

# 2026 OKLAHOMA SLSC STATE MEMO

## Interactive Application and Video Game Design

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

The 2025 Oklahoma SkillsUSA Interactive Application and Video Game Design will be held at the Arvest Convention Center in Tulsa, Oklahoma, on **Monday, April 20, 2026.**

### **Interactive Application and Video Game Design State**

#### **Contest Information**

**TEAM OF UP TO 6**

**ONLY**

**2 PRESENT**

**\*\* Please Note: SkillsUSA National Guidelines for a detailed contest event**

**Internet will not be provided**, but will be allowed for those who 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,

**DO NOT RELY on that for your projects or games!**

#### **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.

#### **CONTEST TESTING**


Contestants will be judged on their SkillsUSA knowledge through the Professional Development test. Testing will be completed online and proctored through their technology centers

#### **CONTEST SETUP -**

- Contestants must report to the contest area in the Tulsa Ballroom at the Arvest Convention Center between 4:00 pm and 7:00 pm on Sunday, April 19<sup>th</sup>, for contest setup.
- Teams will be randomly assigned a display location for setup on Sunday at 4:00 pm.
- Please bring an extension cord or power strip capable of reaching at least 25ft. Advisors can ask questions to the chair during setup.
- Interviews will begin at 10:00 a.m. on Monday. Teams should be prepared to explain the inspiration behind their prototype, their video game design concept, and the overall development process. Students are encouraged to display all preliminary concept art and/or storyboards that illustrate their design and development journey. Displays may be presented using a display board or other creative presentation methods.

## **EQUIPMENT AND MATERIALS**

### **SUPPLIED BY THE TECHNICAL COMMITTEE:**

- Space for team prototypes
- Each team will be allotted at least one six-foot or one-half of an eight-foot conference table, based on availability, and two chairs
- Access to power
- 11:00 a.m. – 11:30 a.m. - Lunch is included with registration  
Lunch Break (30 minutes)  
Students will not leave the contest area for lunch -  
Teams must break for lunch at least 20 minutes -  
 Exact lunch timing may shift slightly depending on delivery
- Contest continues - Please let the contest chair know if you need a restroom break.

### **SUPPLIED BY THE COMPETITORS:**

- Multiple outlet power strip
- A prototype of an interactive application or video game, and a display
- A signed affidavit on the school's letterhead
- A display backboard, artwork, and/or collateral marketing the prototype display
- USB flash drive with the following assets.
  - Design documentation saved as a single PDF file
  - Two (2) videos
    - VIDEO #1. Introduction to your Game
    - VIDEO #2. Trailer
  - Proof of software license, if applicable

- All competitors must create and submit online a one page single sided resume. See “online Submission requirement for OKLAHOMA \*Smith\_Amanda\_Resume.pdf

## **REQUIRED PROJECT DOCUMENTS/VIDEOS:**

**\*\*Please refer to all contest content to:**

### **2024 - 2026 SkillsUSA National Interactive Application and Video Game Development Guidelines**

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

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

- 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.
- 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.
- Completed **Concept Artwork** and your **Storyboard** used to develop the game. Shrink to fit, if needed, and submit between two to four (2-4) pages, digitally as a PDF.
- Documents can be placed in a SkillsUSA 1-inch red binder.**

**You can print copies for your display, but you must turn in digital formats on the jump drive with the two videos.**

- 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 is used, code should be single-spaced in a 12 pt font. If visual programming was used, submit screen captures of visual programming designs.

## **Video#1 INTRODUCTION**

- 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 their 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 display /showcase 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, number of levels, total approximate playtime, performance metrics, and any notable user interfaces (opening, closing screens, cut scenes, etc.).
- Video #1 INTRODUCTION** - length should be **at least three minutes and no longer than seven minutes.**

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## **Video #2 - GAME TRAILER**

- 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 deliver a 5–7 minute presentation about their display and project to the contest judges. Discussion points may include how the team developed the design concept, the steps taken during the design process, the unique features of the project, and why the game would appeal to other students, advisors, and the intended target audience.
- 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. Think of it as a showcase.
- Students are encouraged to remain with their displays between 9:00 a.m. and 3:00 p.m. on Monday to interact with visitors. This time provides an excellent opportunity to showcase their talents and discuss 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.

## **ADDITIONAL INFORMATION**

If you have any questions about the contest, please contact (**Melissa Kaiser – Program Specialist, Trade and Industrial Education - (123-123-1111), Group Chair - Sheila McMurry (405-642–9118)**)

Please contact the chair, Sheila McMurry, with the 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, and 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 19th, 2026**, between 12-4 pm or Monday, April 20th, between 8 am-5 pm.

## OFFICIAL DRESS - THE DAY OF THE CONTEST

### CLASS E: COMPETITION SPECIFIC — BUSINESS CASUAL

- Official SkillsUSA white polo shirt
- Black dress slacks or black dress skirt (knee-length minimum)
- Black closed-toe dress shoes

*Note:* Wearing socks or hose is no longer required. If worn, socks must be black dress socks, and hose must be either black or skin-tone and seamless/nonpattern.



## CLASS A: SKILLSUSA 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
- Black dress slacks or black dress skirt (knee-length at minimum)
- Black closed-toe dress shoes

*Note:* The official SkillsUSA windbreaker, sweater, and black Carhartt jacket are no longer available for purchase in the SkillsUSA Store. However, these clothing items are grandfathered in as previous official SkillsUSA clothing and can be worn in SkillsUSA competitions as directed in this document.

*Note:* Wearing socks or hose is no longer required. If worn, socks must be black dress socks, and hose must be either black or skin-tone and seamless/nonpattern.



## AWARDS CEREMONY

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

All competitors must wear the 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,

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