2024-25 Competitive Events Guidelines
Computer Game & Simulation Programming

Computer Game & Simulation Programming provides members with the opportunity to design and implement a computer game or simulation based on a specific topic. Interactive computer games and simulations have achieved broad implementation in a wide variety of business and educational disciplines.

Event Overview

Division: High 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, 7-minute presentation time, 3-minute question & answer time*
NACE Connections: Career & Self-Development, Communication, Critical Thinking, Leadership, Professionalism, Teamwork, Technology

2024-25 Topic

Create a game that encourages critical thinking and decision-making.

Include:

- Scenarios with ethical challenges
- Multiple outcomes based on player decisions
- Scoring (examples include points system, leaderboards, etc.)

The game must:

- Be playable on the student device using Windows 10, Mac OS, a modern web browser, or a mobile platform
- Be secure
- Have no game-breaking bugs

Games should consider accessibility features to accommodate players with disabilities.

This topic was created in partnership with code.org. Learn more about code.org, resources available, and expanding computer science in your school or district at this link.

Region

Each chapter may submit one (1) entry for this event to present at the Spring Regional Leadership Conference.

State

Each region may submit one (1) entry for this event to present at the State Leadership Conference.

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Required Competition Items

	Items Competitor Must Provide	Items FBLA Provides
Presentation	• Technology and presentation items • Conference-provided nametag • Photo identification • Attire that meets the FBLA Dress Code	• Table • Internet access

Important FBLA Documents
- Competitors should be familiar with the Competitive Events Policy & Procedures Manual, Honor Code, Code of Conduct, and Dress Code.

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.

Eligibility
- FBLA membership dues are paid by 11:59 pm Eastern Time on March 1 of the current school year or prior to regional competition, whichever comes first.
- 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 RLC/SLC/NLC and pay the national conference registration fee to participate in competitive events.
- Members must stay in an official FBLA hotel block to compete.
- Each chapter may submit one entry; each region may submit one entry; each state may submit four entries.
- Each competitor can only compete in one individual/team event and one chapter event (American Enterprise Project, Community Service Project, Local Chapter Annual Business Report, Partnership with Business Project) at the national level. RLC/SLC competitors may compete in one objective test/one performance event/ and one chapter event.
- Only competitors are allowed to plan, research, prepare, and set up their presentations.
- 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.
- Picture identification (physical or digital: driver's license, passport, state-issued identification, or school-issued identification) matching the conference nametag is required when checking in for competitive events.
- If competitors are late for their assigned presentation time, they will be allowed to compete with a five-point penalty until such time that results are finalized, or the accommodation would impact the fairness and integrity of the event.

- Some competitive events start before the Opening Session of SLC/NLC. The schedules for competitive events are displayed in the local time of the NLC location. Competitive event schedules cannot be changed.

Recognition

- The number of competitors will determine the number of winners. The maximum number of winners for each competitive event is 10/NLC; 5/SLC; 3/RLC.

Event Administration

- This event has one part: presentation
- Presentation
  - o **Equipment Set-up Time:** 3 minutes
  - o **Presentation Time:** 7 minutes (one-minute warning)
  - o **Question & Answer Time:** 3 minutes
  - o **Internet Access:** Provided (Please note that internet reliability at any conference venue cannot be guaranteed. Always have a backup plan in case internet connections are lost or are unable to connect to your device.)
  - o The presentation is judged at the SLC/NLC. Presentations are not open to conference attendees.
  - o Timing: The presentation time is exclusive to the allotted times. Once the set-up time has been reached, the presentation time automatically begins. The presentation time shall not exceed the stated time, meaning that the set-up and Q&A time cannot be used as presentation time.
  - o Technology
    - ▪ Competitors present directly from a device which includes a laptop, tablet, mobile phone, or external monitor (approximately the size of a laptop screen). Competitors can present with one or two devices. If presenting with two devices, one device must face the judges and one device must face the competitors.
    - ▪ Projectors and projector screens are not allowed for use, and competitors are not allowed to bring their own.
    - ▪ Wireless slide advancers (such as a presentation clicker or mouse) are allowed.
    - ▪ External speakers are not allowed. Only device audio can be used.
    - ▪ Power is not available.
  - o Non-technology Items: Materials, notecards, 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.
  - o Restricted Items: Animals (except authorized service animals), Food (for display only; may not be consumed by judges during the presentation), Links and QR codes (for display only; cannot be clicked or scanned by judges before, during, or after the presentation)
  - o Teamwork: If performing as a team, all team members are expected to actively participate in the presentation.
  - o Presentation should cover the following aspects of the program:

- Choosing a programming language or game/animation engine to create a standalone executable program that will display creativity, programming skill, and convey the message of the topic.
- The development, usability and functionality of the program must be demonstrated and explained to the judges.
- Data must be free of viruses/malware.
- Must be graphical in nature, not text based.
- Must have an initial title page with the game title, user interface control instructions, and active button for Play and Quit.
- Must have a quit command programmed to the escape key.
- Competitors must provide comprehensive documentation including a readme file, source code, templates/libraries used, and documentation of any copyrighted or open-source material used.
- The presentation should follow the rating sheet and include the following:
  - Concept and Design of the Game: What are the game rules? Are they easy to understand? Do the rules address all aspects of the game?
  - Implementation of the Concept & Design: What process was used to turn the concept and design into software? How was the art/sound built?
  - User Experience: Does the user have a good experience with the interface?

