suit their purpose and audience.
- Students use a variety of technological and information resources (e.g., libraries, databases, computer networks and video) to gather and synthesize information and to create and communicate knowledge.
- Students participate as knowledgeable, reflective, creative and critical members of a variety of literacy communities.
- Students use spoken, written and visual language to accomplish their own purposes (e.g., for learning, enjoyment, persuasion and the exchange of information).

Source: *IRA/NCTE Standards for the English Language Arts. To view the standards, visit: www.ncte.org/st.*