

# SKILL-SPECIFIC RULES



## VNSC2018\_skill\_specific\_rules Web design and Development



TOPIC/TASK	SKILL-SPECIFIC RULE
Use of technology – USB, memory sticks	<ul style="list-style-type: none"> <li>• Experts – Experts are allowed to bring USB/memory sticks into the Expert Meeting Room. USB/memory sticks will be allowed to be taken outside of the meeting room at the end of each day.</li> <li>• Competitors – Competitors are not allowed to bring USB/memory into the workshop.</li> </ul>
Use of technology – personal laptops	<ul style="list-style-type: none"> <li>• Experts – Experts are allowed to bring laptops into the Expert Meeting Room. Laptops will be allowed to be taken outside of the meeting room at the end of each day.</li> <li>• Competitors – No laptops are allowed in the workshop.</li> </ul>
Use of technology – personal cameras	<ul style="list-style-type: none"> <li>• Experts – Experts are allowed to bring cameras into the Expert Meeting Room. Cameras will be allowed to be taken outside of the meeting room at the end of each day.</li> <li>• Competitors – No cameras are allowed in the workshop until the completion of competition on day four.</li> </ul>
Use of technology – mobile devices	<ul style="list-style-type: none"> <li>• Experts – No electronic devices are to be brought to any Competitors workstations under any circumstances unless with the approval of either the Chief or Deputy Chief Experts.</li> <li>• Competitors – Electronic devices (Including mobile phones) must stay in Competitor bags (switched off or on silent) within the lockers provided. No electronic devices are to be brought to Competitors workstations under any circumstances unless with the approval of either the Chief or Deputy Chief Experts.</li> </ul>
Source file/notes	<ul style="list-style-type: none"> <li>• Competitors – No notes may be brought into the workshop under any circumstances. All notes made at the Competitor workstation must remain on the Competitors desk at all times. No notes may be taken outside of the workshop.</li> </ul>
Internal Storage	<ul style="list-style-type: none"> <li>• Competitors - All materials brought in by the Competitors must not have any internal memory storage devices.</li> <li>• The Web Design Experts and Workshop Manager have the right to disallow certain equipment brought by Competitors.</li> </ul>
Equipment failure	<ul style="list-style-type: none"> <li>• Competitors – In the occurrence of equipment failure Competitors must notify Experts immediately by raising their hand. Experts will take note of the time that the Competitor is not able to make use of their equipment. Any time lost due to equipment failure will be provided to the Competitor at the end of the standard Module time.</li> <li>• No additional time will be granted for work not saved prior to the equipment failure.</li> </ul>
Final Test Projects	<ul style="list-style-type: none"> <li>• Competitors - Final Test Projects for all Competitors will be backed up and made available to all Competitors at the conclusion of the competition.</li> </ul>
Competitors Workstation Internet	<ul style="list-style-type: none"> <li>• Competitors – During the competition Competitors may have access to a limited number of Internet resources as required for each individual Module. Not all modules will make use of Internet resources. Except for these Internet resources, Competitors will not have access to the Internet from the Competitor workstations. No additional websites may be visited under any circumstance.</li> </ul>

TOPIC/TASK	SKILL-SPECIFIC RULE
Music	<ul style="list-style-type: none"> <li>Competitors - Competitors will be allowed to supply on Familiarization Day a memory stick containing a maximum of 20 un-edited songs. In addition to the memory stick, Competitors may also supply a maximum of three original music CDs. All music will be collated and shared amongst all Competitors.</li> </ul>
Familiarization Day	<ul style="list-style-type: none"> <li>Competitors - During Familiarization Day Competitors cannot use the available time to work on or solve any tasks related to the Competition. Prior to completing Familiarization all Competitors need to clean their respective computers removing all the files created/used to test the software. This includes the removal of all databases which have been created.</li> </ul>
Breaks	<ul style="list-style-type: none"> <li>Competitors - No extra time will be given to Competitors who stop work during competition time to go to the bathroom or for those who break for a food and/or drink. When time is completed all Competitors must stop all work on their computer immediately.</li> </ul>
Marking Rooms	<ul style="list-style-type: none"> <li>Experts – No additional items are allowed to be brought in or out of the Marking Rooms unless approved by either the Chief Expert or Deputy Chief Expert.</li> <li>Competitors – No Competitors are allowed in the Marking Rooms.</li> </ul>
Marking	<ul style="list-style-type: none"> <li>Experts – All mark deductions must be accompanied by a short description as to why the mark was not awarded. This description can be made in the Results column.</li> </ul>
Module Questions	<ul style="list-style-type: none"> <li>Experts – All questions about the Test Project must be asked in the WorldSkills Forum prior to the day that the Module is to be competed on. Module Experts will then answer questions where required. No questions will be answered unless the question has been asked within the WorldSkills Forum.</li> <li>Competitors – All questions about the Test Project must be communicated through your Expert.</li> </ul>
Module Briefing	<ul style="list-style-type: none"> <li>Experts – No communication can be made with your Competitor during the Module Briefings.</li> <li>Competitors – No questions can be asked about the Test Project during the Module Briefings. These questions should have already been asked by your Expert prior to the day that the Module is being competed on.</li> </ul>