Scoring
- The presentation score will determine the winners.
- Judges must break ties.
- The decision of the judges is considered final. All announced results are final upon the conclusion of the RLC/SLC/NLC.

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 Code of Conduct or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to their assigned presentation time.

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Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Concept & Design					
Game addresses all parts of the concept/topic and guidelines	*Concept / topic are not addressed, and 3 or more guidelines not followed*	*Concept / topic not fully developed, and one or two guidelines not followed*	*Fully addresses the concept/ topic and followed all guidelines*	*User with no knowledge of the concept/topic can identify it based on use of project and followed all guidelines*	
	0 points	1-8 points	9-12 points	13-15 points	
Game rules are well-defined and clearly explained	*Rules contain substantial errors affecting game play*	*Rules contain errors that have minimal impact on game play*	*Rules are error free as discovered through basic game play*	*At least one advanced rule feature available*	
	0 points	1-2 points	3-4 points	5 points	
Game is challenging, but can be completed	*Game is overly simplistic and/or cannot be completed*	*Game can be completed but is simplistic*	*Game is challenging and can be completed*	*User can navigate the game with rules as defined and several outcomes are available for completion*	
	0 points	1-2 points	3-4 points	5 points	
Innovation and Creativity of the Game	*No innovation or creativity is demonstrated*	*Very little innovation or creativity is demonstrated*	*Game is innovative or creative*	*Game is innovative and creative*	
	0 points	1-2 points	3-4 points	5 points	
Implementation					
Describes programming languages, graphic design tools, game engines, or other software used and evaluates the technical complexity and sophistication of the implementation	*Program documentation not provided*	*Program documentation contains errors*	*Program documentation is error free*	*Program documentation invites use of advanced features*	
	0 points	1-2 points	3-4 points	5 points	
Graphics & game assets are appropriate for concept and/or topic	*No graphic design principles applied*	*Graphics are distracting/busy*	*Graphics are appropriate for the concept/topic*	*Graphics enhance the user experience*	
	0 points	1-2 points	3-4 points	5 points	
Graphics & game assets are consistently applied	*Graphics & assets not available*	*Graphics & assets not consistent*	*Graphics & assets consistently applied*	*Graphics & assets consistently applied and enhance the user experience*	
	0 points	1-2 points	3-4 points	5 points	
Graphics & game assets are appropriate for the concept and/or topic, and their quality and consistency enhance the overall user experience	*No design principles applied*	*Color, contrast, background, typography, sound and design are distracting or busy*	*Color, contrast, background, typography, sound, and design are appropriate for the concept or topic*	*Color, contrast, background, typography, sound, and design enhance the user experience*	
	0 points	1-2 points	3-4 points	5 points	
User Experience					
Title screen functions & provides clear instructions	*No title screen provided*	*Title screen has limited instructions and/or functionality*	*Title screen functions and provides clear instructions*	*Title screen provided, but allows user to execute without instructions*	
	0 points	1-2 points	3-4 points	5 points	

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Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Users can easily navigate between pages, and the overall user engagement and enjoyment are considered	*Experience intended for the game is not defined*	*User can navigate the game but experience and purpose are not defined*	*User can navigate and complete the game following the rules*	*Game includes an operating multi-player function*	
	0 points	1-6 points	7-8 points	9-10 points	
Game controls & mechanics are intuitive	*Controls & mechanics aren't present*	*Controls & mechanics not fully present*	*Controls & mechanics are intuitive*	*Controls & mechanics are intuitive and enhance the user experience*	
	0 points	1-2 points	3-4 points	5 points	
Presentation Delivery					
Statements are well-organized and clearly stated	*Competitor(s) did not appear prepared*	*Competitor(s) were prepared, but flow was not logical*	*Presentation flowed in logical sequence*	*Presentation flowed in a logical sequence; statements were well organized*	
	0 points	1-6 points	7-8 points	9-10 points	
Demonstrates self-confidence, poise, assertiveness, and good voice projection	*Competitor(s) did not demonstrate self-confidence*	*Competitor(s) demonstrated self-confidence and poise*	*Competitor(s) demonstrated self-confidence, poise, and good voice projection*	*Competitor(s) demonstrated self-confidence, poise, good voice projection, and assertiveness*	
	0 points	1-6 points	7-8 points	9-10 points	
Demonstrates the ability to effectively answer questions	*Unable to answer questions*	*Does not completely answer questions*	*Completely answers questions*	*Interacted with the judges in the process of completely answering questions*	
	0 points	1-6 points	7-8 points	9-10 points	
Staff Only: Penalty Points (5 points for dress code penalty and/or 5 points for late arrival penalty)					
Presentation Total (100 points)					

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

Comments: