

## OVERVIEW

Participants develop, build, and launch an E-rated, online game that focuses on the subject of their choice. The game should be interesting, exciting, visually appealing, and intellectually challenging. 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 on-site interview to demonstrate the knowledge and expertise they gained during the development of the game.

## ELIGIBILITY

1. One (1) team of at least two (2) individuals per chapter may participate.
2. Up to six (6) members of the team may participate in the semifinalist interview.

## TIME LIMITS

### PRE-CONFERENCE

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. EST on May 15th.
2. Email verification of each team's entry will be made by June 10th.
3. The game submitted for evaluation must be greater than three (3) minutes in length of play and must be interactive.
4. A deduction of five (5) points total will be incurred for a game that completes under the three (3)-minute time minimum.
5. The timing of the game segment starts with the first image or sound presented.
6. Games must be playable from the deadline until the end of the National TSA Conference.

### SEMI-FINAL

1. Semifinalists participate in an on-site interview that lasts approximately five to ten (5-10) minutes.

## LEAP

A team LEAP Response is required for this event.

## ATTIRE

TSA competition attire is required.

## PROCEDURE

### PRE-CONFERENCE

1. Teams design an online game.
2. Teams may design the game based on a subject of their choice.
3. The game entry, documentation, and the team LEAP response must be submitted by 11:59 p.m. EST on May 15th.
4. Submission information will be provided on the [TSA website](#) under Competition Updates.

### PRELIMINARY ROUND

1. A list of twelve (12) semifinalist teams (in random order) will be posted on-site.

### SEMIFINAL ROUND

1. Semifinalist teams sign up for an interview time on the date and time noted in the conference program.
2. All six (6) members from each semifinalist team may report to the event area for their interview.
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 Response will be judged for semifinalist teams.
5. Ten (10) finalists will be announced during the conference awards ceremony.

## REGULATIONS AND REQUIREMENTS

### PRE-CONFERENCE

- A. The game and required documentation must be located online and accessible for evaluation by 11:59 p.m. EST on May 15th.
- 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 request that access be granted will not be judged.
- 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 multiple page PDF attachment:
  - 1. A completed Student Copyright Checklist (see Forms Appendix).
  - 2. A hand-drawn storyboard, which depicts the design concept of the video game; pages as needed.
  - 3. 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.
  - 4. A completed Plan of Work Log (see Forms Appendix); pages as needed.
  - 5. Permission letters for the use of copyrighted material; pages as needed (if applicable.)
- I. A separate section in the online submission form is reserved for the required PDF of the LEAP Response.
- J. Required documentation becomes the property of TSA

### SEMIFINAL ROUND

- A. Two to six (2-6) team members participate in a semifinal interview.
- B. The LEAP Response:
  - 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. Find the specific LEAP Response regulations in the LEAP Program section of this guide and on the [TSA website](#).

### EVALUATION

#### PRE-CONFERENCE/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 ten (10) 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 Response

Refer to the official rating form for more information.

### STEM INTEGRATION

This event has connections to the STEM areas of Science, Technology, Engineering, and Mathematics.

### CAREERS RELATED TO THIS EVENT

This competition has connections to one (1) or more of the career areas:

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

# VIDEO GAME DESIGN

## 2020 & 2021 OFFICIAL RATING FORM

### MIDDLE 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 from the deadline until the end of National Conference
- Completed LEAP Response was submitted online pre-conference
- ENTRY NOT EVALUATED

DOCUMENTATION (20 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
<b>Game directions and control functions</b> (X1)	Game explanation is difficult to follow; functions provided are illogical or incorrect.	Game directions can be followed and generally sync with overall workings of the game; most control functions match the functions of the game.	Game explanation is easy to follow, and control functions clearly match the game functions.	
<b>Storyboard</b> (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.	
<b>DOCUMENTATION SUBTOTAL (20 points)</b>				

