BOARD GAME DESIGN

OVERVIEW

Participants develop, build, and package a board game that focuses on the subject of their choice. The game should be interesting, exciting, visually appealing, and intellectually challenging. Each team will have to design the packaging, instructions, pieces, and/or cards associated with creating and piloting a new board game. Semifinalists for the event will set up the game, demonstrate how the game is played, and explain the game's features.

ELIGIBILITY

One (1) team per chapter may participate, one (1) entry each.

TIME LIMITS

1. Semifinalists are allowed five (5) minutes to setup the game and five (5) minutes to repackage the game.
2. Semifinalists participate in an event-specific interview that lasts approximately five to ten (5-10) minutes.
3. Semifinalists participate in a LEAP interview that lasts an additional five (5) minutes.

LEAP

A team LEAP Report is required for this event and must be submitted at event check-in (see LEAP Program).

ATTIRE

TSA competition attire is required for this event.

PROCEDURE

PRELIMINARY ROUND

1. In preparation for the event (and throughout the game development), teams design, create, and document the game entry.
2. Teams submit the completed board game, documentation, and team LEAP Report at the time and place stated in the conference program. No more than two (2) team members may drop off the team's entry.

3. Entries are evaluated by the judges. Neither students nor advisors are present at this time.
4. A list of twelve (12) semifinalist teams (in random order) will be posted.

SEMIFINAL ROUND

1. Semifinalist teams report to the event area at the time and place stated in the conference program to sign-up for an interview time.
2. Semifinalist teams may be represented by no more than three (3) members.
3. Semifinalist teams will answer questions about the documentation, the game's purpose, value, design, rules, and development process.
4. The LEAP interview will be conducted as part of the semifinalist interview.
5. Judges independently assess the entries, including each team's LEAP Report.
6. The top ten (10) finalists will be announced during the awards ceremony.
7. No more than three (3) team members pick up their entry from the display area at the time and place stated in the conference program.

REGULATIONS

PRELIMINARY ROUND

A. Participants design, create and package an entirely original board game, complete with instructions on how to play, including all parts, pieces and/or cards needed to play the game.

B. Board game:
1. The physical board game should be of high quality and designed for the intended age group.
2. The packaged game must be no larger than 12" x 18" x 3".
   a. The game must be designed, engineered, created, and packaged solely by the team.
   b. The materials used in packaging and manufacturing the game are to be determined by the team.

3. Game instructions

   a. must be clear, understandable, and age-appropriate

   b. must be included in both the packaged game and in the documentation portfolio

   c. must explain the rules in explicit detail

   d. The team must determine which format best presents the game's instructions.

4. The game must be able to be set up within five (5) minutes of opening the package.

5. Once evaluation of the game is complete, a player (judge) must be able to repackage it within five (5) minutes.

6. The game must include original work of the team. Work that is not created by the team must have proper documentation, showing copyright permissions and/or license for usage in the game segment.

C. Documentation/Portfolio:

   1. Documentation materials (comprising "a portfolio") are required and must be submitted as a single, multi-page PDF document on a USB flash drive and submitted with the board game.

   2. The USB flash drive and its contents become the property of TSA for communication purposes only. Publishing rights remain with the authors and illustrators.

   3. No identifying information other than a team identification number is to appear anywhere on the portfolio and board game.

   4. The portfolio must include the following pages in a single, multi-page PDF document in this order:

      a. LEAP Report

      b. Title page with the name of the board game, the event title, the conference city and state, the year; and the team identification number; one (1) page

      c. Table of Contents; one (1 page)

      d. Overview of the game; one (1 page)

      e. Intended audience (age range and number of players) and a game description/reasoning behind the choice of audience; one (1 page)

      f. Game Instructions (pages as needed)

      g. Description of the processes used to create the game and components; two (2 pages)

      h. Engineered drawings of parts/game/packaging (pages as needed)

      i. Cost summary for created game; one (1)

      j. A completed Plan of Work Log (see Forms Appendix); pages as needed

      k. A completed Student Copyright Checklist (see Forms Appendix)

      l. References/research sources; one (1) page

SEMIFINAL ROUND

A. Two to three (2-3) members of each semifinalist team will report to the event area at the time and place stated in the conference program.

