



# Interactive Application & Video Game Development

**Purpose:** To evaluate each competitor's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of interactive application and video game creation.

<b>On-Site/Off-Site</b>	<ul style="list-style-type: none"><li>▪ On-Site</li></ul>
<b>Contest Date</b>	<ul style="list-style-type: none"><li>▪ 4/9/2024</li></ul>
<b>Contest Location</b>	<ul style="list-style-type: none"><li>▪ Convention Center</li><li>▪ B-Hall</li></ul>
<b>Early/Normal Start Time</b>	<ul style="list-style-type: none"><li>▪ Normal Start Time</li><li>▪ Registration will open at 8:00am. Please report to B-Hall Show Office for Registration. Competition will begin at 10:00am.</li></ul>
<b>Contest Open/Closed</b>	<ul style="list-style-type: none"><li>▪ Open</li><li>▪ Exhibit Halls do not open to observers until 12:00pm.</li></ul>
<b>Eligibility</b>	<ul style="list-style-type: none"><li>▪ Schools may send one (1) team of two (2) competitors for every 50 paid SkillsUSA members based on local competition enrolled in a program where the scope of the contest described in the SkillsUSA Technical Content Standards reflects a major component of the program. Please refer to the National Technical Standards for more eligibility details on this contest.</li></ul>
<b>Competition Clothing (To be worn on Day 1)</b>	Business Casual: <ul style="list-style-type: none"><li>▪ Polo or other collared shirt</li><li>▪ Khakis or dress pants; no jeans</li><li>▪ Closed-toe dress shoes</li></ul>

	<ul style="list-style-type: none"> <li>▪ Note: Wearing socks or hose is no longer required. If worn, socks must be dress socks, and hose must be either black or skin-tone and seamless/nonpattern.</li> <li>▪ Note: School identifiers and contestant names must be covered.</li> </ul>
<b>Safety Equipment Required</b>	<ul style="list-style-type: none"> <li>▪ N/A</li> </ul>
<b>Awards Ceremony Attire (To be worn on Day 2)</b>	<p>SkillsUSA Official Attire:</p> <ul style="list-style-type: none"> <li>▪ Official SkillsUSA red blazer</li> <li>▪ Button-up, collared, white dress shirt (accompanied by a plain, solid black tie or SkillsUSA black tie), or white shirt (collarless or small-collared), with any collar not to extend into the lapel area of the blazer</li> <li>▪ Black dress slacks or black dress skirt (knee-length at minimum)</li> <li>▪ Black closed-toe dress shoes</li> <li>▪ 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</li> </ul> <p>Or,</p> <p>Business Dress:</p> <ul style="list-style-type: none"> <li>▪ Blazer, sports coat, or dress</li> <li>▪ Button-up, collared, white dress shirt (accompanied by a plain, solid black tie or SkillsUSA black tie), or white shirt (collarless or small-collared), with any collar not to extend into the lapel area of the blazer</li> <li>▪ Dress slacks or dress skirt (knee-length at minimum)</li> <li>▪ Closed-toe dress shoes</li> <li>▪ 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</li> </ul>
<b>Testing</b>	<ul style="list-style-type: none"> <li>▪ Students should be prepared to take a written knowledge test.</li> </ul>
<b>Provided by Contestant (Tool List)</b>	<ul style="list-style-type: none"> <li>▪ Documentation</li> <li>▪ One hard copy of a 1-page typed personal resume</li> <li>▪ Personal Tools</li> </ul>

	<ul style="list-style-type: none"> <li>▪ Completed concept artwork and /or storyboard used to describe and develop their submission. Not to exceed three (3) ledgers B, 11"x17" sheets.</li> <li>▪ 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.</li> <li>▪ Display of their project to showcase what they created.</li> <li>▪ A 20' extension cord and a power strip.</li> <li>▪ Displays need to be tabletop and cannot exceed area given to contestants.</li> <li>▪ 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.</li> <li>▪ A Game Design Document (GDD) Document titles in bold.</li> <li>▪ One page SWOT analysis table listing primary Strengths, Weaknesses, Opportunities, and threats for the game.</li> <li>▪ Proof of licensing for all commercial software programs used in development of the team's submission.</li> <li>▪ A loose-leaf affidavit signed by all team members on 8.5x11 paper, countersigned by their school administrator, teacher of SkillsUSA advisor, stating the team submission is original work created by the team members during the current school year. Credit for any students assisting in the project should be listed along with detail on the work they performed.</li> <li>▪ All materials and equipment needed for the demonstration to be completed two times, once for the preliminaries and again for the finals, if required.</li> </ul>
<p style="text-align: center;"><b>Contest Notes, Themes, &amp; Deadlines</b></p>	<ul style="list-style-type: none"> <li>▪ Advisors are not permitted in the contest area during judging.</li> <li>▪ 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.</li> </ul>

	<ul style="list-style-type: none"> <li>▪ You DO NOT need a video describing your game for state contest, which is for nationals only.</li> </ul>
<b>Special Notes</b>	<ul style="list-style-type: none"> <li>▪ Starting in 2024, all State Contests will begin to add a scenario-based component.</li> <li>▪ Contact with Contest Coordinators is prohibited. Contact with Contest Coordinators outside of the SkillsUSA Ohio office may result in contestant disqualification.</li> <li>▪ All safety requirements will be heavily enforced. Violation may result in contestant disqualification.</li> <li>▪ No smart watches and/or phones are permitted during the contest and/or in contest.</li> <li>▪ No contact with anyone outside of the contest area once the contest begins.</li> <li>▪ No inappropriate communication between contestants such as verbally degrading another contest.</li> <li>▪ No cheating on any portion of the contest such as informing another contestant of the skills/test prior to competing.</li> <li>▪ Starting in 2024, Wi-Fi is provided for contests where it is required for contest success.</li> </ul>
<b>National Technical Standards</b>	<ul style="list-style-type: none"> <li>▪ Please refer to the 2023-2024 National Technical Standards for all contests. Any and all standards included may be tested in any competition.</li> <li>▪ In conjunction with National Standards, violations may result in student loss of contest.</li> </ul>
<b>Resume/Interview Requirement</b>	<ul style="list-style-type: none"> <li>▪ All SkillsUSA Ohio State Championship Contests will require a short interview component. Students should be prepared with basic job interview skills.</li> <li>▪ All contestants must have a hard copy of a one (1) page personal resume.</li> </ul>