



# INTERACTIVE APPLICATIONS & VIDEO GAME DEVELOPMENT



## **Contest Date(s):**

**Submissions DUE by 4:00pm on April 23, 2021**

**Contest Date via Zoom – April 28, 2021**

**(Orientation will begin at 9:00am)**

## **Contest Type: VIRTUAL**

**(All contest types are listed on the website. YOU NEED TO BE FAMILIAR  
WITH BOTH THIS DOCUMENT AND THAT DOCUMENT.)**

## **Zoom Contest Link(s):**

**[https://ohioskillsusa-  
org.zoom.us/j/92970889764?pwd=Z3FFdC9YSIA2ZmNGcksvMVp3QzFIUT09](https://ohioskillsusa-org.zoom.us/j/92970889764?pwd=Z3FFdC9YSIA2ZmNGcksvMVp3QzFIUT09)**

**Meeting ID: 929 7088 9764**

**Passcode: 169857**

# INTERACTIVE APPLICATIONS & VIDEO GAME DEVELOPMENT

## 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.

## ELIGIBILITY

Open to teams of (TWO) active SkillsUSA members enrolled in programs utilizing interactive-application and /or video-game design and development. In accordance with the SkillsUSA Ohio Program Guidelines.

## ORIENTATION

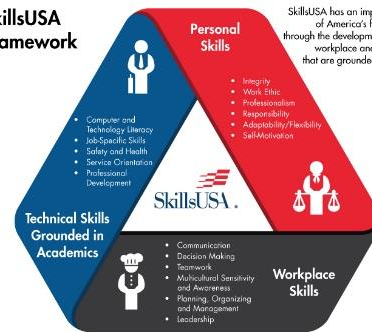
Orientation is at 9:00am

## CLOTHING REQUIREMENTS

Official SkillsUSA dress

Men	Official red blazer or jacket, black dress slacks, white dress shirt, plain black tie with no pattern or SkillsUSA black tie, black socks and black shoes.
Women	Official red blazer or jacket; black dress skirt (knee length) or slacks with businesslike white, collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

### SkillsUSA Framework



SkillsUSA has an impact on the lives of America's future workforce through the development of personal, workplace and technical skills that are grounded in academics.

## TO BE PROVIDED BY THE CONTESTANT/SPECIAL INSTRUCTIONS:

- SUBMISSIONS**

The contestant's program instructor will send the following to the lead judge and must be received by the judge before 4:00pm April 23, 2021. Plan ahead when mailing out your submissions; leave room for submissions to take longer.

**E-Mailed to the Lead Judge:** Chris Martin [chris.martin@zincode.com](mailto:chris.martin@zincode.com)

1. A paper from administration stating that the project was completed during this school year by the two named students and that credit for any items created by other students from the school are noted.
2. A scanned copy of the one-page creative artwork.
3. Story board for the game.
4. 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.
5. Four different images screenshots of the game play.
6. A one page SWOT analysis table listing the primary Strengths, Weaknesses, Opportunities and Threats for the game.
7. A resume for each contestant.
8. Contact information for the program instructor.

**Please zip up the above files and e-mail to [chris.martin@zincode.com](mailto:chris.martin@zincode.com).**

### Mailed in:

A flash drive mailed to the lead judge to be received before April 23.

**(Note: flash drives are not returned.)**

Chris Martin  
4798 Nadine Park Dr.  
Hilliard, Ohio 43026

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- **The game compiled and able to play:** The preference would be something that we could run-on Windows computer. Please test on a different computer before submitting; some engines require the full folder to accompany the executable. Please send all that is needed to play the game.

Include the source coded of the game in a folder separate from the compiled game folder.

**Note:** If this is a mobile game you will need to provide a way to obtain the game from the app store or play it online, please provide a link to play the game. Source code will still need to be mailed in.

- **Videos: Win and MAC computers and viewable on standard movie players included with the operating systems.**

**Here are the details of the two videos.**

a. The first digital video should be three to four minutes long and entailed, “Intro”, where the contestants should introduce themselves and any students from their program who assisted them (by name only) detailing each person’s role in the development process. Then in the same video, one team member, acting as a 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.)

b. The second digital video should be a one minute long and entitled “Trailer” pitching the Game, demonstrating and describing what is best about the 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.

- **CONTEST DAY**

On April 28, 2021 all students will log into Zoom and take part in a project interview of both team members.

If you do not receive an e-mail back by April 24 that your contest information was received, you should contact the lead judge at [chris.martin@zincode.com](mailto:chris.martin@zincode.com)

## Interactive Application & Video Game Development Scoring

Planning, Concept Art and Storyboard	100
Presentation, Summary & Analysis	100
Game Play/Effective Simulation & UI	200 (Videos)
Visual Design, 2D & 3D Assets & Audio	200
Technical Skills & Code Development	150
Performance & Optimization	150 (Interview Questions)

**Maximum Possible Score:** 900

## SCOPE OF THE CONTEST

The contest will be judged based on the criteria established in the current year’s National Technical Standards, which are updated annually. National Technical Standards are accessed through your Professional SkillsUSA Membership benefits by logging on to your SkillsUSA account at <https://www.skillsusa-register.org/Login.aspx>.