B. Team members will demonstrate set up and playing of the game, and explain the game's features.

C. Team members will participate in an event-specific interview following the game's demonstration.

D. The LEAP Report

   1. Teams document the leadership skills the team has developed and demonstrated while working on this event, and on a non-competitive event leadership experience.

   2. Teams will respond to questions about the content of the LEAP Report as part of the LEAP interview, which will be conducted as part of semifinalist presentation/interview.

   3. Specific LEAP Report regulations can be found in the LEAP Program section of this guide and on the TSA website.

EVALUATION

PRELIMINARY ROUND

1. The portfolio
2. The game and packaging aesthetics, quality of the game components, ease of setup/take down, quality of the packaging, and ease of understanding the rules

SEMIFINAL ROUND

1. The demonstration of the rules, game features, and playing of the game
2. The event-specific interview
3. The content and quality of the LEAP Report and interview

Refer to the official rating form for more information.

STEM INTEGRATION

This event has connections to the STEM areas of Science, Technology, Engineering, and Mathematics.

CAREERS RELATED TO THIS EVENT

This competition has connections to one or more of the career areas:

- Product/packaging design
- Board game designer
- Electronic game designer
- Electronic game technician
- Technical writer

BOARD GAME DESIGN
2019 & 2020 OFFICIAL RATING FORM
HIGH SCHOOL

Judges: Using minimal (1-4 points), adequate (5-8 points), or exemplary (9-10 points) performance levels as a guideline in the rating form, record the scores earned for the event criteria in the column spaces to the right. The X1 or X2 notation in the criteria column is a multiplier factor for determining the points earned. (Example: an "adequate" score of 7 for an X1 criterion = 7 points; an "adequate" score of 7 for an X2 criterion = 14 points.) A score of zero (0) is acceptable if the minimal performance for any criterion is not met.

Go/No Go Specifications

- Before judging the entry, ensure that the items below are present; indicate presence with a check mark in the box.
- If an item is missing, leave the box next to the item blank and place a check mark in the box labeled ENTRY NOT EVALUATED.
- If a check mark is placed in the ENTRY NOT EVALUATED box, the entry is not to be judged.

☐ USB Portfolio is present
☐ Packaged board game is present
☐ Completed LEAP Report is present
☐ ENTRY NOT EVALUATED

Record scores in the column spaces below.

DOCUMENTATION (70 points)				
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
Portfolio components (X1)	Portfolio is unorganized and/or missing three or more components.	Portfolio is organized adequately, with most, if not all, components present.	No components are missing in the portfolio, and content and organization are clearly evident.	
Overview of the game (X1)	The overview and purpose of the game are unclear.	The overview and purpose of the game are generally clear.	The overview clearly explains the purpose of the game and how the game is played.	
Intended Audience (X1)	The intended audience and reasoning behind the game are not clear and/or are poorly supported.	The intended audience and reasoning behind the game are clear and generally supported.	The intended audience is clearly expressed and reasoning behind game play is well supported.	
Game Instructions (X1)	The instructions for the game are not clear for the intended age range.	The instructions for the game are generally clear for the intended age range.	The instructions for the game are clearly understandable for the age range intended.	
Description of Processes (X1)	The processes used to create the game are not clearly described and/or are missing four (4) or more aspects of the creation of the game.	The description for the creation of the game and the aspects of the game creation are generally clear.	The processes used to create the game are clearly described and explain all aspects of the game creation.	
Engineering Drawings (X1)	Four (4) or more engineered drawings for all parts, game boards, and packaging are missing and/or are of poor quality.	One to three (1-3) engineered drawings for all parts, game boards, and packaging are missing or are of adequate quality.	Engineered drawings for all parts, game boards, and packaging are present and are of excellent quality.	
Cost Summary (X1)	Cost breakdown for the game is missing or two (2) or more of the following categories are incomplete: quantity of materials used, cost of materials, and/or total cost of the project.	Cost breakdown for the game is present and generally clear with minor information missing for the following categories: quantity of materials used, cost of materials, and/or total cost of the project.	Complete cost breakdown for the game, including the quantity of the materials used, cost of the materials, and total cost of the project are present, complete, and clearly identified.	
DOCUMENTATION SUBTOTAL (70 points)				

PACKAGING (30 points)

