OVERVIEW

Game design demands the use of complex intellectual, artistic, and technical skills. Once learned, these skills may be applied in many other high technology occupations within the sciences, technology, and the arts.

Participants develop a game that focuses on the subject of their choice. The game must be interesting, exciting, visually appealing, and intellectually challenging. The game must have high artistic, educational, and social value.

The theme of the current year's game will be posted on the national TSA website under Competition Themes/Problems.

ELIGIBILITY

Participants are limited to three (3) teams per state, with a minimum of two (2) members per team.

TIME LIMITS

A. Entries must be started and completed during the current school year.

B. **The game must be playable within three (3) minutes of the judges receiving the laptop or computer from the semifinalist team. Games that are not playable within three (3) minutes will not be judged.**

C. The game submitted for evaluation must be greater than three (3) minutes and no more than fifteen (15) minutes in length of play. The game must be interactive.

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

E. As part of each semifinalist interview, each semifinalist team will participate in a LEAP interview that will last a maximum of five (5) additional minutes.

LEAP LEADERSHIP RESUME/INTERVIEW

A Team LEAP Leadership Resume is required for this event and must be submitted at event check-in. Semifinalists will respond to

interview questions related to their submitted LEAP Resume for a maximum of five (5) minutes.

ATTIRE

Competition attire, as described in the National TSA Dress Code section of this guide, is required for this event.

PROCEDURE

A. Participants check in their entries (documentation portfolio) and submit a LEAP Leadership Resume at the time and place stated in the conference program.

B. Entries are reviewed by evaluators. Neither students nor advisors are present at this time. A semifinalist list in random order is posted.

C. Two (2) representatives from each semifinalist team report to the event area at the time and place stated in the conference program, with the game pre-loaded and ready to play on their laptop or computer, for an interview.

D. Each semifinalist team explains its portfolio and game to the evaluators, discussing the purpose, value, design, rules, and development process of its work; teams may also have to answer questions posed by the evaluators.

E. The LEAP interview will be conducted as part of the semifinalist interview and will last a maximum of five (5) additional minutes.

It is essential that students and advisors routinely check the TSA website (www.tsaweb.org) for updated information about TSA general rules and competitive events. This information is found on the website under Competitions/Updates. When students participate in any TSA competitive event, they are responsible for knowing of updates, changes, or clarification related to that event.

☑ Read the General Rules and Regulations section in the front of this guide for information that applies to all of TSA's competitive events.

REGULATIONS

A. The game will be played by judges during the semifinalist interviews.

B. Semifinalists will bring their laptop or computer, with the game pre-loaded and ready to play, to the interview room at the time and place stated in the conference program.

C. The game must be rated E+10 using the Entertainment Software Rating Board (ESRB) rating system.

D. The game must execute and be played directly from the contestant's computer during the semifinalist interview.

E. Judges will follow instructions found in the portfolio. Instructions and text must be clear and understandable for the evaluation process.

F. Entries must be a team project.

G. All entries become the property of TSA, Inc. and will not be returned after judging.

H. The game must include original work of the team, but game architecture, game engines, graphics, and sounds may be used from other sources. Work that is not created by the team must have proper documentation, showing copyright permissions and/or license for usage in the game.

I. The documentation materials must be submitted at check-in. Documentation items (comprising a "portfolio") are required and should be secured in a clear front report cover. The report cover must include the following single-sided, 8½" x 11" pages, in this order:

1. Title page with the event title, the conference city and state, and the year; one (1) page
2. Table of contents; pages as needed
3. Purpose and description of game, including target audience; one (1) page
4. A detailed explanation of how to play the game, including a list of all control functions; pages as needed
5. Team's self-evaluation of the design process that includes use of event evaluation criteria; one (1) page
6. A hand-drawn storyboard; pages as needed
7. Screen captures of the key images seen throughout the game; pages as needed
8. List of hardware and software used in development of the game, as well as cost of development; pages as needed
9. List of references that includes sources for materials (copyrighted and otherwise); pages as needed
10. Permission letters for copyrighted material; pages as needed
11. A list of everything in the game not created by the team; pages as needed
12. Plan of Work log that indicates preparation for the event, as noted by date, task, time involved, team member responsible, and comments (see Forms Appendix or TSA website); pages as needed
13. Completed and signed Student Copyright Checklist (see Forms Appendix or TSA website); one (1) page

J. LEAP Leadership Resume (see Forms Appendix or TSA website)/Interview — Teams document, in the LEAP leadership resume (see resume template), the leadership skills that the team has developed and demonstrated while working on this event. Semifinalists will respond to questions about the content of their resume as part of their presentation and/or interview. The LEAP Leadership Resume/Interview guidelines and other resources can be found on the TSA website.

EVALUATION

Preliminary evaluation is based on the contents of the portfolio, which should describe and depict the game's aesthetics, flow, story, content, sound (preferred but not required), and characters. The game must be entertaining, exciting, and challenging and have artistic, social, and educational value. Fifteen (15) bonus points may be added by the judges for exceptional game features, or for content showing exemplary educational or social value. The LEAP requirements will also be evaluated. Please refer to the official rating form for more information.

STEM INTEGRATION

This event aligns with the STEM educational standards noted below. Please refer to the STEM Integration section of this guide for more information.

Science, Technology, Engineering, Mathematics

TSA AND CAREERS

This competition connects to one or more of the career areas featured in the TSA AND CAREERS section of this guide. Use *The Career Clusters* chart and the *TSA Competitions and The Career Clusters* grid as resources for information about careers.

