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 rating of the game must meet the ESRB rating of E for Everyone.

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 *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 a designated date in mid-May.

B. The game submitted for evaluation must be greater than three (3) minutes in length of play and must be interactive.

C. A deduction of five (5) points total will be incurred for a game that completes under the three (3)-minute time minimum.

D. The timing of the game segment starts with the first image or sound presented.

E. 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 on the TSA website under *Themes & Problems*.

C. The game entry and documentation portfolio must be submitted by 11:59 p.m. ET on a designated date in mid-May.

D. The submission information and deadline will be provided in January 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. All online game submissions must be a hyperlink to the online game and be accessible for evaluation by the deadline posted on the TSA website under *Competition Updates*. Participants may choose the hosting site, but the hyperlink must point directly to the entry. Entries that request access be granted will not be judged.

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, running an executable file (.exe), or a request that access be granted will not be judged.

D. Video Game:

  1. Must be a hyperlink to the online game.

  2. Must be the original work of the team.

  3. When creating the game, the game must be free of any weapons or violence as stated in the general rules.

  4. 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).

  5. Game instructions must be clear and understandable.

  6. Judges must be able to play the game to the third (3rd) level.

  7. The game submitted for evaluation must be greater than three (3) minutes in length of play and must be interactive.

  8. A deduction of five (5) points total will be incurred for a game that completes under the three (3)-minute time minimum.

  9. The timing of the game segment starts with the first image or sound presented.

  10. Games must be playable from the submission deadline until the end of the National TSA Conference.

  11. 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. 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

    c. A hand-drawn storyboard, which depicts the design concept of the video game; pages as needed

    d. A completed Student Copyright Checklist (see Forms Appendix) and permission letters for the use of copyrighted material (if applicable)

    e. Permission letters for the use of copyrighted material (See Forms Appendix on the TSA website); pages as needed (if applicable).

    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

VIDEO GAME DESIGN
2023 & 2024 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.

☐ The game is playable
☐ PDF of the documentation portfolio is submitted and scored
☐ ENTRY NOT EVALUATED

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 Artisanship (X2)	The game lacks creativity; poor artisanship and development are evident.	The game exhibits adequate creativity and artisanship.	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 (1) scene/level to another.	The game is well-organized and flows smoothly from one (1) 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)	

DOCUMENTATION PORTFOLIO (40 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.	

DOCUMENTATION PORTFOLIO (40 points) – continued

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.
Storyboard (X1)	Storyboard is sloppy, disorganized, and incomplete and/or does not follow overall flow of the game design.	Storyboard is generally organized and includes aspects and overall scenes of the game.	Storyboard is complete, concise, neat, and follows the overall flow of the game.
DOCUMENTATION PORTFOLIO SUBTOTAL (40 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 (110 points)

SEMIFINAL INTERVIEW (40 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 (1) member of the team; the partner(s) may be disengaged in the interview.	Team members generally are engaged in the interview, though one (1) member may take on more responsibility that 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.	
Articulation (X1)	Communication of the design process is unclear, unorganized, and or illogical; leadership and/or 21st century skills are not evident.	Communication of the design process is somewhat logical and clear; leadership and/or 21st century skills are somewhat evident.	Communication of the design process is clear, concise, and logical; leadership and/or 21st century skills are clearly evident.	
SEMIFINAL INTERVIEW SUBTOTAL (40 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: _____

VIDEO GAME DESIGN

BONUS (10 points)			
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.

To arrive at the TOTAL score, add any subtotals and subtract rules violation points, as necessary. **TOTAL (150 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

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 a designated date in mid-May. 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 earlier in the year). Coordinate with National TSA and/or 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.

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 entry

The 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.