CRITERIA	Minimal performance	Adequate performance	Exemplary performance	Record scores in the column spaces below.
	1-4 points	5-8 points	9-10 points	
Appearance (X1)	Three (3) or more elements of the packaging look unfinished, are not aesthetically appealing, and are not retail ready.	One to two (1-2) elements of the packaging look unfinished, are not aesthetically appealing, and are not retail ready.	Packaging appearance is retail ready and aesthetically pleasing.	
Functionality/ Durability (X1)	Packaging is missing three (3) or more necessary components for game play, and/or one to five (1-5) necessary parts are not reusable or sturdy.	Packaging is missing one to two (1-2) necessary components for game play, and/or one to two (1-2) necessary parts are not reusable or sturdy.	Packaging is reusable and meets all needs for the game. Construction of the packaging is complete and sturdy.	
Incorporation of Rules (X1)	Rules of the game are not integrated as part of the packaging, and/or the rules are lacking in durability and quality.	Rules of the game are not fully integrated as part of the packaging design; rules are adequate in durability and quality.	Rules are an integrated part of the packaging and are of exceptional durability and quality.	
PACKAGING SUBTOTAL (30 points)				

BOARD GAME (30 points)

CRITERIA	Minimal performance	Adequate performance	Exemplary performance	Record scores in the column spaces below.
	1-4 points	5-8 points	9-10 points	
Appearance (X1)	Three (3) or more elements of the game look unfinished; game is not aesthetically appealing or retail ready	One to two (1-2) elements of the game look unfinished; game is adequately aesthetically appealing and retail ready.	Game looks finished, is aesthetically appealing, and is retail ready.	
Functionality/ Durability (X1)	Game is missing three (3) or more necessary components for game play, and/or one to five (1-5) necessary parts are not reusable or sturdy.	Game is missing one to two (1-2) necessary components for game play, and/or one to two (1-2) necessary parts are not reusable or sturdy.	Game has all necessary components for game play, and game pieces are all reusable and sturdy.	
Game Set up (X1)	Total game setup time is over 11 minutes, and/or game setup and/or take down is longer than 6:01 minutes.	Total game setup time is 10-11 minutes, and/or game setup and/or take down is five to six (5-6) minutes.	Total game setup and total game take down are under five (5) minutes.	
BOARD GAME SUBTOTAL (30 points)				

Rules violations (a deduction of 20% of the total possible points for the above sections) must be initialed by the judge, coordinator, and manager of the event. Record the deduction in the space to the right.

Indicate the rule violated: _____

PRELIMINARY SUBTOTAL (130 points)

BOARD GAME DESIGN

SEMIFINAL DEMONSTRATION/INTERVIEW (68 points)				
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
Theme of game (X1)	The theme of the game is not addressed and/or was unclear.	The theme of the game is adequately addressed.	The theme of the game is clearly expressed and easily interpreted.	
Age of audience (X1)	The intended age range of the game is not addressed and the description of the audience was not appropriate.	The intended age range of the game is addressed but one to three (1-3) elements of the description did not match the game.	The age range of the intended audience is clearly addressed and the description of the audience matched the game.	
Presentation of Rules (X1)	Rules are confusing and difficult for the audience to understand; more than five (5) questions clarifying the rules are asked in order to start the game play.	Rules are somewhat clear for the audience to understand; game play requires less than four (4) questions to clarify the rules.	Rule are clearly explained and game play is easily started after presentation of rules, with no clarifying questions needed.	
Demonstration of game play (X1)	Game play is confusing and unorganized. How players win or lose is not addressed.	Game play is somewhat confusing but organized. How players win or lose is somewhat addressed.	Various scenarios of the game are addressed and explained. How players win or lose is clearly explained.	
Engagement and participation (X1)	The team must be prompted to provide answers and information; a clear team leader dominates the interview, while other team members are unresponsive.	Team members generally answer questions with responses of acceptable length and depth; most team members participate adequately in the interview and engage the judges when answering questions.	All team members contribute in the interview; while there may be a clear team leader, all members provide appropriate substantive material to the conversation; the team engages the judges in the interview, which becomes less of a question and answer session and more of a conversation about the topic and solution.	
LEAP Report/ Interview (18 points; 10% of total event points)	The team's efforts are not clearly communicated, lack detail, and/ or are unconvincing; few, if any, attempts are made to identify and/or incorporate the SLC Practices.	The team's efforts are adequately communicated, include some detail, are clear, and/or are generally convincing; identification and/or incorporation of the SLC Practices is adequate.	The team's efforts are clearly communicated, fully-detailed, and convincing; identification and/ or incorporation of the SLC Practices is excellent.	
SEMIFINAL DEMONSTRATION/INTERVIEW SUBTOTAL (68 points)				

Rules violations (a deduction of 20% of the total possible points in the semifinalist sections above) must be initialed by the evaluator, coordinator, and manager of the event. Record the deduction in the space to the right.

