

OVERVIEW

Video game design demands the use of complex intellectual, artistic, and technical skills. Once learned, these skills may be applied in many other high technology occupations within the sciences, technology, and the arts.

Participants develop a video game that focuses on the subject of their choice. The game must be interesting, exciting, visually appealing, and intellectually challenging. The game must have high artistic, educational, and social value.

The game and all required documentation must be submitted — and will be evaluated — online, pre-conference. Semifinalist teams (list posted at the conference) participate in an onsite interview to demonstrate the knowledge and expertise they gained during the development of the game.

The theme of the current year's game will be posted on the national TSA website under Competition Themes/ Problems.

ELIGIBILITY

Three (3) teams per state may participate.

TIME LIMITS

PRELIMINARY ROUND

1. All components of the chapter's entry, including the website address (URL) for the entry, must be finished, submitted, and accessible via the Internet by 11:59 p.m. Pacific Daylight Time (PDT) on May 15th.
2. Entries received, or changes made to submitted entries after this deadline will not be judged.
3. Email verification of each team's entry will be made by June 10th.
4. The game submitted for evaluation must be greater than three (3) minutes in length of play and must be interactive.

5. A deduction of five (5) points total will be incurred for a game that completes under the three (3)-minute time minimum.
6. The timing of the game segment starts with the first image or sound presented.

SEMIFINAL ROUND

1. Semifinalists participate in an onsite interview that lasts approximately five to ten (5-10) minutes.
2. As part of each semifinalist interview, each team will participate in a LEAP interview that will last a maximum of five (5) additional 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. Participants design, create, provide documentation for, and submit the game entry and the team LEAP Report by 11:59 p.m. (PDT) on May 15th (see Time Limits). The game may be an online based game, or one that is a downloadable *.exe file.
2. Submission information will be provided on the TSA website under Competition/Themes and Problems.
3. All questions pertaining to Video Game Design should be emailed to the event coordinator or the event manager.
4. Entries are reviewed by judges prior to the National TSA Conference.
5. A semifinalist list of twelve (12) teams (in random order) will be posted at the conference on the first full day of competition.

SEMIFINAL ROUND

1. Semifinalist teams sign up for an interview time on the date and time noted in the conference program.
2. Two (2) team members from each semifinalist team report to the event area.
3. Semifinalist teams will have a chance to answer questions about their documentation, game, 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 the team's LEAP Report.
6. The top ten (10) finalists will be announced during the awards ceremony.

REGULATIONS

PRELIMINARY ROUND

- A. The game and required documentation must be located online and accessible for evaluation. The game may be an online based game, or one that is a downloadable *.exe file.
- B. The URL must point to the team's entry.
- C. The game must be entertaining, exciting, and challenging and have artistic, social, and educational value.
- D. Game instructions must be clear and understandable.
- E. Entries must be a team project.
- F. Judges must be able to play the game to the third (3rd) level.
- G. The game must include original work of the team.
 1. Game architecture, game engines, graphics, and sounds may be used from other sources.
 2. Work that is not created by the team must have proper documentation, showing copyright permissions and/or license for usage in the game segment.

- H. The required documentation (noted below) must be submitted with the game URL address in the form of a PDF attachment:
 1. LEAP Report
 2. A completed Student Copyright Checklist (see Forms Appendix)
 3. A hand-drawn storyboard, which depicts the design concept of the video game; pages as needed
 4. Purpose and description of the game, the target audience, and a detailed explanation of how to play the game, including a list of control functions; two (2) pages
 5. A completed Plan of Work log (see Forms Appendix); pages as needed
 6. Permission letters for the use of copyrighted material; pages as needed (if applicable)
- I. Required documentation becomes the property of TSA.

SEMIFINAL ROUND

- A. Two (2) team members participate in a semifinal interview.
- B. 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 immediately following the event-specific 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 quality of the required documentation
2. The game's aesthetics, flow, story, content, sound (preferred but not required), and characters
3. The first three (3) levels of the game
4. Up to fifteen (15) bonus points may be added by the judges for exceptional game features, or for content showing exemplary educational and social value.

SEMIFINAL ROUND

1. A semifinalist interview
2. The content and quality of the LEAP Report and interview

Refer to the official rating form for more information.

NOTES

The Video Game Design submission procedure noted in this guide applies to entries for the National TSA Conference only, and not TSA state conferences.

STEM INTEGRATION

This event aligns with the STEM educational standards of Science, Technology, Engineering, and Mathematics.

CAREERS RELATED TO THIS EVENT

- Animator
- Computer programmer
- Electronic game designer
- Electronic game technician
- Writer

VIDEO 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.

