

VIRTUAL REALITY SIMULATION (VR)



OVERVIEW

Virtual Reality (VR) is the representation of complex scientific and/or technical concepts in a visual form. Applying leadership and 21st century skills, participants use video and 3D computer graphics tools and design processes to communicate, inform, analyze, and/or illustrate a given topic, idea, subject, or concept based on the theme posted on the [TSA website](#) under *Themes & Problems*.

ELIGIBILITY

One (1) team per chapter may participate; individual entries are permitted.

TIME LIMITS

PRELIMINARY ROUND

- A. Recording of the simulation must be two to three (2-3) minutes in length.
- B. There is a five (5)-point deduction for each fifteen (15) seconds under two (2) minutes or over three (3) minutes.
- C. Video of the simulation time length is calculated from the start of the first image or sound to the end of the last image or sound.

SEMIFINAL ROUND

- A. Up to four (4) minutes to setup/load of the presentation
- B. Up to six (6) minutes to view the presentation – Three (3) minutes per judge.
- C. Four (4) minutes are allowed for the interview.

ATTIRE

TSA competition attire is required for this event.

PROCEDURE

PRE-CONFERENCE

- A. Participants review the TSA Honor Statement for Competitive Events found in the General Rules and listed in the individual competitive event rules.
- B. Participants concentrate their efforts on creating video and 3D computer graphic that illustrates a given topic.

PRELIMINARY ROUND

- A. Participants report at the time and place stated in the conference program to check in their entries.
- B. Entries are reviewed by judges with neither students nor advisors present.
 - 1. Judges review and score the Video of the simulation criteria to determine the top twenty-four (24) preliminary contestants, which will not be posted.
 - 2. Judges score the Documentation Portfolio criteria of those top twenty-four (24) contestants to determine the top twelve (12) semifinalist teams.
- C. A list of twelve (12) semifinalists (in random order) is posted.

SEMIFINAL ROUND

- A. No more than two (2) semifinalist team representatives report at the time and place stated in the conference program to sign up for a presentation/interview time.
- B. No more than two (2) representatives from each semifinalist team report at the assigned time and place for the presentation/interview.
- C. Each semifinalist team are to present their VR presentation using a VR technology of their choice. Semifinalists are responsible to provide the hardware for the visualization.
- D. Semifinalist will answers questions about their portfolio from the judges, discussing the purpose, value, research, and design process.
- E. The top ten (10) finalists are announced at the awards ceremony.

REGULATIONS AND REQUIREMENTS

Students will work to develop their leadership and 21st century skills in the process of preparing for and participating in this TSA competitive event. The development and application of those skills must be evident in their submission, demonstration, and/or communication pertaining to the entry.

PRELIMINARY ROUND

- A. All entries must be the original work of the participant or team.
 - 1. Where applicable, all ideas, text, images, and sound from other sources must be cited.
 - 2. If copyrighted material is used, proper written permission must be included.
 - 3. Failure to follow this procedure results in disqualification.
- B. All entries become the property of TSA and will not be returned after judging.
- C. Documentation Portfolio:
 - 1. Documentation materials (comprising a “portfolio”) are required and must be secured in a [clear front report cover](#) with the following single-sided, 8½" x 11" pages, in this order:
 - a. USB flash drive (containing the simulation) in a secure holder or sealed sleeve at the front of the portfolio.
 - b. Title page with the event title, the conference city and state, and the year; one (1) page
 - c. Table of contents; pages as needed
 - d. Purpose of simulation, including the intended audience; one (1) page
 - e. Hand-sketched storyboard that documents the flow and progression of the visualization with written notes; special effects, audio cues, dialogue, transitions, and scene duration should be incorporated into the storyboard; pages as needed