Indicate the rule violated: _____

SEMIFINAL SUBTOTAL (68 points)

To arrive at the TOTAL score, add the PRELIMINARY SUBTOTAL and the SEMIFINAL SUBTOTAL.　　　TOTAL (198 points)

Comments:

_____

I certify these results to be true and accurate to the best of my knowledge.

JUDGE

Printed name: _____　　Signature: _____

BOARD GAME DESIGN
EVENT COORDINATOR INSTRUCTIONS

PERSONNEL

A. Event coordinator

B. Judges:

    1. Preliminary round, two (2) or more

    2. Semifinal Round, two (2) or more

C. Assistants for check-in, one (1)

MATERIALS

A. Coordinator's packet, containing:

    1. Event guidelines, one (1) copy for the coordinator and each judge

    2. TSA Event Coordinator Report

    3. List of judges/assistants

    4. Pre-populated flash drives for judges

    5. Stick-on labels for identifying entries

    6. Results envelope with coordinator forms

    7. Envelopes for LEAP Reports

    8. LEAP Interview Judging Protocol

B. Stopwatch

C. Display tables for entries (minimum width 18")

D. Tables and chairs for event coordinator, semifinalist judges, and participants

RESPONSIBILITIES

AT THE CONFERENCE

1. Attend the mandatory coordinator's meeting at the designated time and location.

2. Report to the CRC room and obtain the coordinator's packet; check the contents.

3. Review the event guidelines and check to see that enough judges and assistants have been scheduled.

4. Inspect the area in which the portfolios are being placed for appropriate set-up including sufficient number and size of tables.

5. At least one (1) hour before the event is scheduled to begin, meet with judges/assistants to review time limits, procedures, and regulations. If questions arise that cannot be answered, speak to the event manager before the event begins.

EVENT CHECK-IN

1. Check in the entries at the time stated in the conference program.

2. Anyone reporting who is not on the entry list may check in only after official notification is received from the CRC.

3. Late entries are considered on a case-by-case basis and only when the delay is caused by events beyond participant control.

4. Each entry must include the participants' identification number in the upper right-hand corner of the entry.

5. Position the entries for evaluation and viewing.

6. Secure the entries in the designated area.

PRELIMINARY ROUND

1. Judges independently assess the entries.

2. Decisions about rules violations must be discussed and verified with the judges, event coordinator, and CRC manager to determine either:

    a. To deduct twenty percent (20%) of the total possible points in this round or

    b. To disqualify the entry

    c. The event coordinator, judges and CRC manager must all initial either of these actions on the rating form.

3. Judges determine the twelve (12) semifinalists.

4. Review and submit the semifinalist results and all related items/forms in the results envelope to the CRC room for posting.

5. Create semifinalist sign-up sheet for each team's final presentation.

SEMIFINAL ROUND

1. Inspect the area in which the demonstrations/interviews are to take place. Ensure that there is a table and seating for the interviews.

2. At least one (1) hour before the event is to begin, meet with semifinalist judges to review time limits, procedures, and regulations. If questions arise that cannot be answered, speak to the event manager before the event begins.

3. Conduct semifinalist demonstrations/interviews using the same official rating form used for the preliminary round.

4. Judges should be sure to ask event-specific interview questions. The LEAP interview will be conducted as part of this interview and will last a maximum of five (5) additional minutes.

5. Decisions about rules violations must be discussed and verified with the judges, event coordinator, and CRC manager to determine either:

   a. To deduct twenty percent (20%) of the total possible points in this round or

   b. To disqualify the entry

   c. The event coordinator, judges and CRC manager must all initial either of these actions on the rating form.

6. Judges determine the ten (10) finalists and discuss and break any ties. (Determine the procedure for breaking ties before the onsite competition begins.)

7. Review and submit the finalist results and all related forms in the results envelope to the CRC room.

8. If necessary, manage security and the removal of materials from the event area.