Interactive Application and Video Game Design

Contest will be held in Battelle Hall from 10:30 am – 5:00 pm.

Orientation and contest area will be closed to observers until 12:00 pm.

**PURPOSE:** Teams must produce an original, high quality prototype of a sample of an interactive multimedia application or video game during the school year. Their production should include concept art and/or storyboards, the sample or prototype itself, and executive overview of the project. Teams should have a display of their project and ready to present their project to the public.

**Scope of Contest:**

The contest will be judged based on the criteria established in the 2017-2018 SkillsUSA Championships Technical Standards

**Contestants:** Open to teams of (TWO) active SkillsUSA members enrolled in programs utilizing interactive-application and/or video-game design and development. Each school can have two separate teams.

The team will be given a written test as part of this contest.

**To be supplied by the contestants:**

Completed concept artwork and/or storyboard used to describe and develop their submission. Not to exceed three (3) ledgers B, 11” x17” sheets.

A working sample or prototype of an interactive application or video game, including all source files and any necessary software and hardware. If different from the target playback platform, teams should also bring one workstation capable of reading, displaying and compiling their interactive application or game from source files.

Display of their project to showcase what they created.

A 20 foot extension cord and a power strip.

A typewritten summary describing the team’s submission, including their concept, purpose, target audience demographics, market potential and performance metrics on the playback platform. Summary should not exceed one (1) page with single-spaced text and 12-point font.

Proof of licensing for all commercial software programs used in development of the team’s submission.