



Eastern Ontario Secondary School Skills Challenge
@ St. Lawrence College Cornwall

Game Developer Competition
(team of 3)

Time/Location: 8:30 a.m to 4:00 p.m.
TBA

Purpose of the Contest:

To evaluate each team's ability, skill and knowledge of game developing.

Assignment:

Students will participate in groups of three. They will be responsible for producing a computer simulation written in the Alice Programming environment from Carnegie-Mellon University. The topic of the simulation will be provided at the start of the competition. Teams will have 3 hours to produce an animation concerning the topic. At the end of the 3 hours, there will be presentations of the animations and prizes awarded to the top three entries.

The software can be downloaded from "www.alice.org" (latest version of Alice). Students should familiarize themselves with the programming environment before the competition.

Competitors must have strong drawing skills and captivate the audience with a good story. Character animation deal with the creation and animation of characters used in storytelling. They may take the shape of any object in response to the project provided. The structure of the project will be provided to the competitors at the orientation session on the morning of the competition. The d

Skills and knowledge to be tested:

- storytelling
- production planning and design
- camera work
- audio use
- editing
- teamwork
- time management
- problem solving
- literacy

Teams must supply one video camera (tape-based or hard-drive) with one lens, (camera must be firewire compatible or team must provide a firewire media converter, team must supply a 6 pin into the camera firewire cable), brand new raw footage tapes (if applicable) in original sealed packaging, batteries, recharger, one external microphone (all purpose – non-wireless) and microphone cable, headphones, and a single stationary tripod (no dollies). CD player to preview music is optional. No other equipment including lighting gear, audio mixers or special lenses/adaptors are acceptable. No in-camera effects permitted. Teams can bring backup equipment in case of malfunctions. All backup equipment must only be used in emergency situations and left with the NTC committee members at all times during the competition. The competition will supply a non-linear editing system with Apple iMovie and Final Cut Pro software. Teams will be allowed to only use cuts, dissolves, static titles, freeze frames and music/sound effects from the copyright cleared CD library provided. One copilation DVD will also be given to each team. On-camera talent should wear appropriate clothing with no visible brand logos and/or slogans and no provincial team identification. As well, proper safety gear must be worn as required by each area (gear to be supplied by the competition). It is the responsibility of the competitors to obtain permission to videotape in other competition areas. They must also ask about and take proper safety precautions.

Equipment and materials:

Supplied by the organizers:

Supplied by each team:

Job Interview:

To assist in competitors in fully preparing for their job searches and to become valued employees, each competitor will be given a 5 minute job interview worth 2.5% (5% total) of their teams total score. Competitors should arrive with a resume and be ready for interview questions and discussion. (students participating from French language school boards will be interviewed in their language)

Judging Criteria:

Total possible score of 100%

Worksite Safety	15%
Job Interview	5%
Accuracy of Project	60%
Fit, Finish and Clean Up	20%
Total	100%
Completion Bonus	25%

Timetable:

7:00 to 8:00	Registration
8:00 to 8:15	All participants move to contest area
8:15 to 8:30	Orientation
8:30 to 4:00	Contest
4:00 to 4:30	Judging
4:30	Awards Presentation