- f. List of references that includes sources for materials, copyrighted and otherwise; pages as needed. (The term “Fair Use” and similar terms are not acceptable citations when creating the list of references.)
 - g. Permission letters for copyrighted material; pages as needed
 - h. List of software and hardware used in the development of the visualization; one (1) page
 - i. Work Log (see Forms Appendix); pages as needed
 - j. Student Copyright Checklist (see Forms Appendix); one (1) page
- D. Recording of the Simulation:
 - 1. Recording of the simulations must be turned in on a USB flash drive in MPEG format suitable for viewing with a VLC Player utilizing a Microsoft Windows operating system.
 - 2. The following are NOT permitted:
 - a. PowerPoint presentation or PowerPoint slide show are not acceptable formats for this event.
 - b. Absolutely no purchased content may be used in any part of the simulation. (Purchased content includes, but is not limited to, texture, models, and royalty free music.)
 - c. Web applications that allow purchasing of elements (i.e.: Animaker and Powtoons) are not permitted.
 - d. Live action video, including “whiteboard” style entries.
 - 3. Suggested software includes: Flash, Maya, 3DS Max, Adobe Animate, Unity, Blender, etc.
 - 4. Each simulation must advance automatically once it has been opened and started by the judges. A splash screen is acceptable, provided the “PLAY” command is easily visible.
 - 5. All work must be included in the portfolio on a USB flash drive.

6. The simulation is not to be under two (2) or over three (3) minutes in length.
7. There will be a five (5)-point deduction for each fifteen (15) seconds under the minimum time or for each fifteen (15) seconds over the maximum time.
8. Sound must accompany the simulation. This sound does not include a voiceover recording describing the VR simulation.

EVALUATION

PRELIMINARY ROUND

Tier 1

- A. The simulation

Tier 2

- B. The portfolio

SEMIFINAL ROUND

- A. Presentation of the simulation using participant provided Virtual Reality hardware
- B. Interview about documentation and simulation.

Refer to the official rating form for more information

TSA HONOR STATEMENT

All work must be created and completed by individual competitors or teams. Plagiarism, the use of Generative Artificial Intelligence (GenAI) software, copyright violation, cheating, and falsification of information are prohibited. Participants may NOT use any generative artificial intelligence (GenAI) tools (e.g. ChatGPT, Google Gemini, GitHub Copilot, etc.). Any attempt to gain an unfair advantage will not be tolerated. Competitors at any level of TSA competition understand and agree to abide by the TSA Honor Statement.

If it is determined that a student violated the TSA Honor Statement, a rules violation of twenty percent (20%) will be incurred.

STEM INTEGRATION

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

LEADERSHIP AND 21ST CENTURY SKILLS

This event provides opportunity for students to build and develop leadership and 21st century skills including but not limited to – Communication, Collaboration/Social Skills, Initiative, Problem Solving/Risk Taking, Critical Thinking, Perseverance/Grit, Creativity, Relationship Building/Teamwork, Dependability/Integrity, and Flexibility/Adaptability

CAREERS RELATED TO THIS EVENT

This competition has connections to one (1) or more of the careers below:

- Computer animator
- Game designer
- Instructional technologist
- Software engineer

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2025 & 2026 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.

- ☐ TIER 1 – Simulation is playable and USB flash drive is present
- ☐ TIER 2 – Documentation Portfolio is present
- ☐ ENTRY NOT EVALUATED

