

VIDEO GAME DESIGN



OVERVIEW

Applying leadership and 21st century skills, participants develop a video game that focuses on the annual theme. 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 online, Pre-conference. Semifinalist teams participate in an on-site 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 [TSA website](#) under Competition Themes/Problems.

ELIGIBILITY

Five (5) teams per state may participate.

TIME LIMITS

PRE-CONFERENCE

- A. All components of the chapter's entry must be finished, submitted, and accessible via by 11:59 p.m. ET on May 15th.
- B. Email verification of each team's entry will be made by June 10th.
- C. The game submitted for evaluation must be greater than three (3) minutes in length of play and must be interactive.
- D. A deduction of five (5) points total will be incurred for a game that completes under the three (3)-minute time minimum.
- E. The timing of the game segment starts with the first image or sound presented.
- F. Games must be playable from the deadline until the end of the National TSA Conference.

SEMIFINAL ROUND

- A. Five to ten (5-10) minutes are allowed for the on-site interview.

ATTIRE

TSA competition attire is required for this event.

PROCEDURE

PRE-CONFERENCE

- A. Teams design an online video game.
- B. Teams design the game based on the annual theme posted under Themes and Problems on the [TSA website](#).
- C. The game entry and documentation portfolio must be submitted by 11:59 p.m. ET on May 15th.
- D. Submission information will be provided on the [TSA website](#) under Competition Updates.

PRELIMINARY ROUND

- A. A list of twelve (12) semifinalist teams (in random order) is posted at the National TSA Conference.

SEMIFINAL ROUND

- A. Two (2) representatives from each semifinalist team report at the time and place stated in the conference program to sign up for an interview time.
- B. No more than two (2) semifinalist team members report to the assigned time and place to respond to questions about their documentation, game, the game's purpose, value, design, and rules.
- C. The top ten (10) finalists are announced during 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.

PRE-CONFERENCE/PRELIMINARY ROUND

- A. The game must be an online based game, or one that is a downloadable *.exe file, and accessible for evaluation by the deadline posted on the [TSA website](#) under the Competition Updates page.
- B. Entries received, or changes made to submitted entries after this deadline will not be judged.
- C. The URL must point to the team's entry. Entries that require a software download or a request that access be granted will not be judged.
- D. Video Game:
 - 1. Must be an online based game or a downloadable *.exe file.
 - 2. Must be the original work of the team.
 - 3. Work that is not created by the team must have proper documentation, showing copyright permissions and/or license for usage in the game segment (See Forms Appendix on the [TSA website](#)).
 - 4. Game instructions must be clear and understandable.
 - 5. Judges must be able to play the game to the third (3rd) level.
 - 6. The game submitted for evaluation must be greater than three (3) minutes in length of play and must be interactive.
 - 7. A deduction of five (5) points total will be incurred for a game that completes under the three (3)-minute time minimum.
 - 8. The timing of the game segment starts with the first image or sound presented.
 - 9. Games must be playable from the submission deadline until the end of the National TSA Conference.
 - 10. Bonus points may be awarded for exceptional game features or content.

E. Documentation Portfolio:

- 1. The portfolio must include the following pages in a multi-page PDF document in this order:
 - a. Title page with the event title, the title of the video, the conference city and state, and the year, and the team's identification number; one (1) page
 - b. A completed Student Copyright Checklist (see Forms Appendix) and permission letters for the use of copyrighted material (if applicable)
 - c. Permission letters for the use of copyrighted material (See Forms Appendix on the [TSA website](#)); pages as needed (if applicable).
 - d. A hand-drawn storyboard, which depicts the design concept of the video game; pages as needed
 - e. 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
 - f. A completed Plan of Work log (see Forms Appendix); pages as needed
- F. Bonus points may be awarded for exceptional game features or content.
- G. Required documentation becomes the property of TSA.

EVALUATION**PRELIMINARY ROUND**

- A. The first three (3) levels of the game
- B. The documentation portfolio
- C. 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

- A. The interview

Refer to the official rating form for more information.

STEM INTEGRATION

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

LEADERSHIP AND 21ST CENTURY SKILLS DEVELOPMENT

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
- Flexibility/Adaptability

CAREERS RELATED TO THIS EVENT

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

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

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EVENT COORDINATOR INSTRUCTIONS

PERSONNEL

- A. Event coordinator
- B. Judges:
 - 1. Preliminary round, two (2) or more
 - 2. Semifinal Round, two (2) or more (preferably the same judges from the preliminary round)

MATERIALS

- A. Coordinator's packet, containing:
 - 1. Event guidelines, one (1) copy for the coordinator and for each judge
 - 2. TSA Event Coordinator Report
 - 3. List of judges/assistants
 - 4. Results envelope with coordinator forms
- 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

- A. National TSA will collect entries until 11:59 p.m. ET on May 15th and send out receipt confirmations to participants by June 10th. The results are shared with the CRC manager, event coordinator, and assigned judges.
- B. Review entries as they are submitted to the designated online storage utility.
- C. Manage communication and Pre-conference evaluation (at least two (2) or more judges should be recruited). Coordinate with the Judge Manager.

- D. Judges determine the twelve (12) semifinalists and discuss and break any ties.
- E. At least five (5) days prior to the National TSA Conference, make the online storage utility link for the entries accessible.
- F. Collect completed rating forms electronically and bring them to the conference on a flash drive.

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.

PRELIMINARY ROUND

- A. On the first full day of competition, post a list of the twelve (12) semifinalists in random order.

SEMIFINAL ROUND

- A. At least one (1) hour before the event is scheduled to begin, meet with judges, and review time limits, procedures, regulations, evaluation, and all other details related to the event.
- B. Determine the procedure for breaking ties before the on-site competition begins.
- C. No more than two (2) semifinalist representatives report at the time and place stated in the conference program to sign up and participate in the on-site interview.
- D. Distribute the guidelines for the interview.
- E. Manage completion of the on-site interviews.

- F. Decisions about rules violations must be discussed and verified with the judges, event coordinator, and CRC manager to determine either:
 - 1. To deduct twenty percent (20%) of the total possible points in this round or
 - 2. To disqualify the entryThe event coordinator, judges, and CRC manager must initial either of these actions on the rating form.
- G. Judges determine the ten (10) finalists and discuss and break any ties.
- H. Submit the finalist results and all related forms in the results envelope to the CRC room.