GAME DESIGN (80 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
<b>Creativity and artisanship</b> (X2)	Game lacks creativity; poor artisanship and development are evident.	Game exhibits adequate creativity and artisanship.	Game is highly creative and well crafted.	
<b>Technical skill</b> (X2)	Game lacks originality and shows few technical skills.	Game is original and shows some evidence of programming skills.	Game is original, highly artistic, and shows evidence of programming skills.	
<b>Storyline/flow of the game</b> (X1)	Game follows little or no storyline; there is little to no logical flow to the game.	Game follows a storyline and flows adequately from one scene/level to another.	Game is well-organized and flows smoothly from one scene/level to the next.	
<b>Overall appeal</b> (X3)	Game is dull and monotonous; it is not engaging.	Game is adequate and maintains complexity and focus.	Game is extremely entertaining and engaging.	
<b>GAME DESIGN SUBTOTAL (80 points)</b>				

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


<b>PRELIMINARY SUBTOTAL (100 points)</b>
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SEMIFINAL INTERVIEW (76 points)			
CRITERIA	Minimal performance	Adequate performance	Exemplary performance
	1-4 points	5-8 points	9-10 points
<b>Organization</b> (X1)	Participants seem unorganized and unprepared for the interview; 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.
<b>Knowledge</b> (X2)	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 their project.	Participants show clear evidence of a thorough understanding of their project.
<b>Articulation</b> (X1)	The interview is full of illogical thoughts that lack clarity, and/or there is insufficient information provided describing the project.	The interview is somewhat logical, easy to follow, and/or there is sufficient information provided describing the project.	The interview is clear, concise, and there is ample information provided describing the project.
<b>Team participation</b> (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 than the other(s).	All team members are actively involved in the interview and responses to questions; there is shared responsibility among team members.
<b>Delivery</b> (X1)	The team is verbose and/or uncertain in its interview; participants' posture, gestures, and lack of eye contact diminish the interview.	The team is somewhat well-spoken and distinct in its interview; participants' posture, gestures, and eye contact are acceptable in the interview.	The team is well-spoken and distinct in its interview; participants' posture, gestures, and eye contact result in a polished, natural, and effective interview.
<b>LEAP Response/ Interview</b> (16 points; 10% of total event points)	The team's efforts are not clearly communicated, lack detail, and are unconvincing; few, if any, attempts are made to identify and incorporate the SLC Practices.	The team's efforts are adequately communicated, include some detail, are clear, and are generally convincing; identification and incorporation of the SLC Practices are satisfactory.	The team's efforts are clearly communicated, fully-detailed, and convincing; identification and incorporation of the SLC Practices are excellent.

Record scores in the column spaces below.


<b>SEMIFINAL INTERVIEW SUBTOTAL (76 points)</b>
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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: _____
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<b>SEMIFINAL SUBTOTAL (76 points)</b>	
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To arrive at the <b>TOTAL</b> score, add any subtotals and subtract rules violation points, as necessary.	<b>TOTAL (176 points)</b>
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**Comments:**

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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; judging takes place online. (Note: judge must have experience or familiarity with running executable files or video game production).
  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 each judge
  2. TSA Event Coordinator Report
  3. List of judges/assistants
  4. Results envelope with coordinator forms
- B. Evaluation of Video Game Design entries and determination of semifinalists takes place before the conference.
  1. Coordinators must bring the evaluation results to the conference on a flash drive.
  2. A semifinalist list will be posted at the conference on the first full day of competition.
- C. Tables for entries
- D. One (1) extension cord for the semifinalist evaluation team
- E. One (1) power bar with surge protection for semifinalists, as needed
- F. Laptop computer with high speed Internet capability
- G. Tables and chairs for event coordinator, semifinalist judges, and participants

### RESPONSIBILITIES

#### PRE-CONFERENCE/PRELIMINARY ROUND

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

#### AT THE CONFERENCE

1. Attend the mandatory coordinator's meeting at the designated time and location.
2. Report to the CRC room and check the contents of the coordinator's packet.
3. Review the event guidelines and check to see that enough personnel 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.
2. Determine the procedure for breaking ties before the on-site competition begins.
3. Semifinalist teams report to the event area at the time and place noted in the conference program to sign up for an interview time.
4. Distribute the guidelines for the interview.
5. Manage completion of the on-site interviews.

6. Decisions about rules violations must be discussed and verified with the judges, event coordinator, and the CRC manager to determine either:
  - To deduct twenty percent (20%) of the total possible points in this round
  - To disqualify the entry

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

7. Judges determine the ten (10) finalists and discuss and break any ties that affect the top three (3) placements.
8. Submit the finalist results and all related forms in the results envelope to the CRC room.