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- The game is playable.
 - Completed LEAP Report is present.
 - ENTRY NOT EVALUATED

DOCUMENTATION (30 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
Portfolio components (X1)	Not all portfolio pages are included, and/or the pages are unorganized.	Most portfolio elements are included and organized.	Outstanding organization skills are evident in the preparation of the portfolio, which contains all required elements.	
Game directions and control function (X1)	The game explanation is difficult to follow; functions provided are illogical or incorrect.	The game directions can be followed, but at times they do not sync with overall workings of the game; most control functions are adequate.	The game explanation is easy to follow, and control functions are well-matched for the game.	
Plan of Work log (X1)	Plan of Work log is incomplete and inaccurate.	Plan of Work log is included and mostly addresses participation of all team members.	Plan of Work log is complete and shows participation of all members.	
DOCUMENTATION SUBTOTAL (30 points)				

GAME DESIGN (70 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
Creativity and artianship (X2)	The game lacks creativity; poor artianship and development are evident.	The game exhibits adequate creativity and artianship.	The game is highly creative and well-crafted.	
Technical skill (X2)	The game lacks originality and shows few technical skills.	The game is original and shows some evidence of programming skills.	The game is original, highly artistic, and shows evidence of programming skills.	
Storyline/flow of the game (X1)	The game follows little or no story line; there is limited logical flow to the game.	The game follows a story line and flows adequately from one scene/level to another.	The game is well-organized and flows smoothly from one scene/level to the next.	
Overall appeal (X2)	Playing the game is not enjoyable; interacting in game play is a struggle, due to the game's illogical sequencing.	The game is somewhat interesting, easy, and enjoyable to play; most design concepts are incorporated.	The game is innovative and entertaining; design principles are incorporated, which make playing the game easy and enjoyable.	
GAME DESIGN SUBTOTAL (70 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: _____

BONUS (15 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
Bonus Points Unique and exceptional features (X1)	The game demonstrates some unique and exceptional features and/or exemplary educational value.	The game is very good but limited in uniqueness.	The game is outstanding and unique.	
BONUS SUBTOTAL (15 points)				

PRELIMINARY SUBTOTAL (115 points)

SEMIFINAL INTERVIEW (45 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
Organization (X1)	Participants seem unorganized and unprepared for the interview; an illogical explanation of the game is presented.	Participants are generally prepared for the interview; explanation of the game is communicated and generally organized.	The interview is logical, well-organized, and easy to follow; the game explanation is communicated in an organized and concise manner.	
Team participation (X1)	The majority of the delivery is made by one member of the team; the partner(s) may be disengaged in the interview.	Team members generally are engaged in the interview, though one member may take on more responsibility than the other(s).	All team members are actively involved in the interview and responses to the questions; there is shared responsibility among team members.	
Knowledge (X1)	Participants seem to have little understanding of the concepts in their project; answers to questions may be vague.	Participants exhibit an understanding of the concepts in the project.	Participants show clear evidence of a thorough understanding of their project.	
LEAP Report/ Interview (15 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 and Behaviors.	The individual's efforts are adequately communicated, include some detail, are clear, and/or are generally convincing. Identification and/or incorporation of the SLC Practices and Behaviors is adequate.	The individual's efforts are clearly communicated, fully-detailed, and convincing. Identification and/or incorporation of the SLC Practices and Behaviors is excellent.	
SEMIFINAL INTERVIEW SUBTOTAL (45 points)				
Rules violations (a deduction of 20% of the total possible points for the above sections) must be initiated by the judge, coordinator, and manager of the event. Record the deduction in the space to the right. Indicate the rule violated: _____				
SEMIFINAL SUBTOTAL (45 points)				
To arrive at the TOTAL score, add any subtotals and subtract rules violation points, as necessary.			TOTAL (160 points)	

Comments:

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

JUDGE

Printed name: _____ Signature: _____



VIDEO GAME DESIGN

EVENT COORDINATOR INSTRUCTIONS

PERSONNEL

- A. Event coordinator
- B. Judges:
 1. Preliminary round, two (2) or more for pre-conference judging
 2. Semifinal Round, two (2) or more

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. Results envelope with coordinator forms
 6. Envelopes for LEAP Reports
 7. LEAP Interview Judging Protocol
- B. Tables for entries
- C. One (1) extension cord for the semifinalist evaluation team
- D. One (1) power bar with surge protection for semifinalists, as needed
- E. Laptop computer with high speed Internet capability
- F. Tables and chairs for event coordinator, semifinalist judges, and participants

RESPONSIBILITIES

PRE-CONFERENCE/PRELIMINARY ROUND

1. Review entries as they are submitted to the designated online storage utility.
2. Entry submission is allowed only until 11:59 p.m. (PDT) on May 15th.
3. Send email verification to all entrants by June 10th.
4. Manage communication and pre-conference evaluation (at least two [2] or more judges should be recruited earlier in the year).

5. At least five (5) days prior to the National TSA Conference, make accessible the online storage utility link for Video Game Design entries.
6. Collect completed rating forms electronically and bring them to the conference on a flash drive.

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/assistants have been scheduled.
4. Inspect the area or room in which the event is to be held for appropriate set-up, including room size, chairs, tables, outlets, etc. Notify the event manager of any potential problems.
5. On the first full day of competition, post a list of the twelve (12) semifinalists in random order.

SEMIFINAL ROUND

1. At least one (1) hour before the event is scheduled to begin, meet with judges and review the time limits, procedures, and regulations and clear up any questions or misunderstandings.
2. Semifinalist teams report to the event area at the time and place noted in the conference program to sign up for an interview time.
3. Distribute the event-specific interview guidelines.
4. Manage completion of the onsite interviews.
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.

VIDEO GAME DESIGN

6. Judges determine the ten (10) finalists and discuss and break any ties that affect the top three (3) placements.(Determine the procedure for breaking ties before the onsite competition begins.)
7. Submit the finalist results and all related forms in the results envelope to the CRC room.