

# 2023-24 Competitive Events Guidelines

## Video Game Challenge



Video Game Challenge provides members with the opportunity to develop and present a video game they've created. This competitive event consists of a presentation component where the game is presented to the judges.

### Event Overview

**Division:** Middle School

**Event Type:** Team of 1, 2 or 3 members

**Event Category:** Presentation

**Event Elements:** Presentation with a Topic

**Presentation Time:** 3-minute set-up time, 7-minute presentation time, 3-minute question & answer time

**NACE Connections:** Career & Self-Development, Communication, Critical Thinking, Leadership, Professionalism, Teamwork, Technology

**Equipment Provided by Competitors:** Technology and presentation items

**Equipment Provided by FBLA:** Table, Internet Access

### 2023-2024 Topic

Create an animated game, in any programming language or game/animation engine, with keyboard and/or mouse input. The game must be playable on a PC or Mac.

### State

Competitors will have a 1-minute set-up time. Check the Call to Conference for any other specific competitive events information and deadlines.

### National

#### *Policy and Procedures Manual*

- Competitors should be familiar with the Competitive Events Policy & Procedures Manual, found on the Competitive Events page on [www.fbla.org](http://www.fbla.org).

#### *Eligibility*

- FBLA membership dues are paid by 11:59 pm Eastern Time on March 1 of the current school year.
- Members may compete in an event at NLC more than once if they have not previously placed in the top ten of that event at NLC. If a member places in the top ten of an event at NLC, they are no longer eligible to compete in that event.
- Members must be registered for the NLC and pay the national conference registration fee in order to participate in competitive events.
- Members must stay in an official FBLA hotel in order to compete.
- Each state may submit four entries.
- Each competitor can only compete in one individual/team event and one chapter event (Annual Chapter Activities Presentation, Community Service Presentation).

# 2023-24 Competitive Events Guidelines



## Video Game Challenge

- If competitors are late for a presentation time, they will be allowed to compete until such time that results are finalized, or the accommodation would impact the fairness and integrity of the event. Competitive events start in the morning before the Opening Session of NLC.
- Each competitor must compete in all parts of an event for award eligibility.
- All members of a team must consist of individuals from the same chapter.

### *Recognition*

- The number of competitors will determine the number of winners. The maximum number of winners for each competitive event is 10.

### *Event Administration*

- This event has two parts: preliminary presentation and final presentation
- Preliminary Presentation Information
  - **Equipment Set-up Time:** 3 minutes
  - **Presentation Time:** 7 minutes (one-minute warning)
  - **Question & Answer Time:** 3 minutes
  - **Internet Access:** Provided (Internet access may not be Wi-Fi, so competitors should plan appropriately when selecting devices on which to present. Please note that internet reliability at any conference venue cannot be guaranteed. Always have a backup plan in case internet connections go down.)
  - Competitors will choose a programming language or game/animation engine to create a standalone executable program that will display creativity and programming skill. The use of templates is permitted; however, the final product should demonstrate the competitors' creativity and original thought.
  - Presentation should cover the following aspects of the game:
    - Games should be free of viruses/malware.
    - The development, usability and functionality of the game must be demonstrated and explained to the judges.
    - The design process and design principles used.
    - Competitors must show the judges any of the following that are applicable: read me file, source code, documentation of templates/libraries used, documentation of copyrighted material and sources used.
  - The presentation is judged at the NLC. Preliminary presentations are not open to conference attendees. The presentation will take place in a large, open area, with a booth size of approximately 12' x 12'.
  - Competitors/teams are randomly assigned to sections.
  - Competitors present directly from a laptop/device. Screens and projectors are not allowed for use, and competitors are not allowed to bring their own. Power will not be available.
  - Competitors can present with and bring any of the following technology into the presentation as long as it fits on a small table or is held by the competitors:
    - Laptop
    - Tablet
    - Mobile phone

# 2023-24 Competitive Events Guidelines



## Video Game Challenge

- External monitor that is approximately the size of a laptop monitor
- Materials, visual aids, and samples related to the project may be used during the presentation; however, no items may be left with the judges or audience.
- When the equipment set-up time has elapsed, the timer will automatically start the presentation time.
- If performing as a team, all team members are expected to actively participate in the presentation.
- No animals (except authorized service animals) will be allowed for use in any competitive event.
- Final Presentation Information
  - The above presentation guidelines will be in effect for the final presentation.
  - An equal number of competitors/teams from each section in the preliminary round will advance to the final round. When there are more than five sections of preliminary presentations for an event, two competitors/teams from each section will advance to the final round.