TIER 1 – SIMULATION (90 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 9-10 points	
Communication of Simulation (X1)	It is difficult to understand the concept being communicated; an illogical explanation is presented.	The concept is communicated generally adequately.	The concept is communicated in an organized, clear, and concise manner.	
Creativity (X1)	The simulation lacks creativity; no, or very few, design principles are integrated in the simulation.	Some elements of creativity are expressed, with most design principles integrated.	The simulation exudes creativity; essential design principles and elements are integrated.	
Aesthetics and Artanship (X1)	Unorganized, sloppy work is evident; the simulation seems to be an afterthought and/or thrown together.	A largely organized presentation of layout and design principles is evident.	An exemplary use of layout and design principles to logically communicate important data is evident.	
Graphical Representations (X2)	Graphical representations do not help to clarify simulation, or they are of little significance to the project.	Graphical representations are appropriate and help supplement the simulation by providing clarity to the project.	Graphical representations are of excellent quality; and clarify abstract concepts.	
Video (X1)	Videos do not help to clarify simulation, or they are of little significance to the project.	Videos are appropriate and help supplement the simulation by providing clarity to the project.	Videos are of excellent quality and clarify abstract concepts.	
Sound Integration (X1)	Sounds do not help to clarify simulation, or they are of little significance to the project.	Sounds are appropriate and help supplement the simulation by providing clarity to the project.	Sounds are of excellent quality and enhance the project.	
Originality (X1)	The simulation lacks imagination, originality, and artistic detail.	The simulation is somewhat effective, inventive, and inspiring.	The simulation is inspiring, inventive, resourceful, and motivating.	
VR (X1)	The simulation lacks VR demonstration and any elements to be effective use of a VR simulation.	The simulation somewhat uses VR elements effectively and demonstration uses VR feature somewhat effectively	The simulation is completely uses VR Elements and the Demonstration is effective in showing the intergration of the hardware with the simulation	
TIER 1 – SIMULATION SUBTOTAL (90 points)				

<p>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.</p> <p>Indicate the rule violated: _____</p>	
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TIME DEDUCTIONS	
There will be a five (5) point deduction for each fifteen (15) seconds under the minimum time or each fifteen (15) seconds over the maximum time allowed for the simulation.	
Total time for simulation	
Simulation time deduction	
TOTAL TIME DEDUCTION	

TIER 1 – SUBTOTAL (90 points)

TIER 2 – DOCUMENTATION PORTFOLIO (50 points)			
CRITERIA	Minimal performance	Adequate performance	Exemplary performance
	1-4 points	5-8 points	9-10 points
Portfolio Components (X1)	The portfolio is unorganized and/or missing three (3) or more components.	The portfolio has most components and is adequately organized.	All components are present, and content and organization are clearly evident.
Purpose (X1)	The purpose of the simulation idea generation is unclear.	The purpose is explained appropriately and adequately.	The purpose of the simulation is clear and concisely written, and compelling.
Storyboard (X2)	The storyboard is sloppy, seems to have been thrown together after the creation of the simulation, and/or it does not correlate with the simulation.	The storyboard is drawn appropriately and largely correlates with the completed simulation.	The storyboard is of exceptional aesthetic and artistic quality and clearly correlates with the simulation, including timings.
Work Log (X1)	The Work Log lacks major elements of documentation.	The Work Log is somewhat completed and generally reflects the time and work necessary for the project.	The Work Log completely and accurately reflects the time and work necessary for the project and captures collaborative work with edits and changes noted.
TIER 2 – DOCUMENTATION PORTFOLIO SUBTOTAL (50 points)			

<p>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.</p> <p>Indicate the rule violated: _____</p>	
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PRELIMINARY SUBTOTAL (140 points)
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SEMIFINAL PRESENTATION/INTERVIEW (60 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
VR Simulation (X2)	The simulation does not use the VR hardware and simulation not presented using VR formatting/features	The simulation uses the VR hardware or minimal effective use VR formatting/features.	The simulation uses the VR hardware effectively and Simulation enhanced by the use of VR formatting/features.	
Organization (X1)	The team/individual seems unprepared and unorganized for the interview.	The team/individual is somewhat prepared and organized in its interview.	The team is well-prepared and any questions asked by judges are answered concisely.	
Knowledge (X2)	The team/individual seems to have little understanding of its chosen topic.	The team/individual has a generalized understanding of its chosen topic.	There is clear evidence of a thorough understanding of the chosen topic.	
Delivery (X1)	The team/individual is verbose and/or uncertain in the interview; posture, gestures, and lack of eye contact diminish the delivery.	The team/individual is somewhat well-spoken and clear in the interview; posture gestures, and eye contact result in an acceptable delivery.	The team/individual is well-spoken and distinct in the interview; posture, gestures, and eye contact result in a polished, natural, and effective delivery.	
SEMIFINAL PRESENTATION/INTERVIEW SUBTOTAL (60 points)				
Time violation (a deduction of five (5) points total will be incurred for exceeding the semifinalist interview time limit). Record the deduction in the space to the right.				
SEMIFINAL SUBTOTAL (60 points)				
To arrive at the TOTAL score, add any subtotals and subtract rules violation points, as necessary.				TOTAL (200 points)

