



SkillsUSA Florida Championships 2021

PREPARING FOR THE CONTEST

Introductory Information

This document serves as a supplement to the official SkillsUSA Technical Standards found online at absorb.skillsusa.org to be used to prepare for state-level virtual competitions. State-level contests will follow the "Standards and Competencies" outlined in the official SkillsUSA Technical Standards (Virtual). Contestants and instructors should review the contest's Technical Standards as a first step in preparing for a competitive event.

Any information contained in this document applies to state-level competitive events only. Download and review the State Virtual General Regulations at skillsusafl.org/state-conference for more information regarding virtual contests. The list of supplies and materials outlined below is subject to change; updates will be posted to our website on the contest updates page.

SkillsUSA Professional Members (advisors and teachers) can access the standards through SkillsUSA Absorb (absorb.skillsusa.org). To join as a Professional Member visit bit.ly/skillsusa-prof.

Clothing Requirements

Because of the nature of virtual competitions, official SkillsUSA competition clothing is not required, but is encouraged. Students may also compete in trade-appropriate attire if official contest attire is not available. Alternatively, competitors may dress in business attire. See State Virtual General Regulations for more information.

Class E: Contest Specific - Business Casual

- Official SkillsUSA white polo shirt
- Black dress slacks (accompanied by black dress socks or black or skin tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin tone seamless hose)
- Black leather closed-toe dress shoes

Supplies and Materials

Contestants will need the following for the contest:

- 1:1 device (laptop or computer/monitor) for each contestant with camera, microphone and internet connection of at least 2 Mbps up/down
- Filming Device
A device to complete a video recording. This may be a laptop, phone or other device with support devices like a tripod, microphone, etc. Preferred file format is MP4.
- 1-page resume for each team member in PDF format
- Space for team prototype. Each team is allotted one six-foot (6') table.
- A 110-volt electrical outlet

- A working sample or prototype of an interactive application or video game, including all source files and any necessary software and hardware. Teams should provide a computer capable of reading, displaying and compiling the game from their source files.
- Surge protector
- Loose-leaf affidavit signed by all team members, countersigned by their school's administrator and SkillsUSA advisor/instructor, stating that the team submission is original work created by the team members during the current school year. Credits for any students assisting in the project should be listed, along with detail on the work they performed.
- Game Design Document
 - See national technical standards for requirements
- Additional supplies and materials may be required. Contest supply and materials lists will be posted on the Contest Updates page by March 1.

SkillsUSA Florida will provide the following for the contest:

- Contest prompt and information
- Contest Prep Box, with materials needed for the contest like stopwatch, measuring tape, and large face digital clock that must be used in pre-recorded videos
- Meeting links and upload information

Local Proctor Information

A local contest proctor (non-advisor/program instructor) must be present for the recording of the contest. The proctor should review the technical standard, this document and the state contest which will include an integrity statement containing additional information for the proctor.

Once the contest is complete, the contestants, chapter advisor and onsite proctor will sign-off on the integrity statement. Additional contest proctor information can be found on our website.

Advisor Information

An advisor or instructor must be present for the duration of the competition to ensure safety and conduct standards are upheld. Advisors will not participate in judging or interfere in the contest, except in the event of safety or conduct violations, or equipment malfunction. Any communication between students and their advisors during the contest will result in disqualification.



CONTEST INFORMATION

Knowledge Performance

This contest includes two multiple choice knowledge assessments. Instructions and credentials to complete these assessments will be provided when the contest window opens. These assessments should be completed under the supervision of the contest proctor.

- **Interactive Application and Video Game Creation Assessment** – Assessing the team's knowledge of the industry, including its jargon, technologies and professional methods.
- **Professional Development Career Readiness Assessment** – Assesses preparedness to enter the workforce as defined by the SkillsUSA Framework, which identifies skills that are essential for success in the workplace and life.

Skill Performance

Teams must produce an original prototype or sample of an interactive application or video game with at least one level and ten minutes of interactive content. It must be created during the school year immediately preceding the contest deadline.

Teams will be required to submit a Game Design Document as outlined in the Technical Standards by April 5, 2021.

Teams will also submit a one-minute video that is a trailer for their game, demonstrating and describing what is best about the game, including gameplay, mechanics, significant objects or characters, levels, artwork, background, 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. Videos must be uploaded by April 5, 2021.

Each team will receive an appointment time to meet with the judges and provide an introduction for their game, no more than 3-4

minutes. Each team member should introduce themselves and any students who assisted with their project (by name only). One team member (spokesperson) should give a quick overview of the game, including title, genre, target audience, number of levels, total playtime developed, performance metrics, and any notable user interfaces (opening, closing screen, cut scenes, etc). Following their presentation, teams will take questions from the judges.

A contest proctor will be required for each recording and live session. Recordings must be setup, started, monitored and stopped by the contest proctor. The camera must be setup in such a way as to show all materials and a clear workspace. The contestant and large face digital clock should be always visible in the recording. The recording must be unedited (continuous) to ensure no outside help was provided.

Additional files may be required to be submitted. These requirements will be outlined in the state contest prompt.

The contestant will not mention their name, school, city or state. Basic safety practices related to the skill performed must be followed.

At the completion of the event, the contestant, chapter advisor and proctor will sign-off on the integrity statement. This integrity statement will need to be submitted with the entry.

SUBMISSION REQUIREMENTS

The following needs to be uploaded by the deadline. No late submissions will be accepted.

- Statement of Assurances: PDF file (*Upload by April 1)
- Resume: PDF file (*Upload by April 1)
- Game Design Document: PDF file (*Upload by April 5)
- Video submission: MP4 file (*Upload by April 5)
- Integrity Statement: PDF file