### *Scoring*

- The preliminary presentation score will determine the finalists.
- The final presentation score will determine the winners.
- Judges must break ties. All judges' decisions are final.

### *Americans with Disabilities Act (ADA)*

- FBLA meets the criteria specified in the Americans with Disabilities Act for all competitors with accommodations submitted through the conference registration system by the registration deadline.

### *Recording of Presentations*

- No unauthorized audio or video recording devices will be allowed in any competitive event.
- Competitors in the events should be aware FBLA reserves the right to record any presentation for use in study or training materials.

### *Penalty Points*

- Competitors may be disqualified if they violate the Competitive Event Guidelines or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to arrive for their presentation time.

# 2023-24 Competitive Events Guidelines



## Video Game Challenge

### Video Game Challenge Presentation Rating Sheet

Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
<b>Content</b>					
Topic is understood and well-defined	<i>Topic is not understood or well-defined</i>	<i>Topic is partially understood or defined</i>	<i>Topic is fully understood and defined</i>	<i>User with no knowledge of the topic can identify it based on use of game</i>	
	0 points	1-6 points	7-8 points	9-10 points	
Demonstrates a high-quality game that runs smoothly	<i>Game does not run</i>	<i>Game is too simplistic or does not run smoothly</i>	<i>Game is high-quality and runs smoothly.</i>	<i>Game is high-quality, runs smoothly, and has several outcomes available for completion</i>	
	0 points	1-8 points	9-12 points	13-15 points	
Explains the programming language or game/animation engine used and the process undertaken in creating the game	<i>Game design and creation process is not explained</i>	<i>Game design and creation process is partially explained</i>	<i>Game design and creation process is fully explained</i>	<i>Game design and creation process is explained with examples of difficulty or adaptation</i>	
	0 points	1-8 points	9-12 points	13-15 points	
<b>Technical Components</b>					
Instructions are clear and executable	<i>User instructions do not exist or do not execute</i>	<i>User instructions are available but unclear or execute poorly</i>	<i>User instructions are available, clear, and fully functional</i>	<i>Instructions are clear, available in multiple places, and execute without error</i>	
	0 points	1-6 points	7-8 points	9-10 points	
Errors did not crash the game or prevent use	<i>Errors prevented use of program</i>	<i>Contains errors, but did not prevent execution of the program</i>	<i>Error free</i>		
	0 points	1-6 points	7-10 points		
Program documentation is readable, useful, and complete	<i>Program documentation is not provided</i>	<i>Program documentation contains errors</i>	<i>Program documentation is error free</i>	<i>Program documentation invites use of advanced features</i>	
	0 points	1-6 points	7-8 points	9-10 points	
<b>Presentation Delivery</b>					
Statements are well-organized and clearly stated	<i>Competitor(s) did not appear prepared</i>	<i>Competitor(s) were prepared, but flow was not logical</i>	<i>Presentation flowed in logical sequence</i>	<i>Presentation flowed in a logical sequence; statements were well organized</i>	
	0 points	1-6 points	7-8 points	9-10 points	
Self-confidence, poise, assertiveness, and good voice projection	<i>Competitor(s) did not demonstrate self-confidence</i>	<i>Competitor(s) demonstrated self-confidence and poise</i>	<i>Competitor(s) demonstrated self-confidence, poise, and good voice projection</i>	<i>Competitor(s) demonstrated self-confidence, poise, good voice projection, and assertiveness</i>	
	0 points	1-6 points	7-8 points	9-10 points	
Ability to effectively answer questions	<i>Unable to answer questions</i>	<i>Does not completely answer questions</i>	<i>Completely answers questions</i>	<i>Interacted with the judges in the process of completely answering questions</i>	
	0 points	1-6 points	7-8 points	9-10 points	
<b>Staff Only: Penalty Points (5 points for dress code penalty and/or 5 points for late arrival penalty)</b>					
<b>Presentation Total (100 points)</b>					

Name(s):	
School:	
Judge Signature:	Date:
Comments:	

# 2023-24 Competitive Events Guidelines

## Video Game Challenge