Comments:

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

JUDGE

Printed name: _____ Signature: _____

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EVENT COORDINATOR INSTRUCTIONS

PERSONNEL

- A. Event coordinator
- B. Assistant for check-in, one (1)
- C. Judges:
 - 1. Preliminary round, two (2) or more for initial review of entries. If more than 20 entries, provide 2 additional evaluators to conduct heats.
 - 2. Semifinal round, two (2) or more for interviews

MATERIALS

- A. Coordinator's packet, containing:
 - 1. Event guidelines, one (1) copy for the coordinator and for each judge
 - 2. TSA Event Coordinator Report
- B. Laptop with USB ability to view simulations with a VLC Player utilizing a Microsoft Windows operating system
- C. Stopwatch
- D. Interview questions
- E. Tables for entries
- F. Tables and chairs for initial judges
- G. Tables and chairs for semifinalist judges and participants
- H. Extension cords and power-bars with protection for judges, as needed

RESPONSIBILITIES

AT THE CONFERENCE

- A. Attend the mandatory coordinator's meeting at the designated time and location.
- B. Report to the CRC room and check the contents of the coordinator's packet.
- C. Review the event guidelines and check to see that enough personnel have been scheduled.
- D. 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.

- E. At least one (1) hour before the event is scheduled to begin, meet with judges/assistants to review time limits, procedures, regulations, evaluation, and all other details related to the event. If questions arise that cannot be answered, speak to the event manager before the event begins.
- F. Check that the room has the capability for participants to connect to a hotspot if needed for their VR demonstration.
- G. Ensure the judges have access to the online judging system.

EVENT CHECK-IN

- A. Participants check in:
 - 1. The entry on a USB thumb drive
 - 2. The documentation portfolio
- B. Late entries are considered on a case-by-case basis and only when the lateness is caused by events beyond the participant's control.
- C. In order to compete, participants must be on the entry list or must have approval of the CRC.
- D. If check-in is on the first day of the conference, requirements for attire do NOT apply during check-in.
- E. Place a team identification number stick-on label in the lower right-hand corner of each portfolio.
- F. Secure the entries in the designated area.

PRELIMINARY ROUND

- A. The number of judges depends upon the number of entries. Heats of 20 entries may be used at the coordinator's discretion.
- B. Judges independently assess the entries using the following procedure:
 - 1. Judges review and score the Simulation criteria to determine the top twenty-four (24) preliminary contestants, which will not be published.
 - 2. Judges score the Documentation Portfolio criteria of those top twenty-four (24) contestants to determine the top twelve (12) semifinalist teams.

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

1. To deduct twenty percent (20%) of the total possible points in this round or
2. To disqualify the entry

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

D. Create an interview sign-up sheet.

SEMIFINAL ROUND

- A. Inspect the area in which the interviews are to take place. Ensure that there is a table and seating for the presentation/interviews.
- B. At least one (1) hour before the event is scheduled to begin, meet with judges/assistants to review time limits, procedures, regulations, evaluation, and all other details related to the event. If questions arise that cannot be answered, speak to the event manager before the event begins.
- C. Semifinalists report to the event area at the time and place stated in the conference program to sign up for a presentation/interview time.
- D. Manage the presentation/interview process.
- E. Discuss rule violations (e.g. 20% deduction, disqualification) and have all relevant parties initial the rating form.
- F. Manage security and removal of all materials from the area.