CAREERS RELATED TO THIS EVENT

Animator
Computer programmer
Electronic game designer
Electronic game technician
Writer

VIDEO GAME DESIGN
EVENT COORDINATOR INSTRUCTIONS

PERSONNEL

A. Event coordinator

B. Evaluators for initial round, two (2) or more

C. Semifinalist evaluators, two (2) or more

MATERIALS

A. Coordinator's packet containing:
    1. Event guidelines, one (1) copy for the coordinator and for each evaluator
    2. TSA Event Coordinator Report
    3. List of evaluators/assistants
    4. Pre-populated flash drives for evaluators
    5. Stick-on labels for entries, as needed
    6. Results envelope
    7. Envelope for LEAP Leadership Resumes
    8. LEAP Interview Judging Protocol

B. Tables for entries

C. Tables and chairs for preliminary evaluators

D. Tables and chairs for semifinalist evaluators and participants

E. Extension cords and power strips with surge protection for evaluators, as needed

RESPONSIBILITIES

A. Upon arrival at the conference, report to the CRC room and check the contents of the coordinator's packet. Review the event guidelines and check to see that enough evaluators/assistants have been scheduled.

B. Inspect the area(s) in which the event is being held for appropriate set-up, including room size, chairs, tables, outlets, etc. Notify the event manager of any potential problems.

C. Check in the entries and collect LEAP Leadership Resumes at the time and place stated in the conference program. Anyone reporting who is not on the coordinator's report may check in only after official notification is received from the CRC. Late entries are considered on a case-by-case basis and only when

the lateness is caused by events beyond the participant's control. Requirements for attire do not apply during check-in.

D. Place an entry number on each portfolio. Secure the entries in the designated area.

E. One (1) hour before the evaluation of the entries is to begin, meet with evaluators and check-in personnel to review time limits, procedures, and regulations. If questions arise that cannot be answered, speak to the event manager before the evaluation begins.

F. Evaluators independently assess the entries to determine twelve (12) semifinalists.

G. For participants who violate the rules, the decision either to deduct 20% of the total possible points or to disqualify the entry must be discussed and verified with the evaluators, event coordinator, and a CRC manager.

H. Submit semifinalist results to the CRC for posting.

I. Semifinalists report to the event area at the time and place stated in the conference program, with their laptop or computer that has the game pre-loaded and ready to play. Each semifinalist team signs up for a time to present its game. Upon entering the interview room, semifinalist team members will present their laptop or computer to the judges. The judges will use the instructions found in the team's portfolio to play the game. During the interview, the semifinalist team members will explain their work and answer any questions the evaluators may ask. The LEAP interview will be conducted as part of the semifinalist interview and will last a maximum of five (5) minutes.

J. Evaluators determine the ten (10) finalists and their ranking and discuss and break any ties.

K. Review and submit the finalist results and all items/forms in the results envelope to the CRC room.

L. Collect all portfolios and give them to the event manager.

M. If necessary, manage security and the removal of equipment and materials from the area.

VIDEO GAME DESIGN

2017 & 2018 OFFICIAL RATING FORM   HIGH SCHOOL

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 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 portfolio is present.

☐ The game is playable within three (3) minutes of the judges receiving the laptop or computer from the semifinalist team.

☐ Completed LEAP Leadership Resume is present.

☐ ENTRY NOT EVALUATED

Participant/Team ID# _____

Record scores in the column spaces below.

Documentation (40 points)

CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 9-10 points	
Evaluators: Using minimal (1-4 points), adequate (5-8 points), or exemplary (9-10 points) performance levels as a guideline, 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.				
Portfolio components See Regulation H (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.	
Game directions and control function (X2)	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.	
Plan of Work log and self-evaluation (X1)	Plan of Work log is incomplete and inaccurate; participant self evaluation is poor.	Plan of Work log is included and mostly addresses participation of all team members; participant self-evaluation is adequate.	Plan of Work log is complete and shows participation of all members; self-evaluation is expressive and specific.	
			SUBTOTAL (40 points)	

Game Design (40 points)

CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 9-10 points	
Creativity and artisanship (X1)	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 (X1)	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 scene/level to another.	The game is well-organized and flows smoothly from one scene/level to the next.	
Overall appeal (X1)	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.	
			SUBTOTAL (40 points)	

Rules violations (a deduction of 20% of the total possible points in the sections above) must be initialed by the evaluator, coordinator, and manager of the event. Record the deduction in the space to the right.

Indicate the rule violated: _____

Bonus (15 points)

CRITERIA	Minimal performance 1-6 points	Adequate performance 7-10 points	Exemplary performance 11-15 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.
			SUBTOTAL (15 points)

Semifinalist Interview (50 points)

CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 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 member of the team; the partner(s) may be disengaged in the interview.	Team members generally are engaged in the interview, though one 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.
LEAP Leadership Resume/Interview See Regulation J and instructions on TSA website (X2)	The individual's efforts are not clearly communicated, lack detail, and/or are unconvincing. Few, if any, attempts are made to identify and/or incorporate the LEAP Be. Know. Do. criteria.	The individual's efforts are adequately communicated, include some detail, are clear, and/or are generally convincing. Identification and/or incorporation of the LEAP Be. Know. Do. criteria is adequate.	The individual's efforts are clearly communicated, fully-detailed, and convincing. Identification and/or incorporation of the LEAP Be. Know. Do. criteria is excellent.
			SUBTOTAL (50 points)

Rules violations (a deduction of 20% of the total possible points in the semifinalist section) must be initialed by the evaluator, coordinator, and manager of the event. Record the deduction in the space to the right.

Indicate the rule violated: _____

(To arrive at the TOTAL score, add any subtotals and subtract rules violation points, as necessary.)	**TOTAL (145 points)**	

Comments:

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

Evaluator

Printed name: _____   Signature: _____